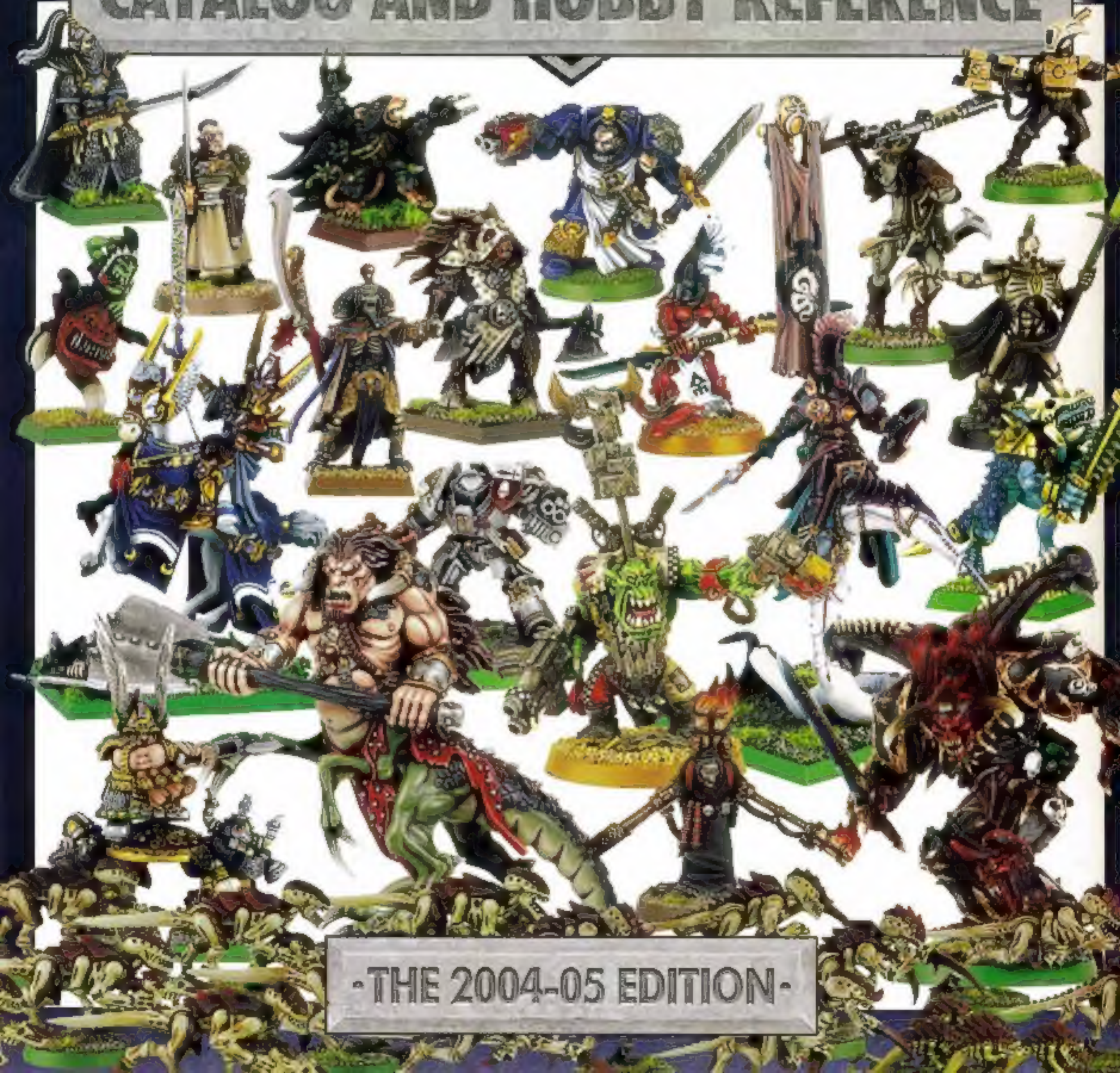


# THE COMPLETE **GAMES WORKSHOP**

CATALOG AND HOBBY REFERENCE



- THE 2004-05 EDITION -



# THE COMPLETE GAMES WORKSHOP

## CATALOG AND HOBBY REFERENCE

### Welcome to the Complete Games Workshop Catalog & Hobby Reference 2004-05

Greetings and welcome to the largest and most complete catalog Games Workshop has ever produced. At this point, we are only fairly certain that this voluminous tome can be seen from space, but we are positive that this massive book will help you enjoy our broad hobby of collecting, painting, converting, and gaming with Citadel Miniatures. Feel free to spend countless hours scouring this catalog for conversion ideas, planning new armies, glean painting tips, or drawing inspiration. We certainly have been doing this and more during the many days and weeks it has taken to compile this catalog. While it has been a labor of love, the labor could not have been completed without the help of a great many people. Most special thanks to Drew Will, the US Publications Manager, who has not only led the charge and coordinated this colossal effort, but also, as he has for so many years, continued to get *White Dwarf* magazine out on time.

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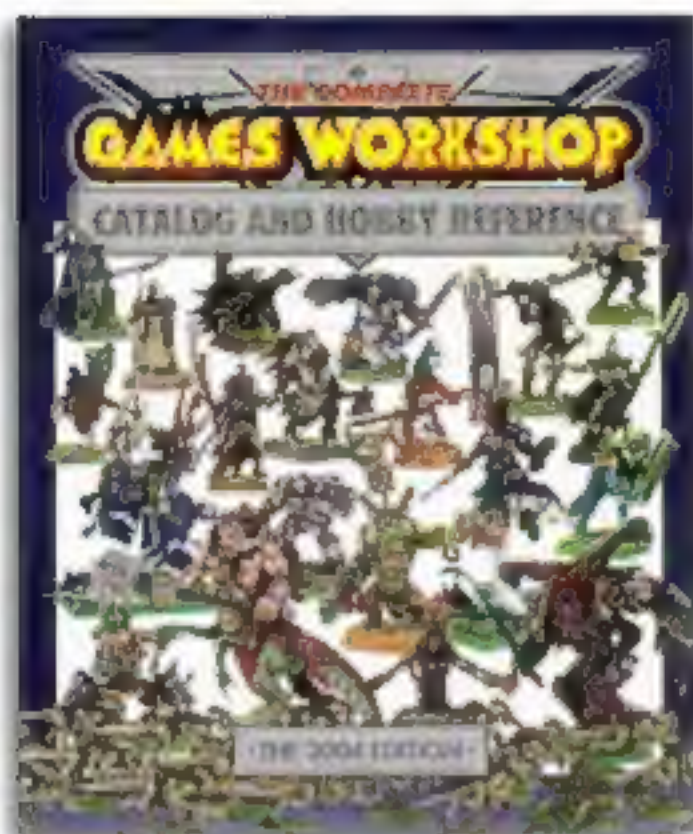
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# USING THIS CATALOG



## What You'll Find Inside

The mighty tome you now hold in your hands, *The Complete Games Workshop Catalog and Hobby Reference* (2004 Edition), is, without a doubt, the largest book Games Workshop has ever produced. It is jammed with photos of Citadel Miniatures and of all the products (games, rulebooks, paints, terrain, and more) that are available from Games Workshop.

Because there are so many codes and different ways to buy models, this section will provide all the information you'll need to get your hands (or claws, talons, powerfists, or tentacles) on all that great Games Workshop merchandise.

## The Miniatures

While you'll find games, rulebooks, and hobby supplies, it is the matchless Citadel Miniatures that rule the catalog. Each available model will be listed as follows.



**Space Marine Captain Blister (Random 1)**  
48-64 (Blister)  
010110301 (Bit)

**Commander Storm Bolter**  
010110302



*Above: From the Imperial might of the Lemnax battle tank to the lumbering ferocity of a Giant, from lithe Howling Banshees to stumbling Zombies - the Citadel Miniatures range is staggering in depth and detail!*

## In All Their Forms

Games Workshop sells its models in boxed sets, in blister packs, and as component parts. Throughout the catalog, models are shown assembled, painted, and on their appropriate bases. Each catalog entry specifies whether it is a boxed set, a blister pack (see right), or an individual part (hereafter referred to as a "bit" or "bitz"). For each boxed set of plastic miniatures, the catalog will show assembled and painted models as well as the plastic "sprues" so hobbyists can see the variety of pieces that make up the models.

Most gamers, painters, and collectors will want to buy whole models, but some hobbyists will want to purchase the separate parts for conversion and modeling purposes. Thus, every individual piece that is available for sale is shown, coded, and listed on the price list.

## Codes and Price Lists

Codes identify each product, and these codes will match up with the Price Lists found in each "chapter" of the catalog. The Space Marine Captain pictured at the right will have his price listed out (along with all the other models) at the end of the Space Marine section.

48-64 Space Marine Captain ..... \$10  
Blister includes 1 model



*Left: An example of a boxed set and how it will be labeled.*

**Space Marine Command Squad Box (5)**  
48-17

*Right: The catalog does not show the blister pack but instead will show the assembled models that are enclosed.*



**Space Marine Captain Blister (Random 1)**  
48-64 (Blister)  
010110301 (Bit)



# USING THIS CATALOG



## Where Is This Stuff Available?

All of the products in the catalog are available from Independent Retail shops (often called Rogue Traders), Games Workshop Hobby Centers, and the GW Mail Order Service and Online Store. This point is so important that we had to emphasize it at right. If your local shop carries any Games Workshop products, then they have access to EVERYTHING in this enormous Catalog.

## New Models Replace Old

Over the years, Games Workshop has made many fantastic models, and we have no plans of stopping! During that time, entire ranges of Citadel Miniatures have been replaced with newer, better models. However, no matter how much better the new miniatures are, the older versions were always somebody's favorite! Therefore, whenever possible, we continue to sell these "Classic" models.

Over the years, the number of miniatures we produce has grown vast, and the multiple ranges can confuse hobbyists and the Independent Retailers who sell Games Workshop products. Even we have been a bit dumfounded about such things ourselves. The answer? We needed to organize, label, and clearly define what products were available.

**All the models in this catalog can be purchased from Independent Retailers, Games Workshop Hobby Centers, as well as Games Workshop Mail Order, and the Games Workshop web site.**

## Range Categories

On the following page, you will find the following Ranges defined: Current, Classic, Collector's, and Specialist.

Having all these categories and labels is important for lots of reasons, but the best one is making sure that you, the hobbyist, can obtain exactly what you are looking for. The Current Range is readily available and on display at any better Independent Retail shop or Games Workshop Hobby Center.

## Still Available – Whether on the Shelves or Not!

Few stores, if any, could manage, afford, or find the space to stock the many pieces and bits that make up the Classic, Collector's, and Specialist Ranges. All those models and bits, down to the most obscure left Ogre arm, can still be ordered from any participating retailer. In other words, if you can find it in this catalog, it can be ordered by your local Games Workshop stockist!



# USING THIS CATALOG

## Categories

|                   |                          |
|-------------------|--------------------------|
| Current Range     | In stock, on the shelves |
| Classic Range     | Special Offer            |
| Collector's Range | Special Offer            |
| Specialist Range  | Special Offer            |

Remember, Special Offer means that the product will have to be ordered, but it can be ordered from Independent Retail shops, Games Workshop Hobby Centers, Games Workshop Mail Order, or the GW Online Store.

## Current Range

Games Workshop's Current Range makes up the majority of the catalog. There are NO special markings to denote the Current Range. If a model is not marked Classic, Collector's, or Specialist, it is in the Current Range. The Current Range includes the following.

**Warhammer 40,000.** The game and all the latest Codices and miniature ranges.

**Warhammer.** The game and all the latest Army books and miniature ranges.

**The Lord of The Rings.** The games and the miniature ranges.

**Battlefleet Gothic.** The game and the miniature range.

**Hobby Supplies.** Citadel Colour Paints, brushes, terrain making materials, and tools.

## Classic Range

Games Workshop has grown and developed over our 25 years of existence, and there are many miniature ranges that have been replaced with new models. Most of these "older" models are still perfectly viable with the latest rules sets and army aesthetics and so are considered "Classic." There are Classic Range models for both Warhammer and Warhammer 40,000.

## Collector's Range



The Collector's term denotes editions of miniatures that are not supported by the current rules or are very old indeed. These models are still sought after by fervent collectors. Individual Collector's figures will be marked with the Collector's Range symbol. Small ranges or groups of models that are in the Collector's Range will have their whole pages/section so labeled.

## Specialist Range

The Specialist Range is made up of all the available Specialist Games and their model ranges, including Blood Bowl, Inquisitor, Mordheim, Necromunda, Warmaster, and Epic 40,000. These games are excellent and are well supported with great miniature lines.





## Out of Stock

While Games Workshop tries not to run out of stock of any of our products, there are occasionally forces beyond our control. Even if we do run out of stock on a few items, our improved manufacturing system will have the items back in stock in no time. However, there may be exceptions.

Older models – and here we are talking about models in the Classic and especially the Collector's Ranges – may suffer when their molds become worn out. If we cannot repair or replace the molds, then we will retire the model from the available range rather than sell poorly cast figures.

If any models have dropped from availability, updates will be sent to Rogue Traders, Games Workshop Hobby Centers, our Mail Order Division, and noted on our web site. Again, we do not anticipate any such incidents, but over the years, we've learned that it often happens.

## Promotional Range

On occasion, Games Workshop produces a few Promotional models for events such as major Battle Tours, Games Days, or perhaps a new game launch. These models are limited editions, as they are **ONLY** for sale at the event and are not otherwise available. For completeness sake (and 'cause they are cool models!), we have included them in this catalog, but they will **NOT** have codes, nor may they be ordered through any of our sales channels.



*Above: This promotional model for Bilbo Baggins was available at the launch of The Fellowship of The Ring.*

## Citadel Miniatures are not recommended for children under the age of 12.

### Safety First

Citadel Miniatures are fine scale models designed for gamers and collectors. Due to the small and pointed components of Citadel Miniatures, they are **NOT RECOMMENDED FOR CHILDREN UNDER THE AGE OF 12**.

Hobbyists of any age should be careful when modeling. Hobby knives, files, clippers, and more can cause bodily harm if used incorrectly. Always be sure to read and follow the instructions on the packaging when using any type of glue or spray primer. By having a thorough understanding of the product and following the proper procedures, any modeler can enjoy the Games Workshop hobby in complete safety.

### Unassembled & Unpainted

In this catalog, models and bitz are shown in a variety of ways (painted, unpainted, in pieces, fully assembled), but we want to point out that Games Workshop models are sold unassembled and unpainted. The painted and assembled models are shown to provide both a clear picture of the finished product and an inspiration to the modeler and painter.

Full models (not bitz) are sold with the appropriate plastic base that is specified by the game rules. For instance, an Imperial Guard trooper is supplied with a 25-mm round base, while an Ogryn will come with a 40-mm round base.

**All the models are supplied unpainted. Models, bitz, and plastic sprues are shown at actual size unless otherwise noted.**

Oi! Where's my head?

The Giant's head isn't missing because we've made mistake. It's cut off on purpose to point out the immense size difference between miniatures! If the model isn't shown at actual size in the catalog, this fact will be noted.



The size of Citadel Miniatures can be very different. Some are huge (like a Giant or Hive Tyrant), while some are relatively small (Snotlings or Necron Scarabs). Where possible, models are shown at **ACTUAL SIZE** in the catalog. In some cases, the models are shown a bit smaller, and this fact is noted where relevant throughout the catalog.



# USING THIS CATALOG

## How the Catalog Is Organized

When you start to flip through something as massive as *The Complete Games Workshop Catalog and Hobby Reference* (2004 Edition), it is best if you have an idea of how things are laid out and what you can expect to find in each section.

## SHOWCASE

### SHOWCASE

Near the *Getting Started* section of each army, we like to spotlight a painted army in a showcase. These awesome and eye-catching armies are often painted by Grand Tournament contestants from around the world and will give the reader an inspirational rendition of the featured army.

## Organized by Game

The catalog is organized by Game System. The first part of any section will cover the game, what it is, how to get started, and the core products: rulebooks, annuals, and supplements. Next, the armies, warbands, fleets, or teams for that game will be covered.

## Army Organization

Warhammer 40,000 and Warhammer armies are displayed in basically the same way.

**Introduction.** A bit of background on the army and a brief synopsis on its *Fighting Style*.

**Getting Started.** The relevant Codex/Army books and any Battle Force or Battalion starter force boxes.

**By Codex or Army Book.** The models for each army are then organized per their Codex or Army book. Thus, for Warhammer 40,000 armies, HQ choices are first and are followed by Elites, Troops, Fast Attack, and then Heavy Support. For Warhammer armies, Lords & Heroes are listed first and are followed by Core, Special, and Rare choices.

**Price List.** A Price List with codes follows the Current Range of products. These lists are organized in the same order and with the same headers as the models (HQ first, then Elites, etc.). Boxed sets and blister packs are listed first, followed by bitz and sprues. Any models from the Classic/Collector's Range are printed in blue.

**Classic Range.** Any available Classic Range models will normally be shown after the Price List and will ALWAYS have a header that labels the models as CLASSIC.

## GAME SYSTEM

This small icon lets you know quickly which section of the catalog you are flipping through.

## GETTING STARTED

### HEADER FOR SECTION

Each army for Warhammer 40,000 or Warhammer is labeled with these headers to let you know what you are looking at. In this example, the *Getting Started* section shows off the Codex army books and the Battle Force army starter set.



## Hobby Stuff

**Colors of War.** The *Colors of War* sections show off a lot of different color schemes that can be used to paint the models. These sections can help hobbyists choose a color scheme for their own army or perhaps inspire them to create their own unique version.

**Hobby Material.** Scattered throughout each section are hobby tips, step-by-steps, and as many great painted examples as we could pack in. We have included showcases of completed armies and converted models. Terrain has not been overlooked, and we have tried to showcase at least one battlefield or evocative terrain piece for every army.

## Exceptions

Of course, with a catalog of this size, there are bound to be exceptions with the order of things. Some very large sections, like the Space Marines, will have their main ranges broken up by price lists and will be subdivided into smaller chapters. Other ranges of models, like the Tau, are so new that they have no Classic or Collector's Ranges.

## HOBBY PROJECTS

In addition to showing off the amazing models and bitz, the catalog has worked in lots of hobby tips, painting step-by-steps, advice, and examples.

## How Is It Packaged?

There are so many models in this catalog and they come in such a variety of ways that to ensure that the hobbyist can find and receive exactly what he/she is looking for, it is important to understand what each label means. The goal of this section is to point out how to read the labels and clarify what is meant by each of the packaging terms. Models are available in the following packages.

**Blister Packs.** This term refers to the packaging, the plastic bubble that holds the models to a piece of card. If you were to order a Blister Pack code that said "Random," you would receive a random variation of the available models from that code.

**Box.** This term denotes either a set of models or a larger multiple-piece model that is sold in a box. If the description says "Random," then the mix of models in the box may differ slightly.



**Bitz.** This term refers to a component piece that makes up a complete model that would normally be sold in a Blister Pack or Box. Bitz have longer nine-digit codes and are shown unpainted. No additional plastic parts, such as miniature bases, plastic shields, or mounts (like horses or wolves) are included with bitz sales.

**Plastic Sprues.** Sprue is the word to describe the plastic "frames" of plastic models or pieces. Each sprue comes with detailed component parts that must be cut out and assembled. There are boxed sets of many plastic sprues (to build an entire squad or unit), and most sprues are also available as independent bitz. Some plastic sprues are accessories, like plastic shields or plastic Space Marine backpacks. Other plastic sprues are used to make up complete plastic Citadel Miniatures. In the case of complete plastic models, there are countless ways to assemble the plastic components, so we always try to show a few finished examples so that readers will know what the finished product looks like.



Some single-piece models may be given both a blister and a bitz code. Where this is the case, each code will be labeled clearly so customers can ascertain whether they are getting the blister (complete with all necessary plastics, base, etc.) or the bitz.

Here are some examples from the catalog of bitz and how they are labeled and coded.



Here are a plastic sprue labeled as a bitz, a boxed regiment full of plastic sprues, and some of the fantastic models that can be assembled from those pieces.

## Multiple Options

At times, there are multiple ways to buy the same figure. Here, the Chaos Marauder Horsemen from the Warhammer Chaos army will serve as our example.

**OPTION 1.** If you want to buy only a single model, look for a label similar to the one below.

**Chaos Marauder Horsemen Blister (Random 1)  
83-54**

The label of "Random 1" means that, if you order the code 83-54, you will receive one of the Chaos Marauder Horsemen. As there are multiple models with the same code, the blister is packed randomly. If you are at a Rogue Trader shop or Games Workshop Hobby Center, you can shuffle through the blisters and pick exactly which one you want.

**OPTION 2.** The next option is under the color picture that shows all the available models painted and reads something like the caption below.

**Chaos Marauder Horsemen Box (5)  
83-23**

This label does NOT say "Random." Thus, the models pictured are the ones that come in the box. This option is perfect if you're looking to build a unit of Marauder Horsemen.

**OPTION 3.** The third way you may purchase a Chaos Marauder is as individual bitz. Each of the separate parts that make up the five complete models you find in the box are broken down and coded for sale as individual pieces. Bitz are a great option for serious hobbyists looking for exact pieces, but they will have to be special ordered and are sold at a premium price. It will work out slightly cheaper to order the random blister of one Chaos Marauder Horsemen than to order the specific component bitz that will make up the model.

**WHERE?** Better stores should stock options 1 and 2. To get option 3 (the bitz) you can ask your favorite shop to place an order for you or try our Online Store or Mail Order Service.







## FREQUENTLY ASKED QUESTIONS

### Random or Not?

Remember, the only time you will receive random miniatures is when you order a code that has "Random" marked next to it.

Random packaging is done when there are a multitude of models that have exact the same code. If purchasing a particular model is important to you, the best routes to take are either to get to a store that carries a wide selection of Games Workshop products and find the variant on the shelves or to place a special order and order the exact model you want as bitz.

### Will This Catalog Ever Be out of Date?

The bad news is that, yes, *The Complete Games Workshop Catalog and Hobby Reference* (2004 Edition) will be out of date at some point. The good news is that it will be out of date because there are new Games Workshop models, accessories, games, and more coming out all the time.

Hobbyists can keep up to date with the latest releases by checking out *White Dwarf* magazine and the *Troll* supplement and by checking out the Games Workshop web site.

It is also possible that, during the course of the ongoing year, Games Workshop may have to drop a few codes of miniatures due to mold deterioration. When codes are lost, for any reason, updates will be posted on our web site as well as sent out to all Rogue Trader shops and Games Workshop Hobby Centers.



Striking Scorpions Blister (Random 2)  
46-53

*There are three variants of models in the 46-53 Eldar Striking Scorpion main range code. It is a randomly packed blister that will contain any two different Eldar Striking Scorpions of the three models available in the code.*

### How Do I Purchase Items Shown in This Catalog?

Here at Games Workshop, we are big fans of hobbyists supporting their local retailer. After all, your local shop is the place where you are going to meet fellow enthusiasts, get involved in club gaming, enter painting competitions, try a demo version of the latest games, and dive into Rogue Trader Tournaments.

Whether you are shopping at a Rogue Trader store or a Games Workshop Hobby Center, the same main range is available for stores to stock. Shopping at a game shop is the best way to make your purchases, as you can hold the models in your hand and look for variables in Random codes. If you are looking to purchase models from some of the older Classic or Collector's Ranges or if you are after individual bitz or pieces, then you can place a Special Order straight from your favorite store. Just ask a staff member to place a special order for Games Workshop.

While it is true that our products are easier to find than they were years ago, you may still live far away from any shops that carry Games Workshop merchandise. Or it could be, for some reason, that your local store does not want to participate in our special ordering program. Games Workshop has a toll-free Mail Order Service that is fast and efficient as well as a fantastic Online Store.

### Finding a Store near You

Each month, we print a Retailer List in *White Dwarf* magazine that groups all the Independent Rogue Trader stores and Games Workshop Hobby Centers by State or Province. On our web site, under Shopping, you can also run a *Find the Store Nearest You* search. You can also place a call toll-free (1-800-394-GAME) to our Mail Order Staff who will happily assist you in finding a local shop.

### How Can I Get Help with This Catalog?

We have done our best to design this catalog in an easy-to-follow method so that hobbyists can find what they want. However, if you have a question that just doesn't seem to be answered in this catalog, we are happy to answer all questions. The best way to get in touch with us is to call us at:

**1-800-394-GAME**

This number is our Mail Order line crewed by Hobby Specialists who know the catalog, the Games Workshop range, and the hobby. So whether your question is about basics and getting started or bitz variants for incredibly complex conversions, just give us a call.

**For help with this catalog or any Games Workshop products, call our Hobby Specialists at 1-800-394-GAME.**



Above: The front of the Games Workshop web site. Going online is a great way to get caught up on all the new releases.

Left: Games Workshop's monthly magazine is *White Dwarf*, which features pages of new releases in every issue.





# GAMES WORKSHOP

## COMPLETE CATALOG POLICIES

### Defective Parts

Games Workshop strives for 100% Customer Satisfaction, and we will replace defective or damaged parts of any of our games or models.

**Games Workshop  
strives for 100%  
Customer  
Satisfaction.**

If you have a damaged item, keep the original packaging and do the following:

- Take the defective item back to the store from which you purchased it. Most stores will gladly replace the damaged piece.
- If, for any reason, the store in question cannot make the exchange, give our Mail Order number a call (number below).
- If you purchased the defective item from Games Workshop Mail Order or our Online Store, just give us a call at:

**1-800-394-GAME**

### Coding & Prices

Games Workshop reserves the right to correct errors and modify prices as they appear in this catalog. All prices in *The Complete Games Workshop Catalog and Hobby Reference* (2004 edition) are subject to change. Price updates, if any, will be sent to Independent Retailers and our Hobby Centers as well as posted on our web site.

### Returns

It is conceivable that you may find yourself with an undamaged Games Workshop item that you do not want. Perhaps a well meaning relative or friend purchased a duplicate item for your army, or maybe you just picked up the wrong box and didn't notice until you got home. If you can't fit it into your army/collection/painting plans, then you will want to make a return.

Independent Retailers set their own policies for returns, refunds, store credit, and exchanges. We suggest you ask about the store policy before purchasing major items, as some shops may be unable or unwilling to accept returns.

### Games Workshop's Return Policies

- Games Workshop accepts returns on finished products. The boxed set, blister pack, book, or game must be in a saleable condition, i.e., unopened and undamaged.
- If the product was purchased from us directly, we can issue a refund or a Mail Order credit, whichever is more convenient for you.
- If the product being returned was not purchased from us directly, it may still be returned to us but only for Mail Order credit.
- Games Workshop **CANNOT** accept returns on bitz so be very careful when writing down codes and numbers to ensure you are getting the models you want.

If you have an item that you would like to return to Games Workshop, give us a call (1-800-394-GAME) and we will be glad to help you out.

Please note these Return Policies are for customers. Independent Retailers should contact their Sales Representative to discuss replacement products or returns.



### Special Note to Independent Retailers

It is obviously impractical for any store to attempt to carry every game, model, and bit that Games Workshop makes. However, *The Complete Games Workshop Catalog and Hobby Reference* (2004 Edition) makes sure that any store stocking any Games Workshop products can special order even the most obscure and unusual bit in our entire product line. This voluminous book is a gateway to vast amount of models, bitz, and more.

Games Workshop has produced a small packet of materials that can help any Independent Retailer understand the Special Order process and also help Retailers advertise to their customers that their store is *the place* to order all bitz, Classic models, and other special needs. If you're an Independent Retailer and have not yet received a catalog and a retailer's guide, please contact your Sales Representative right away.



# GETTING THE MOST OUT OF THIS CATALOG

## An Invaluable Resource

Army builders, painters, collectors, modelers, and terrain builders will find *The Complete Games Workshop Catalog and Hobby Reference* (2004 Edition) to be an invaluable resource and inspiration for any of their projects. On this page, we've tried to gather some tips, tricks, ideas, and suggestion to help you get the most out of this Catalog

## You Missed Something

While the rumors that you could spot this catalog from space are so far unfounded, the tome is undeniably titanic in scale. So remember, you probably missed something. If you remember this kind of attitude, you will constantly find miniatures or bitz that you can use. Sometimes these hidden gems will be discovered in sections you never imagined

## Conversions

Converting models is the art of altering a model from its normal appearance. There are countless ways to convert a model, like using modeling putty to add extra features or swapping bitz and pieces from other models. From simple additions like a few skulls around a hero's base to wild changes like tentacles or mutations, a conversion can really make a model unique and characterful

For conversion fans, this complete catalog is like finding the fabled Golden City of El Dorado. All the available bitz, plastic sprues, and individual models are shown on page after page. So whether you are looking at finding some thematic metal shoulder pads for your Space Marine army or looking for some severed heads to adorn your Ork Warlord's trophy rack, you've come to the right place

## Explore Ranges

When planning for conversions, don't just look for bitz to use in your own army section. Branch out and try other games entirely. Use Mordheim models in your Warhammer force or Battlesheet Gothic Bitz to help detail your Warhammer 40,000 vehicles. Below are some awesome ideas.

- \* Check out the range of metal and plastic shields for each of the Warhammer armies
- \* Bitz can make for great campaign markers and really bring a map to life!
- \* Scavenged Ork weapons can be pulled from any army!
- \* Chaos mutations know no bounds!
- \* A few models from your favorite opponent's range make for nice prisoners or casualties

Right: Marcus Blackmug won a Golden Demon in England with this awesome Eldar conversion. Marcus has mixed in some Battlesheet Gothic model parts in addition to some scratch-built pieces



Above: Bitz from Epic 40,000 were used to make this 3D campaign marker of an Ork tower

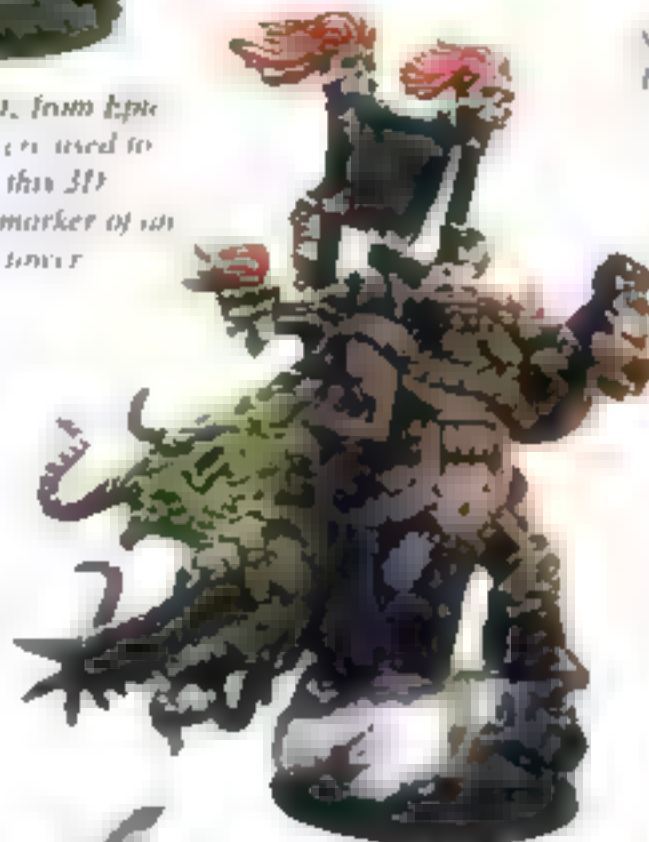


A metal gun is a nasty surprise!



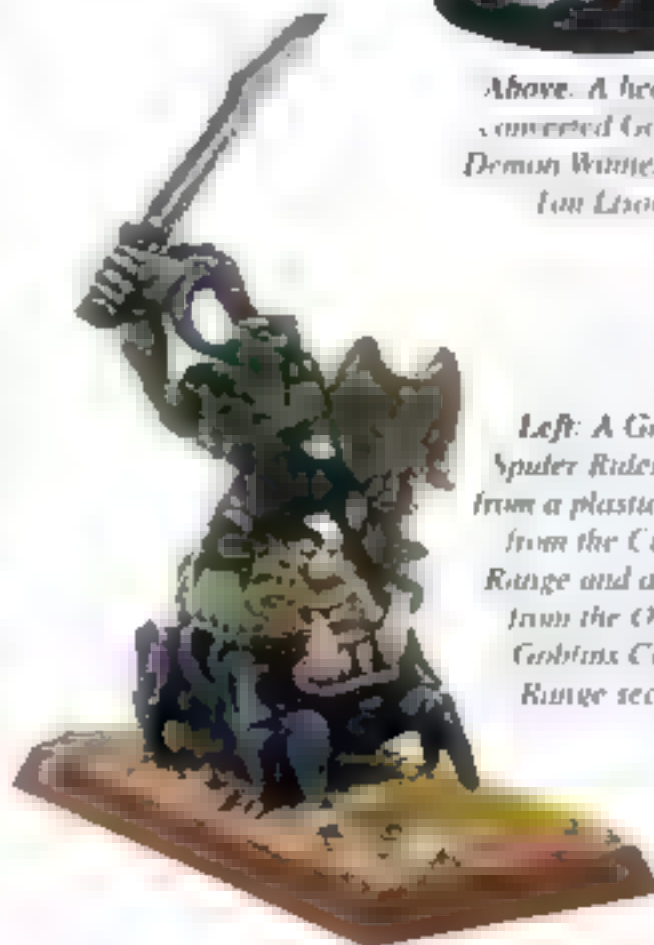
A special Assault Shoulder Pad (left) and a Blood Angels Pad (right)

Above: The banner top from the plastic Goblin command sprue. Sprues can be ordered separately and used for trophies, banners, and more



Above: A heavily converted Golden Demon Warrior from Ian Lion

Right: A Classic Days of War model and some clever converting helped Christian Bate capture a Golden Demon



Left: A Goblin Spider Rider made from a plastic Goblin from the Current Range and a Spider from the Orks & Goblins Classic Range section



Above: A small diorama makes for an excellent display piece as well as a modeling challenge



## Inspiration

When you sit down to start a new painting project, it is often useful to have a reference. What could be better than over a 1,000 pages of painted miniatures?

With this catalog, you will no longer be subjected to hasty last-minute scrambles to find a painted picture in an old issue of *White Dwarf* or have to go online to scour the Games Workshop website. In addition to models from the incomparable 'Eavy Metal team, there are tons of pictures of Golden Demon-winning models, armies from Grand Tournament champions, and a host of variant schemes in the *Colors of War* sections.



Rob Hawkins's Necromancer was converted from a Necromunda model



If you have a rough plan or blueprint ahead of time, you will find it much easier to collect a brand new army. Here, a wise shopper uses his premade list to select just the right blister and boxed sets.

## THANKS!

*The Complete Games Workshop Catalog and Hobby Reference* is enormous. There is no denying that this project would never have gotten off the ground without the help of many, many people, and we'd like to take this space to thank as many of them as we can.

First off, thanks to the matchless talents of the Games Workshop Citadel Miniatures sculptors and 'Eavy Metal Team painters. These models are not mere "toy soldiers" but instead are tiny works of art that will continue to bring the exciting worlds of Games Workshop to life for so many of us.

Second, thanks to all the fans and hobbyists out there who we have seen at Games Day, Golden Demon painting competitions, Grand Tournaments, Rogue Trader events, and more. Without your skills and enthusiasm, there would be no Games Workshop.

Special thanks go out to all the hobbyists whose work appears in this catalog. These full-color examples of some of the most splendid paint jobs, conversions, and armies on this planet would not have been possible without your work. We have tried to give credit to all the artists who are shown, but with over 1,000 pages, we're sure we missed a few. Please get in touch with us, and we'll be sure to add your name to the next edition.

And last but not least, thanks to the Games Workshop US staff who slaved under the weighty responsibility of showing off all of the Games Workshop products with as much care, sweat, and skill as with which they were originally made and painted.

Thanks again!



From left to right, they are: William "Gnat-boy" Stilwell, John Shaffer, Eric Sarlin, Stuart Spengler, Drew Will, "Dirty Steve" Fuller, Nicole Shewchuk, Jason Foley, and Nick Davis.





# WARHAMMER 40,000

*In the nightmare future of the 41st millennium, mankind teeters on the brink of extinction. The galaxy-spanning Imperium of man is beset on all sides by ravening aliens and threatened from within by heretics and traitors. There is no peace among the stars.*



*A Tau Fire Warrior*

## Bring It onto Your Tabletop

Warhammer 40,000 is the game that allows two or more players to command the forces of the Imperium or its enemies right on the tabletop. Using fantastically detailed models for soldiers, futuristic tanks, aliens, and more, players move, shoot, and try to outmaneuver each other on the table-turned-battlefield. Each player controls a whole army. Good tactics win games, while poor ones will get your forces wiped off the gaming table.

*A Space Marine Land Speeder painted in Ultramarine colors*



*Two hobbyists battle it out in a game of Warhammer 40,000 that takes place on an alien world*



*A big Space Marine army ready for battle. These soldiers are Ultramarines, one of over 100 different Chapters of Space Marines.*





The Imperial Guard takes an impossible shot in a long-range attack.



Players have fun during one of Games Workshop's many club events.



The exact location of the tank is critical to the outcome of the battle.



An Imperial Guard Sniper takes aim at a Tau Dragoon commander.

## More Than a Game

In addition to being a competitive game, Warhammer 40,000 is an entire hobby. Players can build armies, paint models, create new terrain, devise scenarios or special missions to play, and get involved in an ongoing league or campaign. There are as many challenges as a person wants to try.

Some hobbyists get involved in all the different aspects, while some settle on a few or even just one particular part. The following pages are all about getting started with the game and building your army.



## Getting Started

The easiest way for newcomers to get into the Warhammer 40,000 hobby is to purchase the boxed set. This massive box contains the start of two armies (Space Marines and Dark Eldar) along with the rulebook, dice, rules, and some terrain. You can literally open the box and start playing right away (okay, you'll need a little time to assemble some models and read the basic rules – but you can start in a half hour or so).



In one quick and easy package, the Warhammer 40,000 boxed set contains everything you need to get started. What's in it:

The boxed game contains 31 Citadel Miniatures (20 Dark Eldar, 10 Space Marine troops, and 1 Space Marine Land Speeder), a 288-page rulebook, 2 gothic ruins, jungle trees, range rulers, dice, templates, and more.

**Warhammer 40,000  
Boxed Game**  
40-01-60  
\$75.00

## Another Option

Some players want to get started with Warhammer 40,000 but aren't interested in either Space Marines or Dark Eldar. Rather than buying the boxed set, some players start with the separate Warhammer 40,000 rulebook. This way, players can get their hands on the 288 pages of rules, background, and getting started sections of Warhammer 40,000 and then choose the army they would like to start playing.

Remember though, without the boxed set, you will have to get your hands on dice, measuring devices, and templates.

**Warhammer 40,000 Rulebook**  
40-02-60  
\$30.00



*Chapter Approved* is an annual publication that contains supplements and additions to the Warhammer 40,000 game. This year, *Chapter Approved* contains army lists, Codex updates, Masterclass painting guides, trial rules, new missions, questions and answers about the rules, and much more to keep you at the front lines of the Warhammer 40,000 universe.

**Chapter Approved 2004**  
40-04-60  
\$25.00







*Tanks of the Imperial Guard prepare to make a last stand against the oncoming hordes of alien tanks.*

## All Levels of Gaming

The Warhammer 40,000 rules allow great scope for gaming. Games can range in length from a quick half an hour skirmish with a dozen or so models per side to massive battles between dozens of players – each with his own sizable armies. The objectives of each game can be as simple as “wipe out the other side” to complicated missions seeking to capture a powerful artifact or reach a certain portion of the battlefield (perhaps to close down a teleporter).

Some players build large and official armies or play in tournaments, large gatherings of like-minded competitors. The gaming lasts for hours or even whole weekends before a winner is declared. Other gamers quite peacefully (and unofficially) scratch-build their own battle stations, massive tanks, or mutated monsters to make their games even more varied. Still others link their games to form a large campaign, where each battle affects the next.

There is no right or wrong way to play, and many gamers constantly find new favorite ways to play to supplement traditional gaming. It's a big universe out there!



*This Scer Council leads the armies of the Eldar, an enigmatic race that sometimes helps the Imperium of Man but sometimes thwarts it.*



# CHOOSING AN ARMY

*Before you can collect an army and play satisfyingly large battles of Warhammer 40,000, you'll need to choose which force you'd like to play. There are over a dozen armies to choose from, and each one has countless varieties. How can a beginning player make a decision?*

## So Many Choices

First off, it is important that we say there is no right or wrong way to choose an army. There is nothing wrong with starting to collect an army and then switching to another because it suits your style better. Just remember, though, the more times you switch armies, the further you'll be from having a fighting army to play with.

Take a look at the following advice and mull it over. Perhaps we can get you on the right course as quickly as possible.

## Getting Started

Some lucky players know which army they want to collect immediately. Perhaps they have seen some games in action or spoken with an experienced friend. Others are less sure and may have boxed it down to a few choices but still don't really know. This page and the next can help you reach a decision.

To make your best decision, the first thing to do is to amass all the information you can about the armies that you find appealing. This very catalog is an excellent aid. There may be a lot of criteria for players choosing their armies, but here are some of the ones we've

Two young players with small forces battle it out at a Games Workshop Hobby Center.



encountered most often: style of play, background, and the miniatures. Each of these topics deserves closer inspection.

## Style of Play

Each army in the Warhammer 40,000 game is different and will be better at different things on the tabletop. The important part here is for players to try to imagine the kind of play they'd like best. Do you see yourself as an aggressive, risk-taking commander who is looking to bring the fight to the enemy? Or does a defensive stand sound better? Would you rather lay down a hail of fire from long-range, or do you want superior numbers to swamp the foe? It is possible to achieve some or even all of these tactics with the same army, but every force has strengths and weak points.

For example, take a Tau army. Tau have some of the best and most advanced weaponry in the Warhammer 40,000 game. They can strike hard from long range. Where Tau fall short is in close quarters combat. There are upgrades, troop choices (like Krool), and more that can compensate for this lack of hand-to-hand skill, but even

with these things in place, a Tau army is far better off when keeping the foe at an extended range.

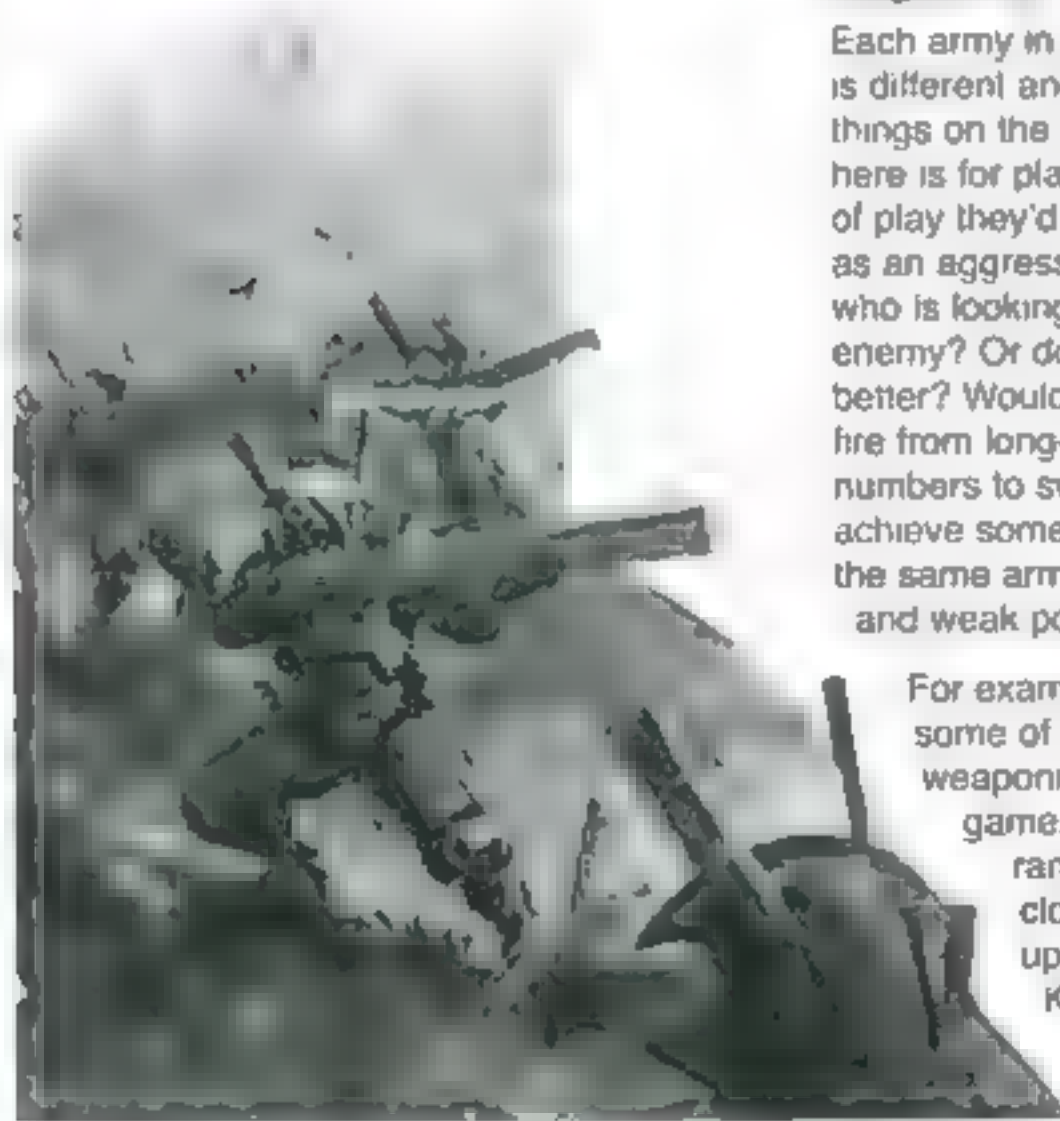
In this catalog, players can find out more about how each army plays by reading the *Fighting Style* sections for each force.

## Background

One of the best parts of the Warhammer 40,000 game is the rich background. Each army has its own history, home world, and goals. Many players can't get into their army unless they can get into the background.

For example, the Tyranids are an alien race that has a single Hive Mind consciousness. All the swarms of creatures are coordinated as if a single mind controlled them! Tyranids drift through space looking for life forms to consume for the Hive. Most of the troop types are mindless engines of destruction that can be driven to destroy all they encounter.

A player looking for a small army with lots of individuality, a noble history, and a valiant ethos would do well to steer clear of the Tyranids! Each army in this catalog begins with some background information.





## Miniatures

Many players choose armies based strictly on the look of the model range. Since collecting and painting are such a large part in the Warhammer 40,000 hobby, choosing a force based on looks is a sensible option. After all the more you like and enjoy the models, the more you'll have fun in the collecting, painting, and modeling aspects of the hobby.

This catalog is ideal in that such minded players can ogle the entire available range of models for each army.

## Taking the Next Step

The next step—once you've found an army or two that really capture your interest, is to find out more. The Games Workshop web site is also ideal for this sort of research, and you'll find information about every army

Finding and talking to a local gaming group is always a great idea. After all, the members may be some of the opponents you'll be squaring off against with your new army in the future. Try asking for times when players meet at your local Rogue Trader Independent Retailer or Games Workshop Hobby Center.

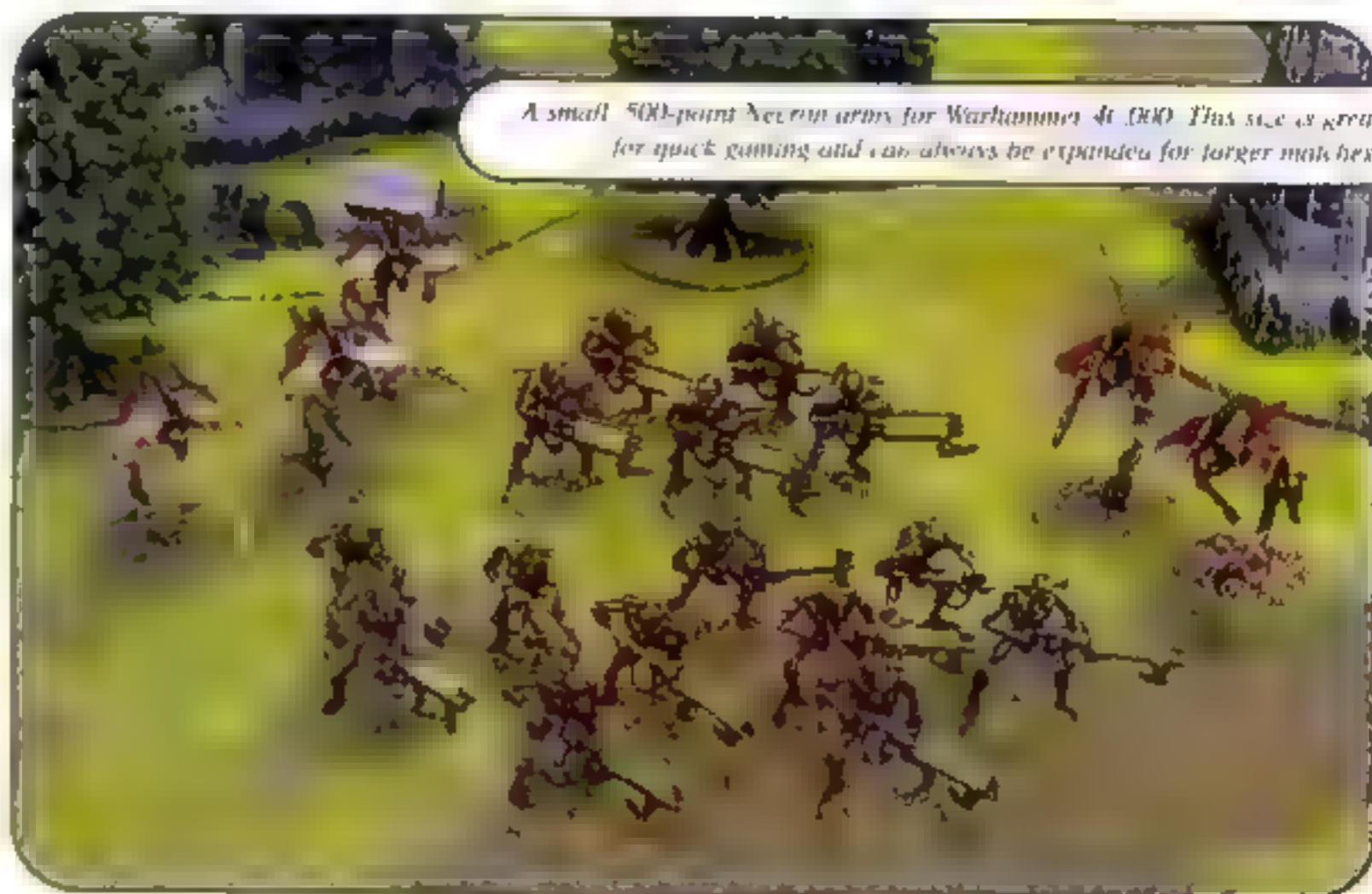
## The Essentials – The Codex

Once you've decided on an army, the Codex for that army is the next logical step. The Codex will go into detail about the army and allow players to build armies far beyond what is discussed in the basic rulebook.

Each Codex contains a complete army list with every troop and vehicle type as well as every weapon and piece of battle gear available to the force. Additional background and history are included as are the profiles for some special characters and all the special rules you'll need to know about your army of choice.



There are 17 different  
Codex army books to  
choose from, and the  
next few years will  
bring even more.  
That's a lot of armies  
to choose from and  
fight against!



*A small 500-point Necron army for Warhammer 40,000. This size is great for quick gaming and can always be expanded for longer matches.*

## Collecting Models

If you are anything like us, you often gravitate toward the most eye-catching models in the range first. This is understandable. However, if you end up in a situation in which you have only commanders and no troops, playing a standard game can become a problem. It makes sense to balance the force as you purchase and paint it.

Most Warhammer 40,000 scenarios are played with the Standard Mission template (pictured at right). This is an excellent place to start, as it lists maximums for different types of squads as well as the minimum requirements. These minimums – an HQ choice and two Troops choices – make an excellent starting force.

In this catalog, under *Collecting an Army* at the start of each army's section, we try to list a few suggestions about how to begin purchasing the army. Eventually, it is great to have extra choices, like four or five options for Heavy Support even though only three are allowed in the Standard Mission Template. Why? Having a range of models to choose from allows players to switch out their armies or gear up to take on particularly tough opponents. The ability to field three tanks or two Devastator Squads is quite a nice option against tough foes who aren't expecting such a plan. Also, the Standard Missions template is a great guideline, especially for playing foes you don't know, but there is a lot to be said for making up your own special scenarios or just playing a bash-it-out with *all* your available forces.

## STANDARD MISSIONS

**COMPULSORY**  
1 HQ  
2 Troops

**OPTIONAL**  
1 HQ  
4 Finjes  
3 Extra  
3 Fast Attack  
3 Heavy Support

The diagram illustrates a military unit structure. At the top, there is a stack of three cards: a black card with a skull icon, a grey card with a skull icon, and a grey card with a skull icon. Below this stack is a horizontal line with four vertical lines extending downwards to four stacks of cards. The first stack on the left has a black card with a white upward arrow icon and the word 'TROOPS' below it, followed by two grey cards with the same icon. The second stack has a black card with a white upward arrow icon and the word 'TROOPS' below it, followed by two grey cards with the same icon. The third stack has a grey card with a skull icon, followed by two grey cards with a skull icon. The fourth stack has a grey card with a skull icon, followed by two grey cards with a skull icon.

The Standard Missions force organization chart is a good example of how to choose an army. To begin with, you will need at least one HQ unit and two Troop units (dark-shaded boxes indicate units that must be taken for the mission). This leaves the following for you to choose from to make up your army's total points value: up to 1 HQ unit, 0-3 additional Elite units, 0-4 additional Troop units, 0-3 additional Fast Attack units, or 0-3 additional Heavy Support units.

Each Codek is organized by HQ, Elites, Troops, Fast Attack, and Heavy Support and, thus, so is the catalog.



**HQ.** HQ is short for Headquarters and contains heroes, officers, rogues, and other specialists to lead your army.



**Elites.** Elites are the best trained or most ferocious warriors in the army. They often have access to the best weapons and armor.



**Troops.** All armies contain a high proportion of tank and file soldiers. Often, these warriors are flexible, if not spectacular, in all aspects of battle.

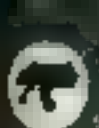


**Fast Attack.** Speed is vital in warfare, and these squads or vehicles are ideal at grabbing objectives, scouting, or disrupting the foe.



**Heavy Support.** The awesome firepower of battle tanks or war machines can pound the enemy to smithereens!





# CHAOS SPACE MARINES

*We fight the long war, not for vain notions of duty or honor, but for a far purer purpose: hatred. At the height of our glory, we were betrayed and cast out by our own kin. Guilliman, Dorn, Sanguinius – these are names I curse. Horus, Perturabo, Angron – these are names I revere, names I would follow to the very end. It is that hatred that has sustained me through the long millennia. I tend it with bitterness. I nurture it with the deaths of my former brothers. I know that when the end is upon us and Horus is returned, then the false Emperor shall be cast down from his sepulchral Golden Throne, and we shall take our rightful place at the side of Horus, the true Emperor of Mankind.*

*Ferrous Ironclaw – Warsmith of the Iron Warriors Second Grand Company*

At the very birth of the Imperium of Man, fully half of the Emperor's most trusted Space Marine Legions turned against him in a bitter civil war. Brother fought brother, and Mankind stood upon the very brink of extinction. Ten thousand years after their defeat, those same traitors, intent upon nothing less than the utter destruction of the Imperium and the death of its weakening Emperor, still launch their Black Crusades out of the Eye of Terror.

*Below Right: Ken Symopoulos took second place with this Dreadnought at the 2001 Canadian Golden Demon competition.*

*Right: Victor Hardy's attention to detail and illustrational skill helped make this model an obvious choice for the 2002 Slayer Sword at the Baltimore Golden Demon competition.*

## Fighting Style

Chaos Space Marines are a versatile force. You can specialize your army such that you have a lot of fast troops, heavy assault, close combat experts, or even troops like Daemons. With power and Terminator armor, most Chaos armies can absorb a lot of punishment. As such, almost any fighting style is possible with this army. However, because of their high points cost, Chaos armies tend to be small in number. Thus, wars of attrition are not advisable.

*Below: Tim Lason's fantastic Nurgle Chaos Lord took top honors at the 2002 Chicago Golden Demon competition. The sculpting and conversion work on this piece is utterly seamless, and the paint job is truly breathtaking to behold!*





*Below: This Obliterator is one of many great conversions found in Jim Keleher's 2003 Baltimore GT Iron Warriors army*



## Collecting a Chaos Army

The Warhammer 40,000 Chaos Space Marine army has one of the widest selections of different troop types in the entire game. Not only do Chaos Commanders get to pick from the heretical forces of the Chaos Space Marine Legions, but there are tons of specialty troops including Chaos Space Marine Bikers, high-flying Raptors, and the living weapons of the Chaos Obligators. There are also cults within the Chaos Space Marine Army dedicated to the four major powers of Chaos (Khorne, Tzeenich, Nurgle, and Slaanesh) like

the blood-soaked Khorne Berserkers and the ear-shattering Noise Marines. Each one specializes in a particular form of destruction. In addition, Chaos Space Marines can summon help from the Warp itself by enlisting the aid of Daemon Packs and Daemon Beasts to crush their opponents' bodies and souls. As if that weren't enough, there is a wide array of vehicles including the Chaos Dreadnought, whose only purpose is to blast opposing forces to bits. Above all, Chaos Space Marine armies are about variety (and evil), and there are plenty of models available to suit even the most warped Chaos Space Marine Lord

## SHOWCASE

*Left: This heavily converted Possessed Chaos Marine Squad is a great example of the high level of quality found in Matt Birdoff's Black Legion army at the 2003 Baltimore GT*



*Jason Saunders's World Eaters army from the 2003 Vancouver GT*





# GETTING STARTED



The 80-page *Codex: Chaos Space Marines* contains all the rules that you'll need to tame the resistance of the whims of the Dark Gods. Inside, you will find a complete army list that can be customized depending on which evil patron(s) your warriors will follow. In addition, there is extensive background info, a 16-page hobby section, and rules for fielding special characters in your games of 40K.

**Codex: Chaos Space Marines**  
43-01-60

## Chaos Battle Force (43-08)

- 12 Khorne Berzerkers
- 8 Chaos Space Marines
- 3 Chaos Bikers
- 1 Chaos Rhino
- 1 Set of Jungle Trees



## Chaos Mega Force (43-25)

- 12 Khorne Berzerkers
- 12 Chaos Space Marines
- 3 Chaos Bikers
- 1 Chaos Rhino
- 1 Chaos Defender
- 1 Set of Jungle Trees



# SHOWCASE

Below: Matt Birdoff brought this awesome Black Legion Army with him to the Baltimore 2003 GT. This army was just one of nine different Chaos armies that Matt's gaming group, the Warmongers, brought to the event. Of the traitor Legions were represented, and together, the armies represent the forces of Abaddon's 13th Black Crusade.

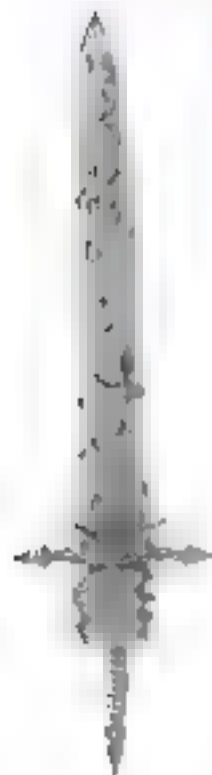


Just one of many of Matt's heavily converted troopers.





**Chaos Space Marine  
Daemon Prince Box (1)**  
43-24



**Daemon Prince  
Sword**  
010208007



**Daemon Prince  
Head**  
010208003



**Daemon Prince  
Left Hand**  
010208010



**Daemon Prince  
Chest**  
010208008



**Daemon Prince  
Right Leg**  
010208012



**Daemon Prince  
Book**  
010208009



**Daemon Prince  
Left Arm**  
010208011



**Daemon Prince  
Left Leg**  
010208013



**Daemon Prince  
Right Arm**  
010208006



**Daemon Prince  
Shoulder Pad 1**  
010208001



**Daemon Prince  
Shoulder Pad 2**  
010208005



**Daemon Prince  
Right Vent**  
010208002



**Daemon Prince  
Left Vent**  
010208004

## CONVERTING YOUR DAEMON PRINCE



The plastic Dragon Wings (99380299002) make a great addition to your Daemon Prince. They fit so well that the conversion will require minimal putty work to smooth out the join.



This Daemon Prince's head was converted to fit into the theme of an Iron Warriors army. Some careful putty work was applied to create a steel mask that covers the creature's mouth. The Inquisitor range also has many heads that are appropriately sized.



The Chapter symbol on the left shoulder pad is a great way to proclaim the allegiance of your Daemon Prince. This example shows an Iron Warriors insignia made from green stuff.



*Mighty Chaos Lords who have given themselves over to the Chaos Gods often grow to a monstrous size and embrace the role of Daemon Prince. Their tremendous strength and martial prowess are legendary throughout the galaxy.*





# HQ



*Chaos Lords are the most powerful of the Chaos Space Marines. With the genetic advantages of a Space Marine, millennia of combat experience and the blessings of the Dark Gods, there are few more dangerous entities in the galaxy.*



**Chaos Lord Body 1**  
010205801



**Chaos Lord Body 2**  
010206801



**Chaos Space Marine  
Lord Blister (Random 1)**  
43-40



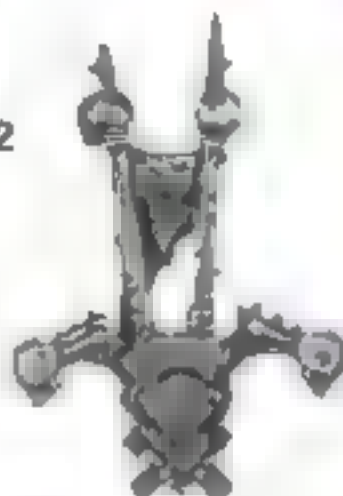
**Chaos Sorcerer  
Plasma Pistol**  
010201308



**Chaos Lord Head 1**  
010205802



**Chaos Lord  
Plasma Pistol**  
010205805



**Chaos Lord  
Backpack 2**  
010206803



**Chaos Sorcerer Bolt  
Pistol Arm 1**  
010201303



**Chaos Sorcerer  
Bolt Pistol Arm 2**  
010201305



**Chaos Lord Axe**  
010205804



**Chaos Lord  
Backpack 1**  
010205803



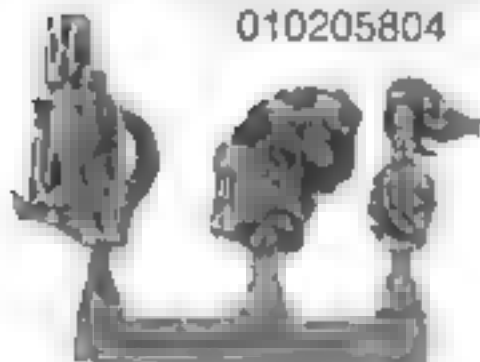
**Chaos Sorcerer  
Body 1**  
010201301



**Chaos Sorcerer  
Body 2**  
010201304

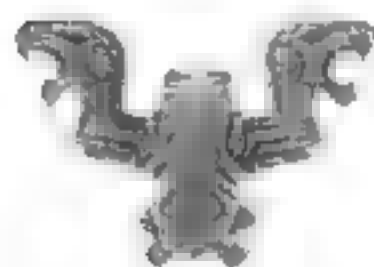


**Chaos Sorcerer  
Body 3**  
010201307

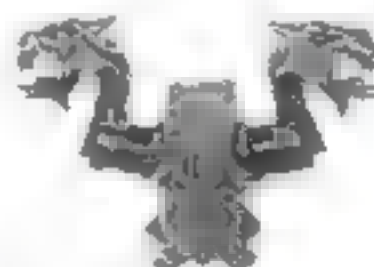


**Chaos Lord Sprue**  
010206802

*Chaos Space Marines who are specially attuned to the Warp will often manifest supernatural abilities. These Chaos Sorcerers are often highly revered and sit at the right hand of their Chaos Lord.*



**Chaos Sorcerer  
Backpack 1**  
010201302



**Chaos Sorcerer  
Backpack 2**  
010201306



**Chaos Space Marine Sorcerer Blister (Random 1)**  
43-41





The honored position of Chaos Chosen in the Chaos hierarchy often means that they are the best equipped of their brethren and can don ancient suits of the Legion's Terminator armor.

## ELITES



**Chosen Terminator  
w/ Heavy Flamer  
Blister (Random 1)**  
43-45



**Chosen Terminator  
w/ Bolter-Melta  
Blister (Random 1)**  
43-67



**Chosen Terminator  
Champion  
Blister (Random 1)**  
43-43



**Chosen  
Terminator  
Blister  
(Random 1)**  
43-42



**Chosen Terminator w/  
Reaper Autocannon  
Blister (Random 1)**  
43-44



**Chaos Terminator  
Right Rack 1**  
010200204



**Chaos Terminator  
Left Rack 1**  
010200205



**Chaos Terminator  
Combi-Bolter 1**  
010200213



**Chaos Terminator  
Combi-Bolter 2**  
010200215



**Chaos Terminator  
Combi-Melta**  
010200214



**Chaos  
Terminator  
Head 1**  
010200208



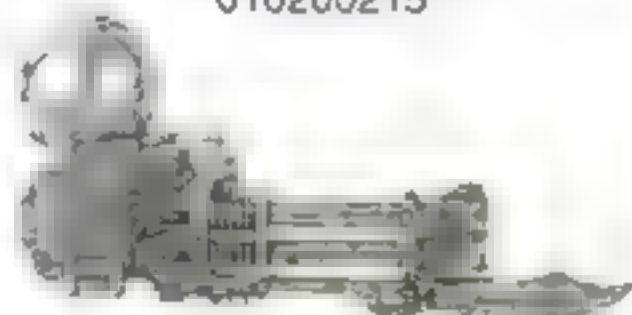
**Chaos  
Terminator  
Head 2**  
010200210



**Chaos Terminator  
Right Rack 2**  
010200206



**Chaos Terminator  
Combi-Flamer**  
010200216



**Chaos Terminator  
Reaper Autocannon**  
010200217



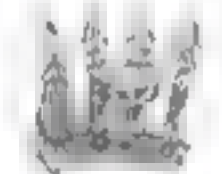
**Chaos Terminator  
Heavy Flamer**  
010201122



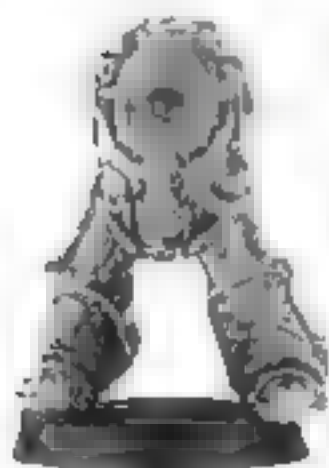
**Chaos  
Terminator  
Head 3**  
010200212



**Chaos  
Terminator  
Head 4**  
010200209



**Chaos Terminator  
Left Rack 2**  
010200207



**Chaos Terminator  
Body 1**  
010200201



**Chaos Terminator  
Body 2**  
010200202



**Chaos Terminator  
Body 3**  
010200203



**Chaos Terminator  
Champion Body**  
010201501



**Chaos  
Terminator  
Head 5**  
010200211



**Chaos  
Terminator  
Champion  
Head 1**  
010201502



**Chaos Terminator  
Champion  
Right Rack**  
010201504



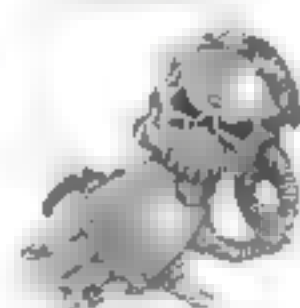
**Chaos Terminator  
Champion Head 2**  
010201503



**Chaos Terminator  
Champion  
Left Rack**  
010201505



**Chaos Terminator  
Chain Axe**  
010200218



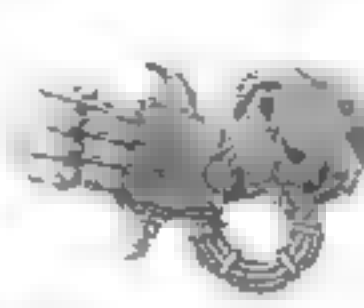
**Chaos Terminator  
Power Fist**  
010200219



**Chaos Terminator  
Power Mace**  
010200220



**Chaos Terminator  
Chainfist**  
010200221



**Chaos Terminator  
Champion  
Lightning Claw**  
010201506



**Chaos Terminator  
Champion  
Power Axe**  
010201507





## DIY: THE IRON WARRIOR



This table was designed to look like the interior of an Iron Warrior ship. You can create the raised sections from sheets of 1" foam. To make the free-standing arrows, cut out Masonite shapes on a bandsaw and glue them to a hardboard base.



You can create this type of railing with bits from the Chaos vehicle accessory sprue 1. To texture the walls to look like muscle, cut into a sheet of foam with a loosely strung hot knife cutter.



Chaos summoning circles and dimensional gateways are scenery pieces very much in character with Chaos Space Marine armies. The one shown here was built into the table for support, but it's just as easy to make one that remains separate from the board so that you can remove it (just attach the piece to a hardboard base to protect it). Use a hobby knife to cut and shape the base out of foam and a bandsaw to cut the large arrows out of Masonite. Buy some hemispherical beads from a hobby or craft store and glue them in place to represent large rivets.

## ELITES



**Chaos Obliterator Blister (Random 1)**  
43-49



**Obliterator Body 1**  
010207503



**Obliterator Body 2**  
010207505



**Obliterator Torso 1**  
010207504



**Obliterator Torso 2**  
010207506



**Obliterator Left Arm 1 (Random)**  
010207507



**Obliterator Left Arm 2 (Random)**  
010207507



**Obliterator Head 1 (Random)**  
010207501



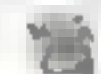
**Obliterator Right Arm 1 (Random)**  
010207502



**Obliterator Right Arm 2 (Random)**  
010207502



**Obliterator Head 2 (Random)**  
010207501



**Obliterator Head 3 (Random)**  
010207501



**Obliterator Gun Sprue**  
010207508



**Obliterator Blade Sprue**  
010207509

The Chaos Terminators boxed set comes with a variety of weapons as seen below (models shown at 50% actual size).



**Chosen Terminator Squad Box (5)**  
43-19



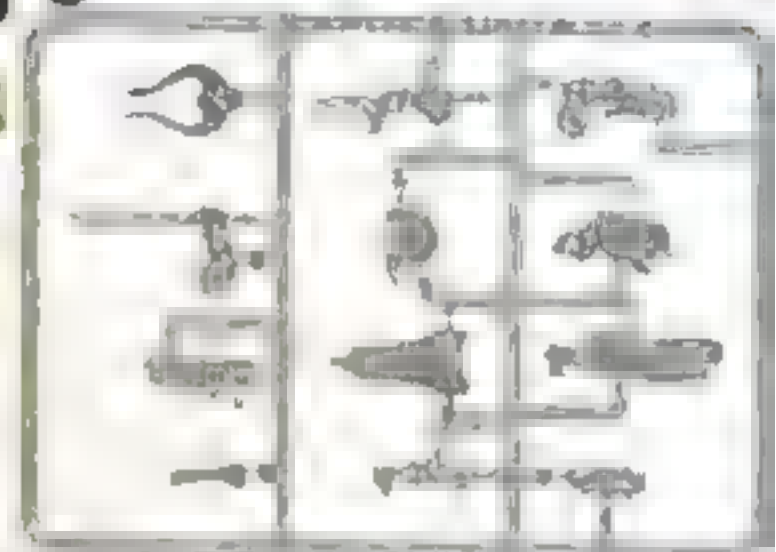
Chaos Space Marines were once loyal Space Marines charged with defending Mankind in the name of the Emperor. These traitors have since renounced their vows and allied themselves with the Gods of Chaos

# TROOPS



**Chaos Space Marine Squad Box (8)**  
43-06

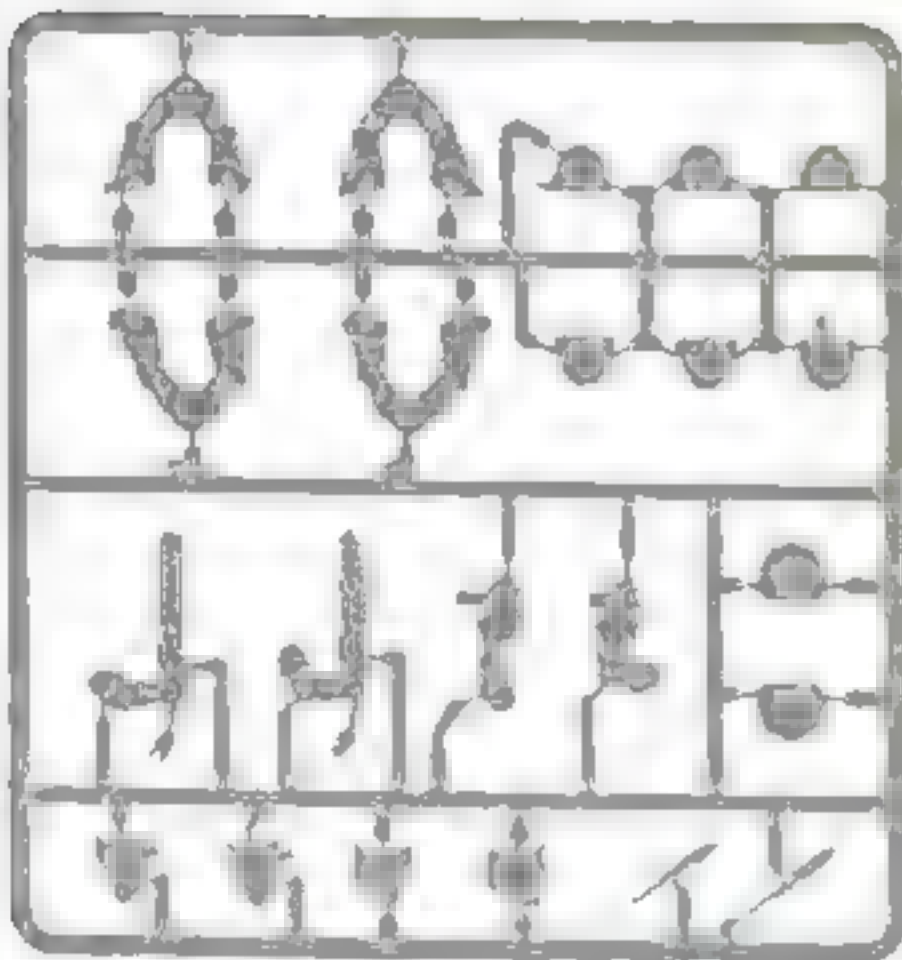
The Chaos Space Marine boxed set contains eight Chaos Space Marines.



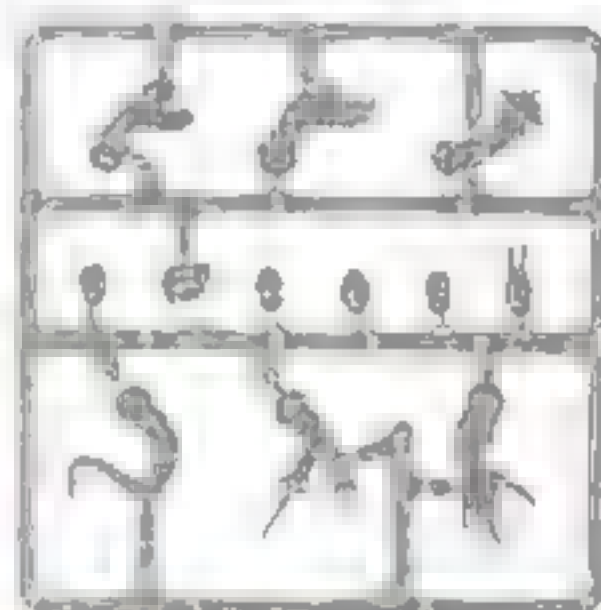
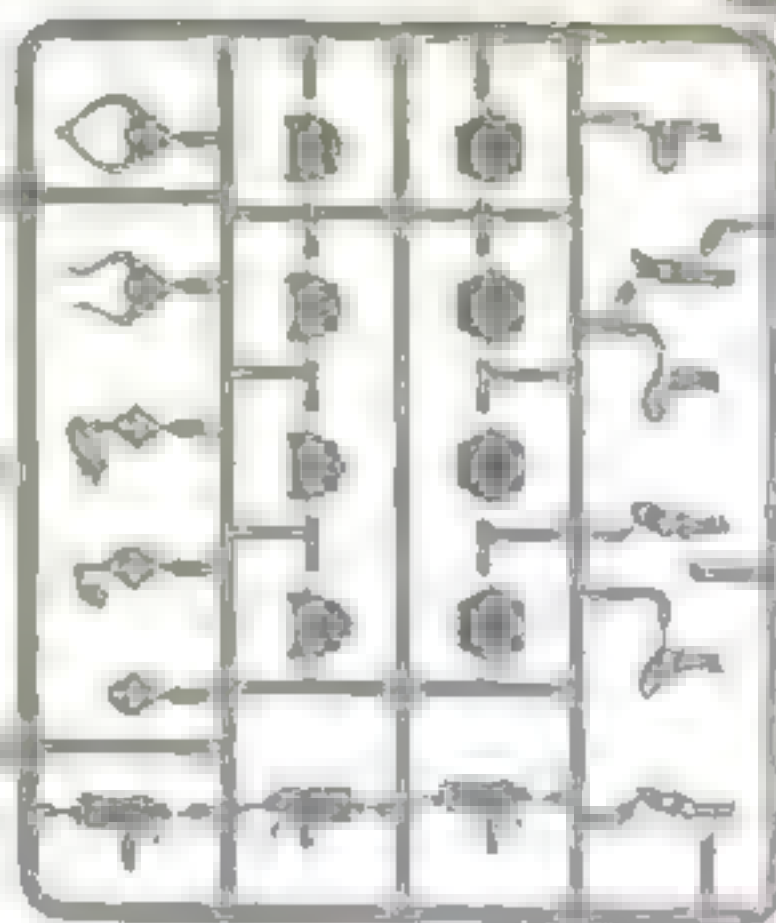
**Command Sprue**  
99380102005



**Chaos Space Marine Backpack (Random)**  
99390102003



**Chaos Space Marine Sprue**  
99380102004



**Chaos Mutations Sprue**  
99380102003

Below are some suggestions for schemes commonly affiliated with the Chaos Powers. They are from left to right, Slaanesh, Tzeentch, Nurgle, Khorne, and Chaos Undivided.



by Tim Holly



by Mike Lennick



by Neil Dutton



by Sean Fether



by John Shaffer

# SHOWCASE





# TRCOPS



**Chaos Space Marine 1**  
010202903



**Chaos Space Marine 2**  
010202904



**Chaos Space Marine 3**  
010202905



**Chaos Space Marine 4**  
010202906



**Chaos Space Marine 5**  
010202907



**Chaos Space Marine 6**  
010202908



**Chaos Space Marine 7**  
010200402



**Chaos Space Marine with Flamer**  
010200401



**Chaos Space Marine with Plasma Gun**  
010202802



*Note: Models are shown 60% of actual size.*



*Examples of completed Chaos Space Marines*



**Chaos Space Marine Champion 1**  
010202701



**Chaos Space Marine Champion 2**  
010200403



**Blasted Standard Icon**  
010202404



**Chaos Space Marine Icon Bearer Blister (Random 1)**  
010202401 (Bit)  
43-63 (Blister)

*You can also get these Chaos Space Marines in the following blisters:*

**Chaos Space Marine Champion Blister (Random 1)**  
43-47

**Chaos Space Marine w/ Assault Weapons Blister (2)**  
43-48

**Chaos Space Marines Blister (Random 2)**  
43-46

*Note: Sprues shown at 50% of actual size.*



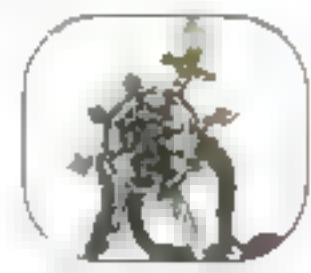
**Chaos Space Marine Arm Sprue 1 (Random)**  
99399999006



**Chaos Space Marine Arm Sprue 2 (Random)**  
99399999006



**Flesh Banner Icon**  
010202402



**Rapturous Standard Icon**  
010202403



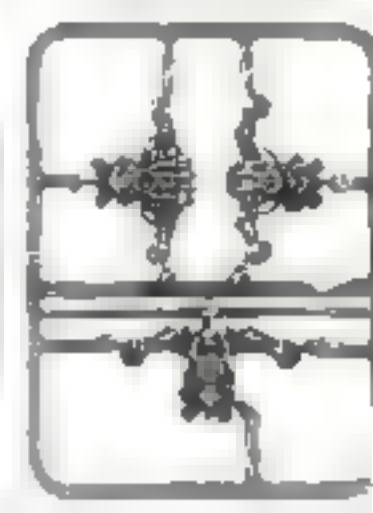
**Chaos Undivided Icon**  
010202405



**Warp Banner Icon**  
010202406



**Chaos Space Marine Accessory Sprue (1 Random Sprue Supplied)**  
99399999005



**Chaos Space Marine Backpack Sprue**  
99399999004

*Note: The Chaos Space Marine Icon Bearer comes with one of five different icons. The painted model shown above is pictured with the Blasted Standard Icon*



The Chaos Space Marine Rhino is the most ubiquitous vehicle in the Chaos Space Marine arsenal and is renowned for its reliability and ease of maintenance. Grotesque trophies and blasphemous runes adorn the hull of these Chaos vehicles and proclaim the dark allegiances of the warriors they transport.

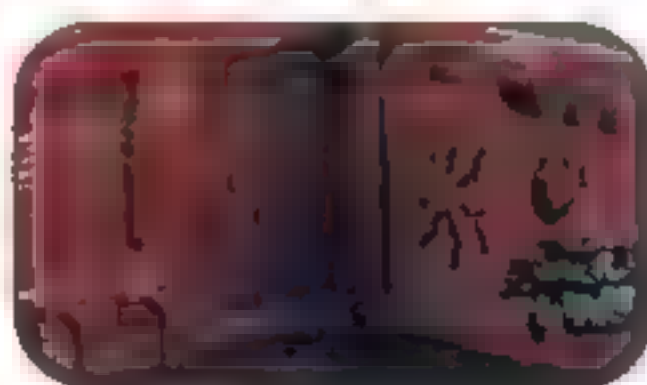
# TROOPS

## CHAOS RHINO

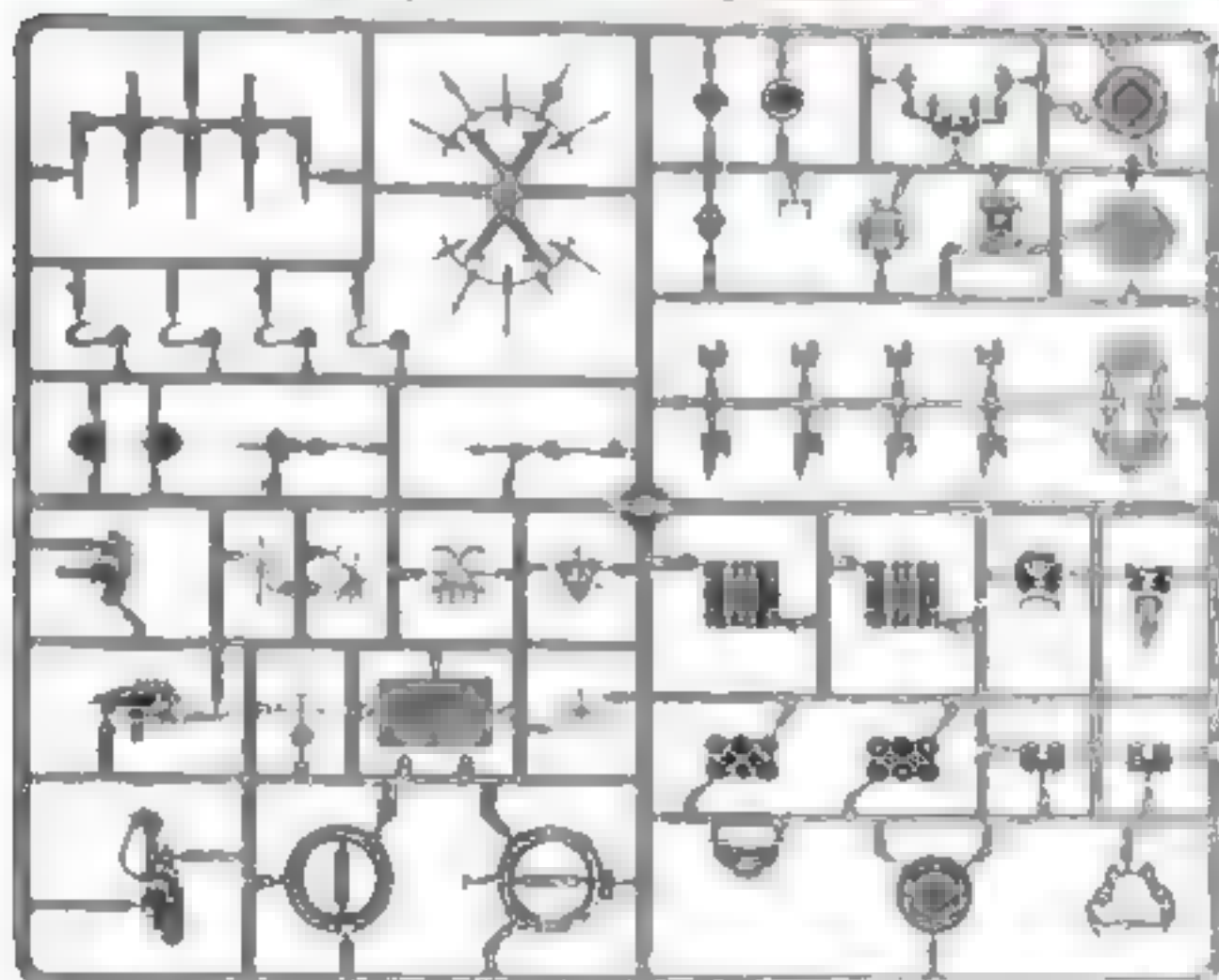


*Note: The Chaos Space Marine Rhino uses the Space Marine Rhino sprues 99390199004 and 99390199005 (as seen in the Space Marines section). In addition, the Chaos Vehicle Accessory Sprues 1 and 2 are also included (as seen below).*

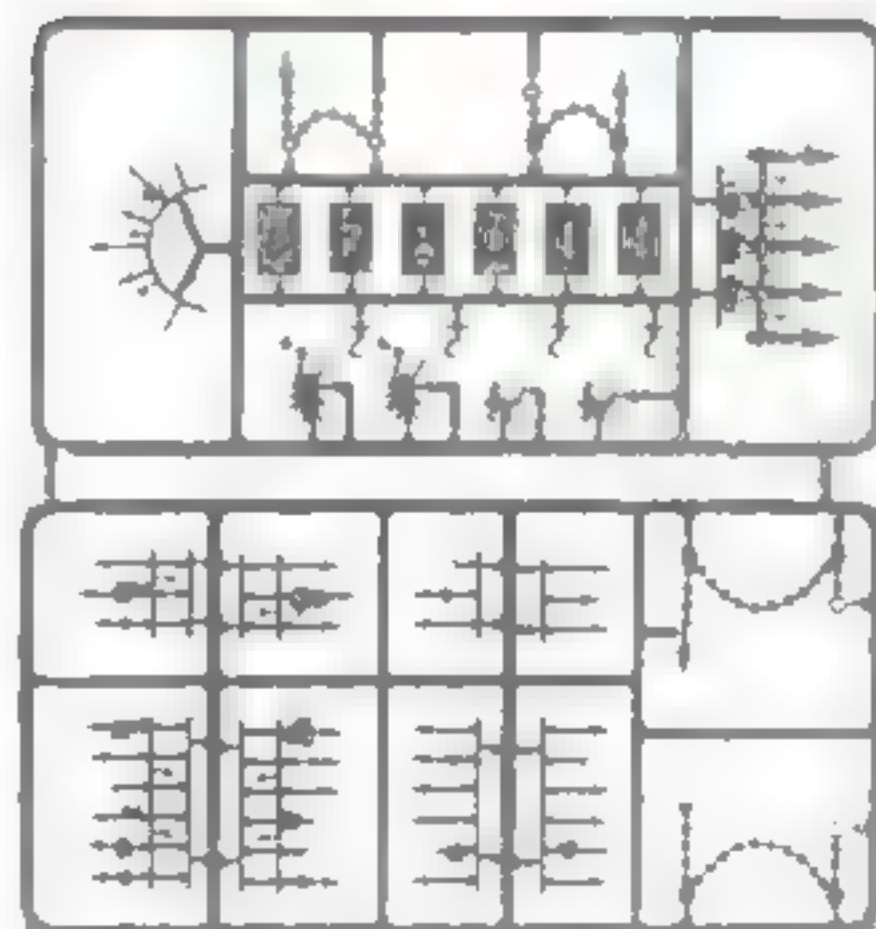
**Chaos Space Marine Rhino Box (1)**  
43-11



*Note: Sprues shown at 40% of actual size*



**Chaos Vehicle Accessory Sprue 2**  
99390102004



**Chaos Vehicle Accessory Sprue 1**  
99390102001



# FAST ATTACK

The Chaos Space Marine Bikers boxed set comes with three Bikers including a Champion. To expand your squad, Chaos Bikers are also available separately.



## CONVERTING CHAOS BIKERS



This biker is made up of parts from a Mutie Raider, Typhus, a Plague Marine Champion, the standard Chaos Biker, and some green stuff.



The twin-linked bolters are made from the standard components and from a Plague Marine bolter.



Extend the forks of the bike with pieces of plastic tubing. Drill holes on either side of the wheel hub and pin the tubes to the wheel hub. When everything fits properly, glue the components into place.

The finished Biker will need a custom base to accommodate the extended forks.



Chaos Space Marine  
Biker Squadron  
Box (3)  
43-14



Chaos Biker  
Power Sword  
010205904

Chaos Biker  
Plasma Gun  
010205910



Chaos Biker  
Holster 2  
010205908

Chaos Biker  
Champion Head  
010205901

Chaos Biker  
Head 1  
010205902

Chaos Biker  
Head 2  
010205903

Chaos Biker  
Scanner  
010205909

Chaos Biker  
Shoulder Pad  
010205905

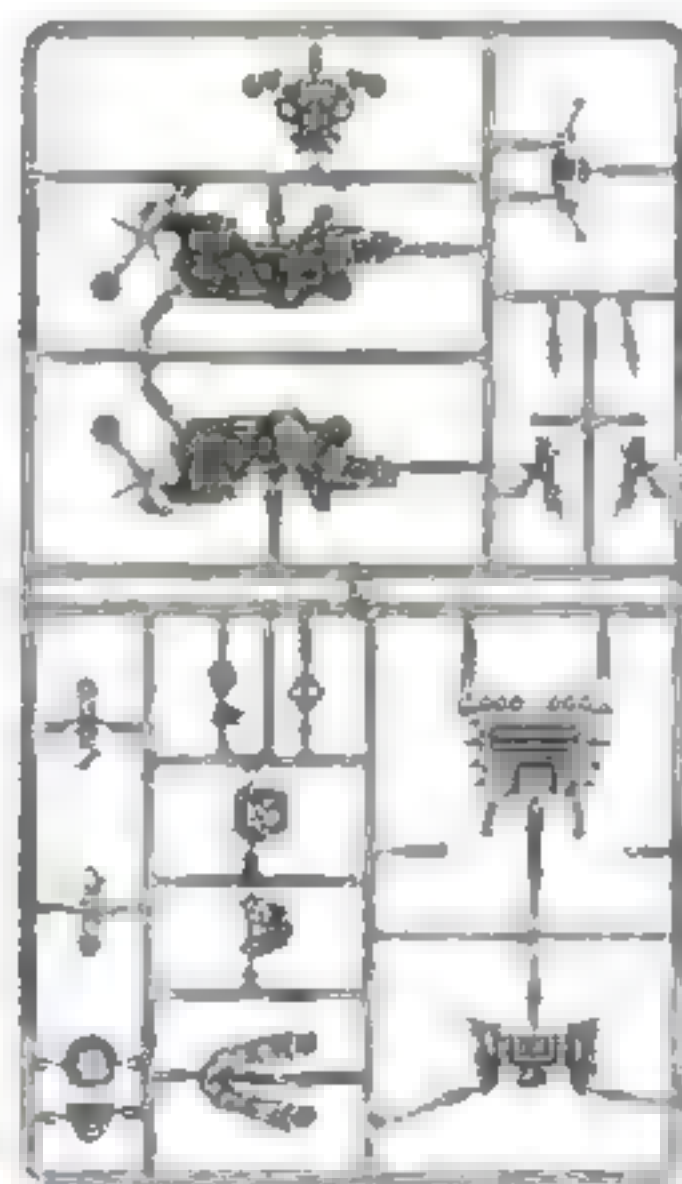
Chaos Biker  
Holster 1  
010205907

Chaos Biker  
Melta Gun  
010205911

Chaos Biker  
Torso  
010205906

Note: the Chaos Biker boxed sets also come with two Bike Wheel Sprues (993999990134) per bike.

Note: Sprues shown at 50% of actual size.



Chaos Biker Plastic Sprue  
(Not Available Separately)  
99390102002



Chaos Space  
Marine Biker  
Box (1)  
43-08



Over the centuries, the Raptors' equipment has mutated in the way of Chaos, and the original machinery has been infused with daemonic power. Now, these airborne terrors swoop from the skies and project a howling scream that drives their prey.

# FAST ATTACK



The Chaos Space Marine Raptors Box set contains five Chaos Raptors and a selection of assault weapons.



**Chaos Space Marine Raptors Box (5)**  
43-18



**Chaos Raptor  
Lightning Claw**  
010207107



**Chaos Raptor  
Bolt Pistol Arm 1**  
010207108



**Chaos Raptor  
Bolt Pistol Arm 2**  
010207110



**Chaos Raptor  
Plasma Pistol Arm**  
010207109



**Chaos Raptor  
Assault Weapon Body**  
010207105



**Chaos Raptor  
Body 1**  
010207102



**Chaos Raptor  
Body 2**  
010207103



**Chaos Raptor  
Body 3**  
010207104



**Chaos Raptor  
Gun Sprue**  
010207106



**Chaos Raptor  
Aspiring Champion**  
010207101



**Chaos Raptor Blister  
(Random 1)**  
43-50



**Chaos Raptor w/ Assault  
Weapon Blister (1)**  
43-51



**Chaos Raptor  
Jump Pack 1**  
010207111



**Chaos Raptor  
Jump Pack 2**  
010207112



**Chaos Raptor  
Jump Pack 3**  
010207113





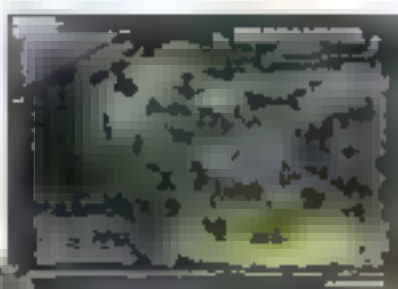
WARHAMMER

# HEAVY SUPPORT

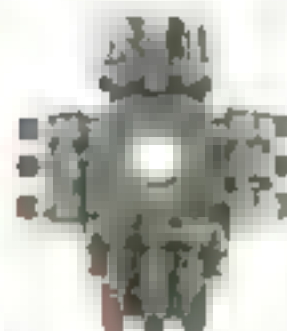
*In the Chaos Legions, the Dreadnought is a symbol of the unending pain and torment of the damned. The occupants of these infernal sarcophagi are kept alive but are in constant howling agony. Inevitable insanity does not curb the pain, and within each machine, the Chaos Space Marine rages against the world outside.*



**Chaos Dreadnought Box (1)**  
43-13



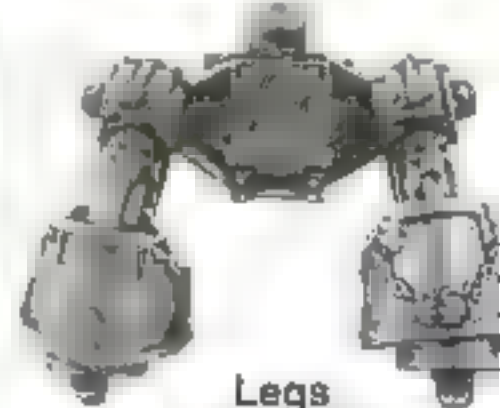
**Trophy Rack**  
010200307



**Foot**  
010200306



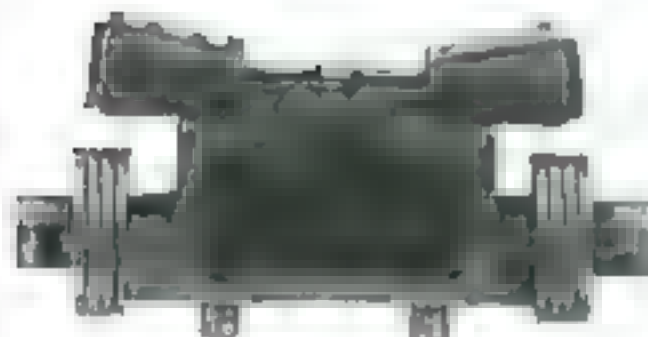
**Sarcophagus**  
010200301



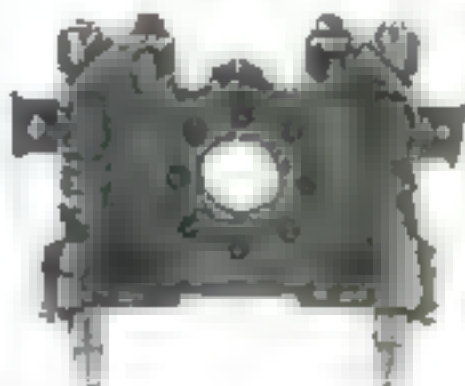
**Legs**  
010200302



**Left Shoulder**  
010200311



**Rear Body**  
010200303



**Lower Body**  
010200304



**Power Scourge**  
010200312

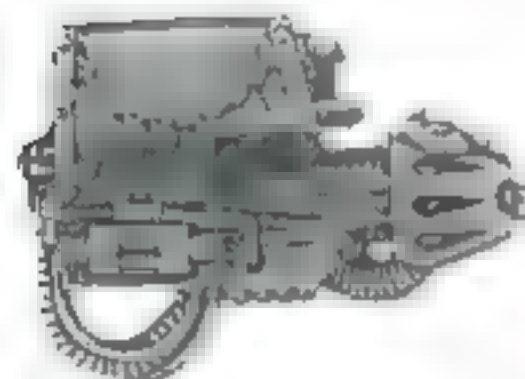


**Power Plant**  
010200305

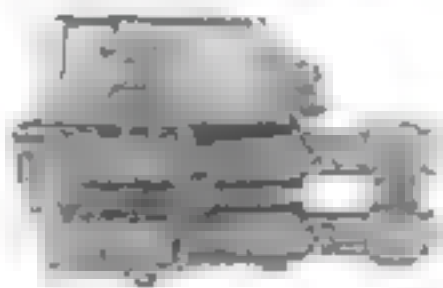


**Assault Launcher**  
010200308

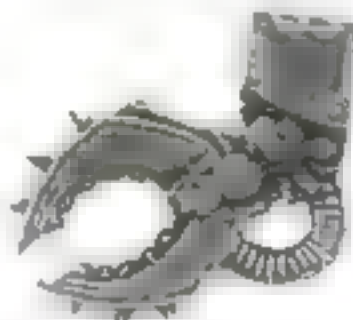
*Note: These two components are not included in the Chaos Dreadnought boxed set and are only available through Mail Order.*



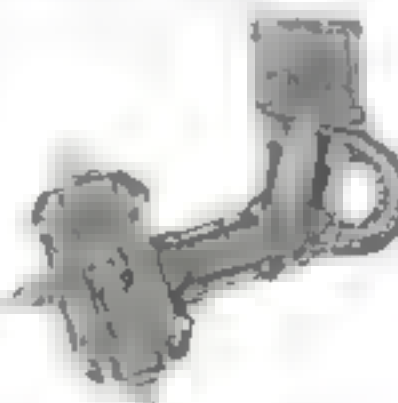
**Heavy Plasma Gun**  
010200309



**Twin-Linked Autocannon**  
010200310



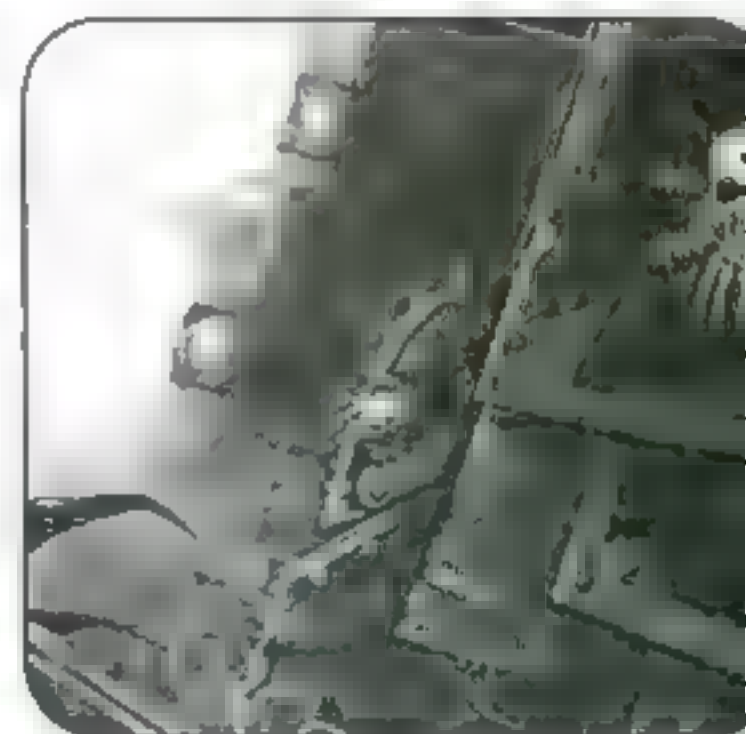
**Power Claw**  
010200313



**Thunder Hammer**  
010200315



**Heavy Bolter**  
010200314





Chaos Havocs are Chaos Space Marines with a preference for killing at range with their powerful weaponry. Each Chaos Havo's heavy weapon is a trusted ally of a thousand battles, its wielder completely familiar with its every operation. Together, weapon and Chaos Space Marine touch every part of the battlefield with death and destruction and lay waste to their enemies like capricious gods.

## HEAVY SUPPORT



The Havocs boxed set comes with the five color models shown here and is a combination of plastic and metal components. If you want to pick up some more firepower for your existing squads, these Havocs are available individually in an all-metal blister pack.

You can also get these Chaos Havocs in the following blisters:

**Chaos Havo w/ Missile Launcher Blister (1)**

43-62

**Chaos Havo w/ Lascannon Blister (1)**

43-60

**Chaos Havo w/ Autocannon Blister (1)**

43-61

**Chaos Havo w/ Heavy Bolter Blister (1)**

43-59

**Chaos Havo Squad Box (5)**  
43-20

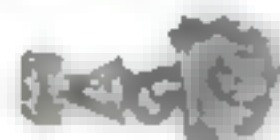
Note: This boxed set uses the Plastic Chaos Space Marines sprue seen on p. 25



**Chaos Havo Autocannon**  
010207407



**Chaos Havo Champion Legs**  
010207402



**Chaos Havo Autocannon Arm**  
010207408



**Chaos Havo Champion Arm**  
010207403



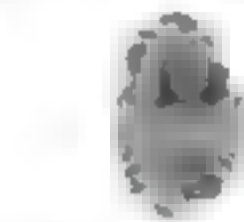
**Chaos Havo Missile Launcher**  
010207411



**Chaos Havo Backpack**  
010207406



**Chaos Havo Heavy Bolter**  
010207802



**Chaos Havo Champion Torso**  
010207401



**Chaos Havo Body**  
010207801



**Chaos Havo Head 1**  
010207404



**Chaos Havo Missile Launcher Arm**  
010207412



**Chaos Havo Lascannon**  
010207409



**Chaos Havo Heavy Bolter Arm**  
010207803



**Chaos Havo Lascannon Arm**  
010207410

### CHAOTIC DEFENDED OBSTACLES



Begin with a large scenery base constructed in the traditional way: a hardboard base, some debris, and sand attached with white glue.

Take some components from a plastic boxed set of your most hated foe. Plastic Cadians were used in this case. A combination of Zombie components and green stuff was used to make the models appear as though they were casualties. Don't glue them into place just yet.



Paint the casualty models and superglue them into place after you have painted the rest of the base. Splatter a bit of Scab Red around the bodies to add a bit of bloody realism.



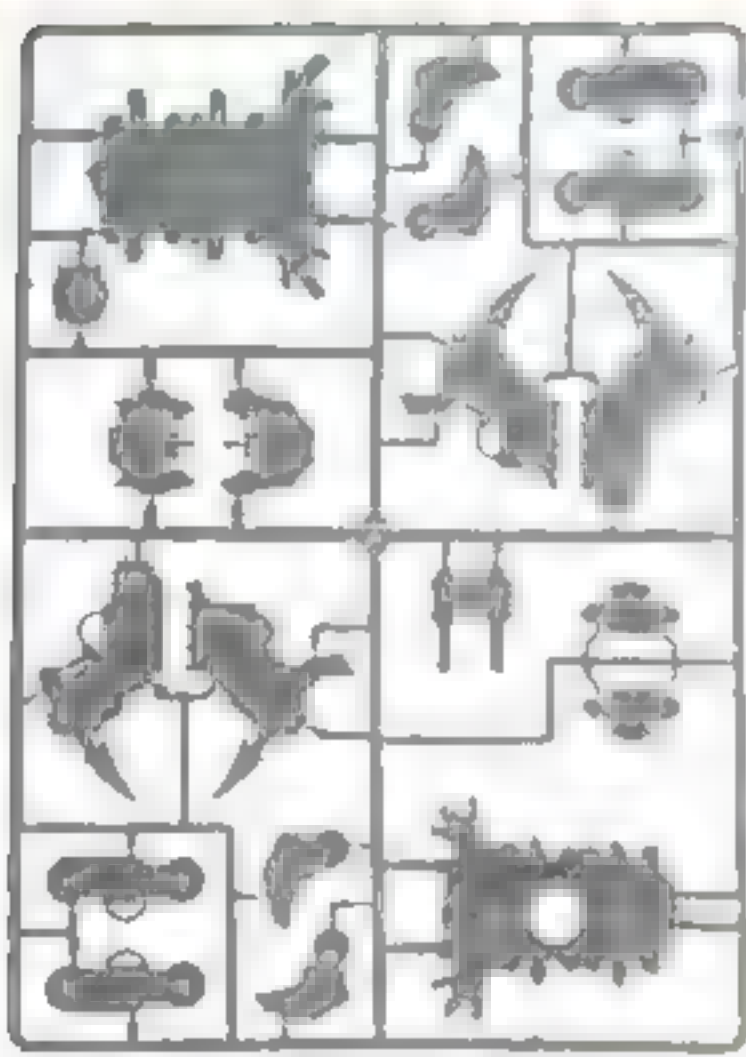




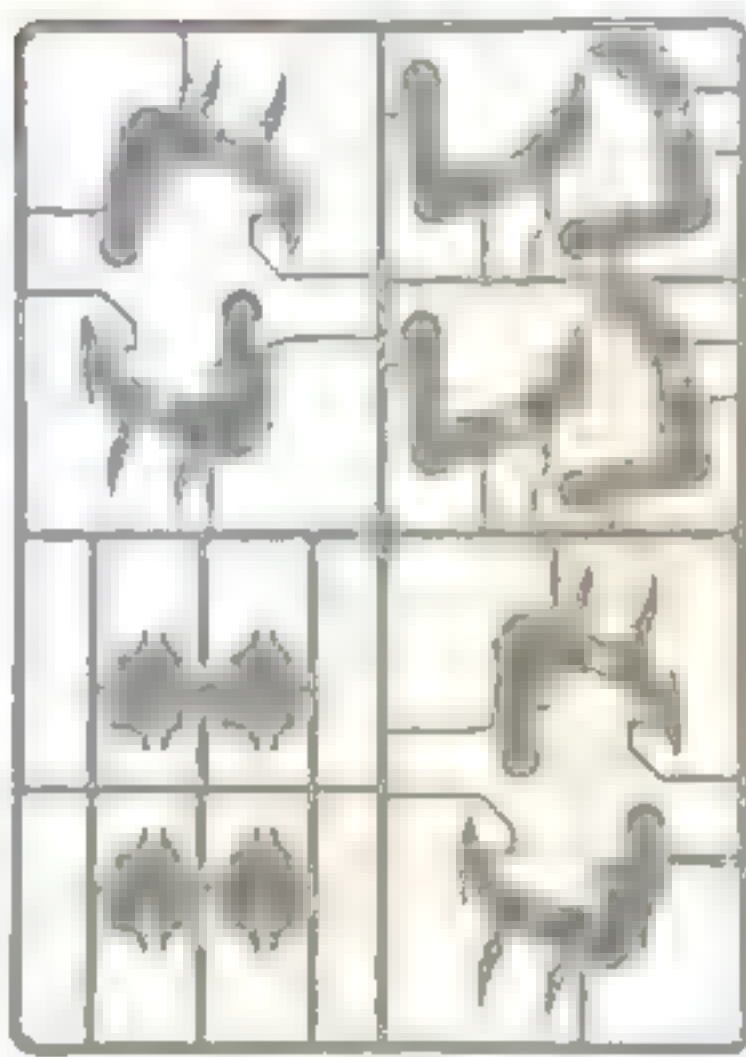
# HEAVY SUPPORT



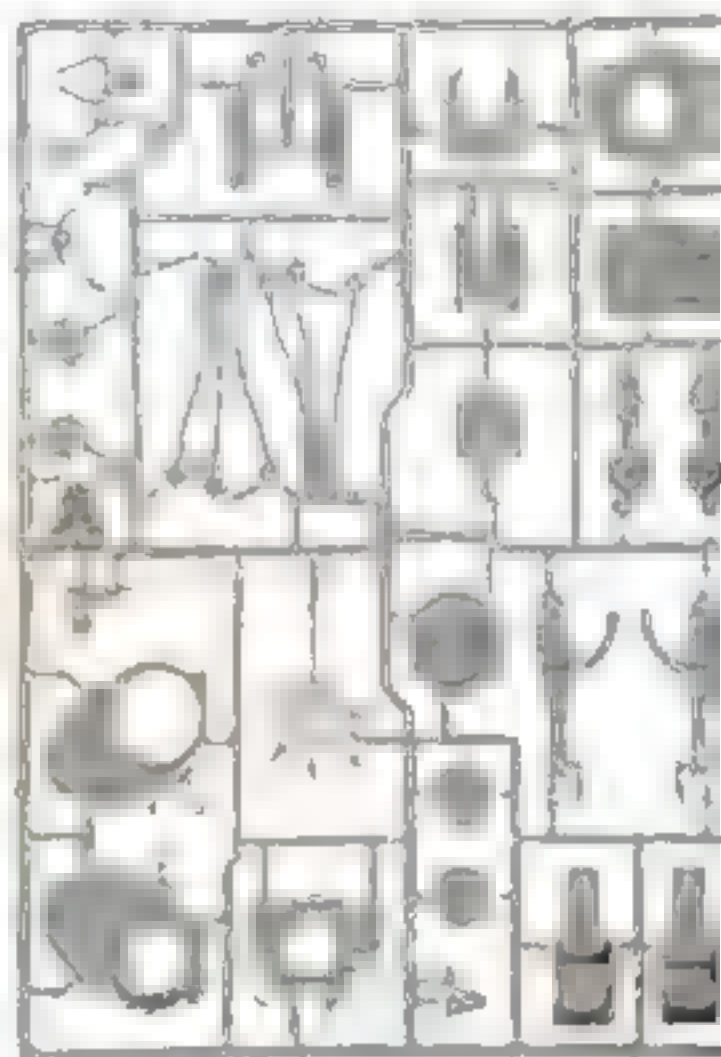
The Defiler was fashioned at the command of Abaddon the Despoiler. It is a six-legged baroque machine with savage hooks and barbs along its limbs. Shrouded in noxious fumes, its engine a bestial growl, the Defiler lays waste to the ground it drives on and batters down the strongest defenses with its mighty battle cannon.



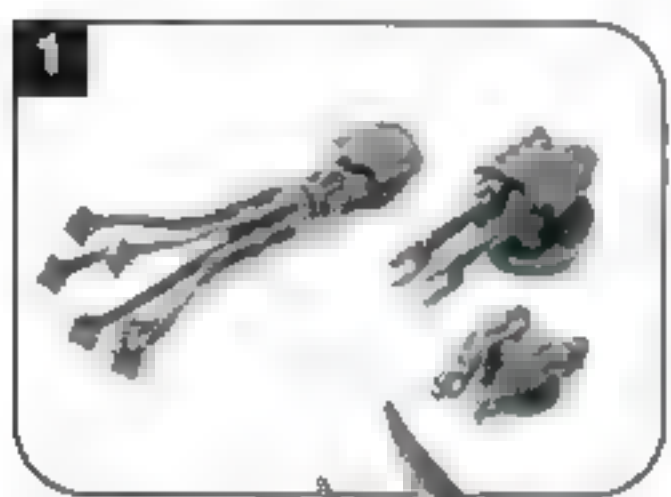
**Defiler Body Sprue**  
99390102005



**Defiler Legs Sprue**  
99390102006



**Defiler Weapons Sprue**  
99390102007



*Note: Sprues shown at 30% of actual size*

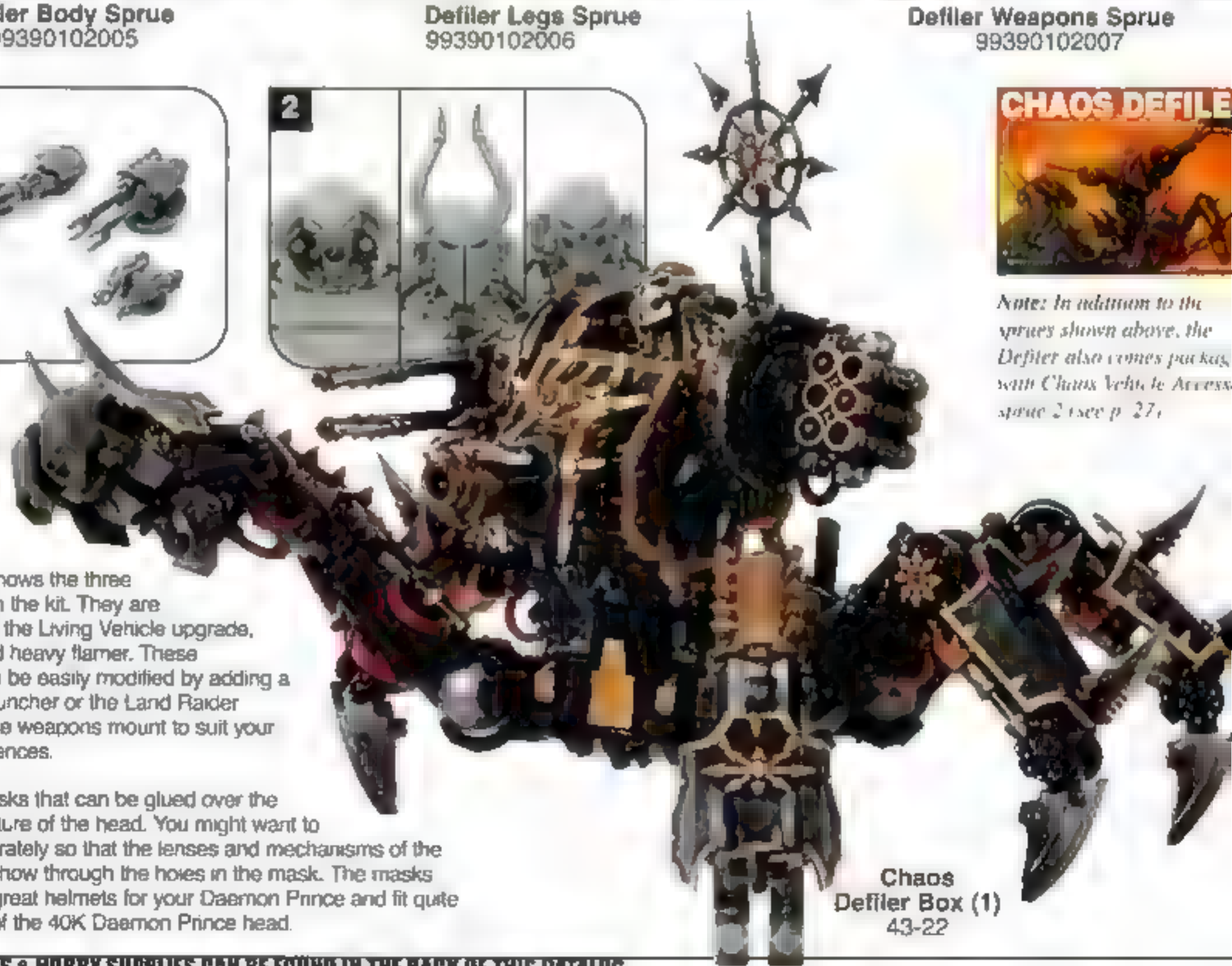


1. This picture shows the three arms available in the kit. They are from left to right, the Living Vehicle upgrade, autocannon, and heavy flamer. These components can be easily modified by adding a havoc missile launcher or the Land Raider lascannons to the weapons mount to suit your firepower preferences.

2. The three masks that can be glued over the underlying structure of the head. You might want to paint them separately so that the lenses and mechanisms of the head structure show through the holes in the mask. The masks can also make great helmets for your Daemon Prince and fit quite nicely over top of the 40K Daemon Prince head.



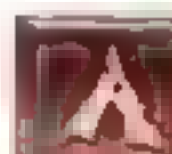
*Note: In addition to the sprues shown above, the Defiler also comes packaged with Chaos Vehicle Accessory sprue 2 (see p. 27).*



**Chaos Defiler Box (1)**  
43-22

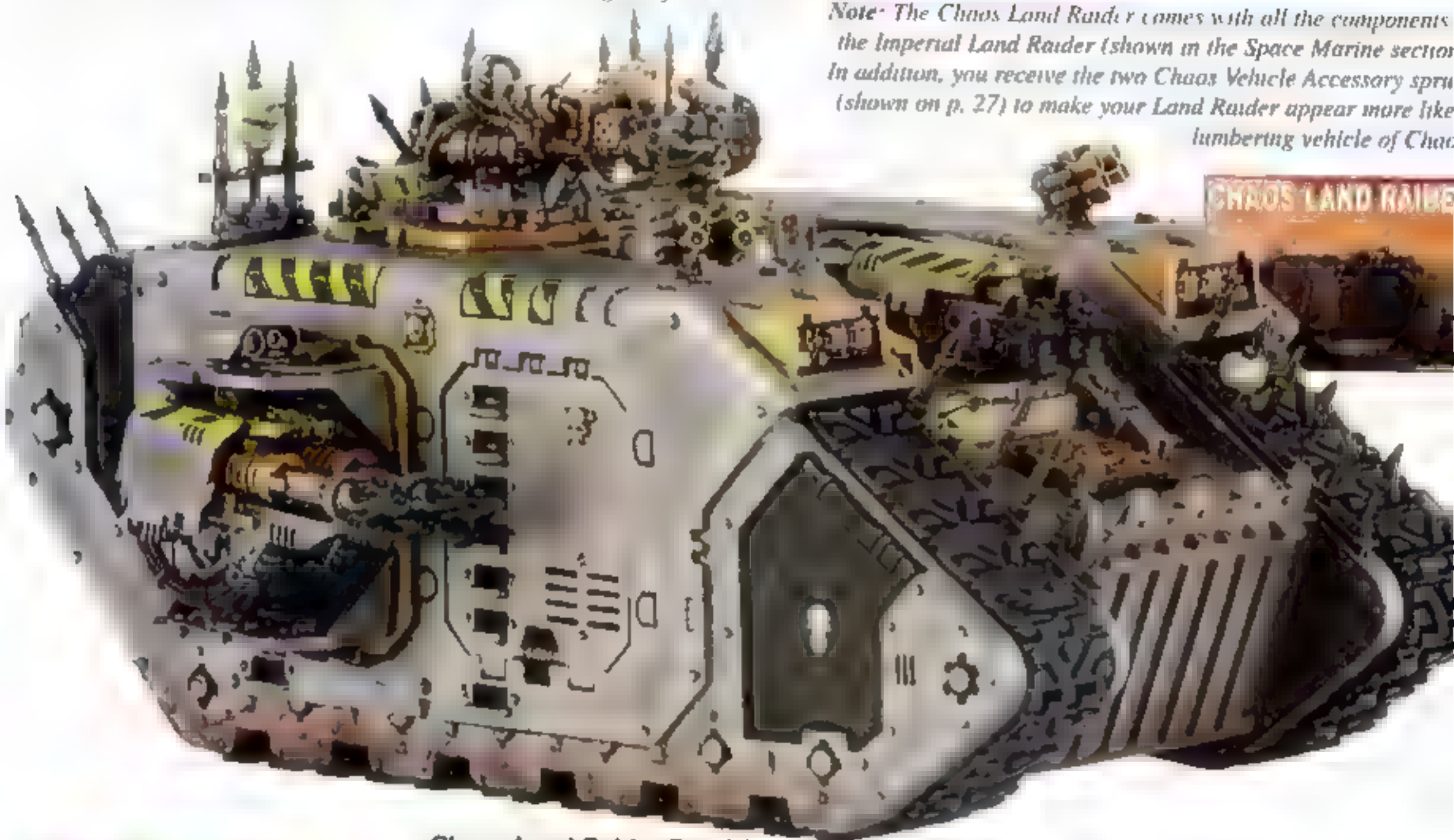


The mighty Land Raider is without a doubt the most powerful battle tank ever built. When the Chaos Legions fled into the Eye of Terror, they took with them hundreds of these precious machines. Now, whenever the Legions issue forth on another Black Crusade, these same Land Raiders are ever in the vanguard. Even after 10,000 years, there is no better engine of destruction.



## HEAVY SUPPORT

*Note:* The Chaos Land Raider comes with all the components of the Imperial Land Raider (shown in the Space Marine section). In addition, you receive the two Chaos Vehicle Accessory sprues (shown on p. 27) to make your Land Raider appear more like a lumbering vehicle of Chaos.

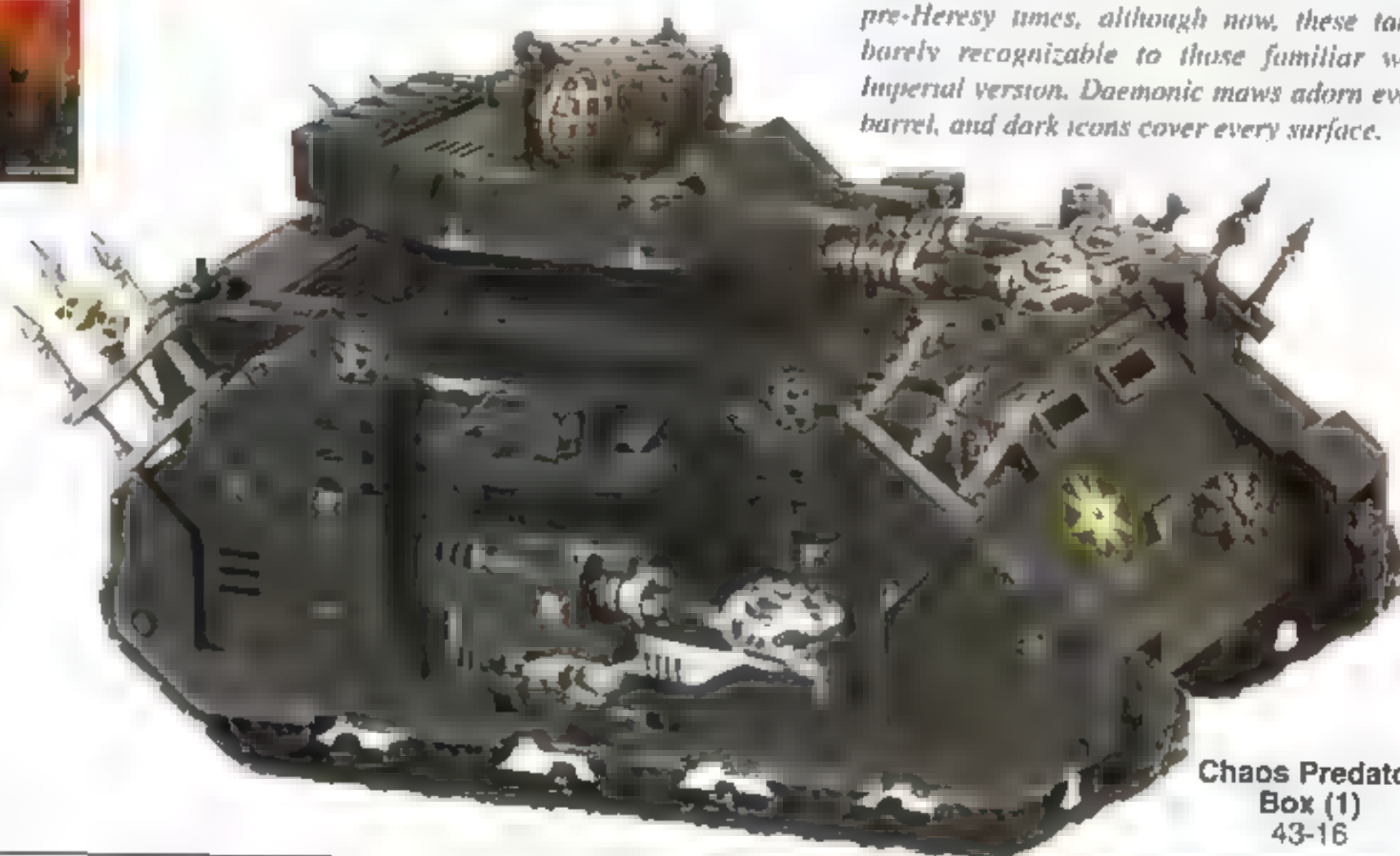


**Chaos Land Raider Box (1)**  
43-17



*Note:* The Chaos Predator uses the Space Marine Predator sprues 99390199007 and 99390199008 (as seen in the Space Marines section). In addition, the Chaos Vehicle Accessory sprues 1 and 2 are also included (as seen on p. 27).

The Predators of the Chaos Legions are a legacy of pre-Heresy times, although now, these tanks are barely recognizable to those familiar with the Imperial version. Daemonic maws adorn every gun barrel, and dark icons cover every surface.



**Chaos Predator Box (1)**  
43-16

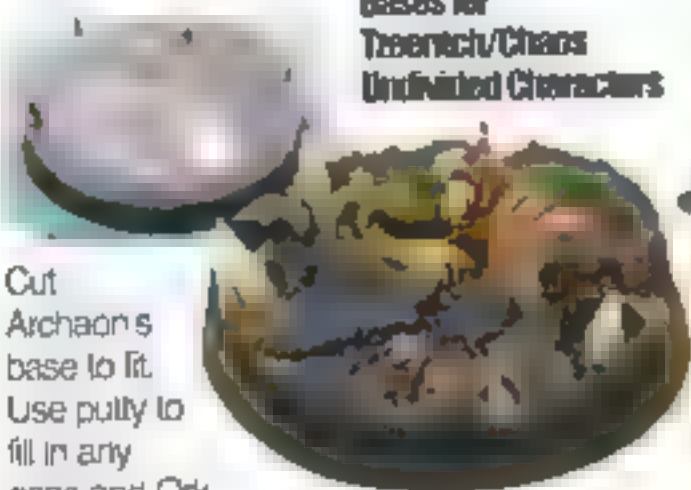


# CHAOS UNDIVIDED

*Those who tread the path toward damnation do not always worship a single omnipotent being as their dark master. Many followers of Chaos pay homage to a pantheon of gods and believe it foolish to direct praise toward one being when there exists the almighty power of Chaos Undivided*

## SCENIC BASES FOR CHARACTERS

### Bases for Tzeentch/Chaos Undivided Characters



Cut Archagon's base to fit. Use putty to fill in any gaps and Ork hair for flames.

### Bases for Nurgle Characters



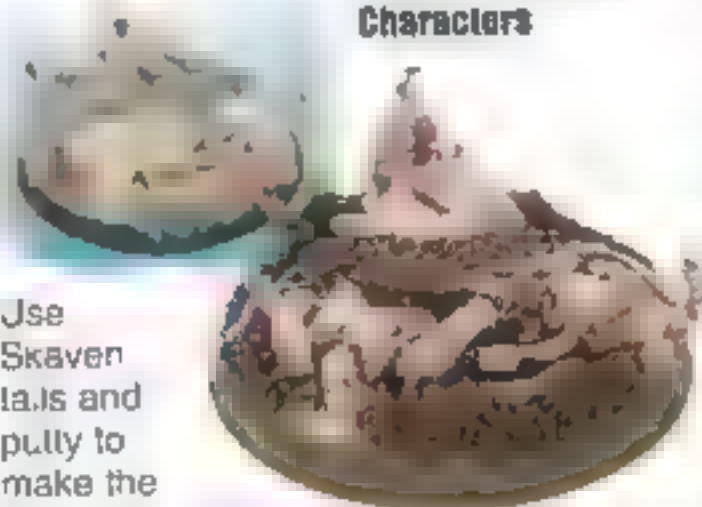
Create maggots and torn pustular flesh from putty and texture the base with sand

### Bases for Khorne Characters

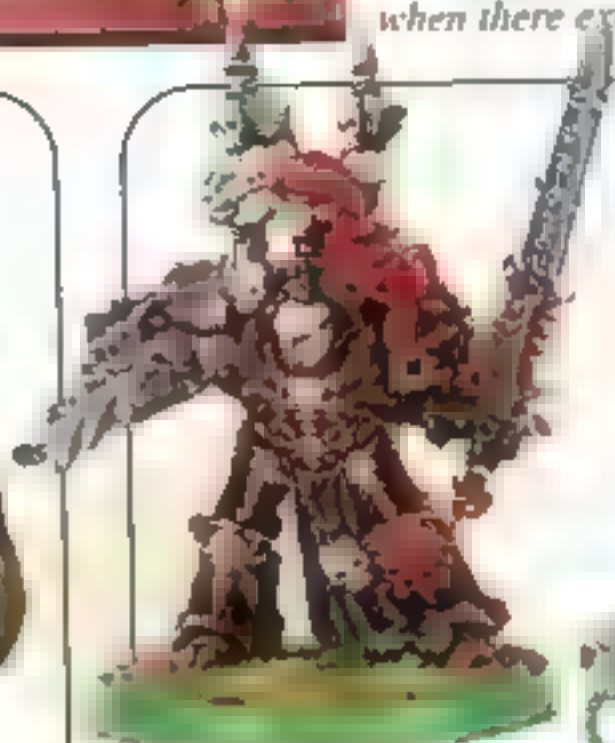


Use skulls clipped from the Chaos vehicle accessory sprue. Arrange the skulls around the model's feet

### Bases for Slaanesh Characters



Use Skaven tails and putty to make the fleshy bits. Glue sand over top of the putty for texture



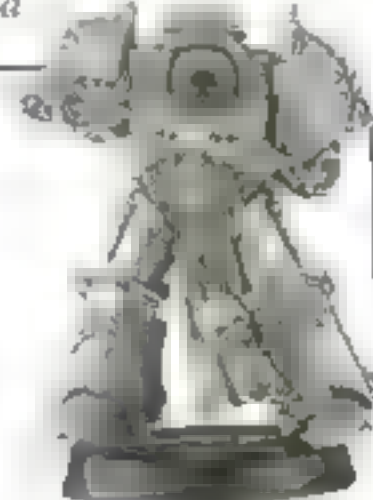
**Abaddon the Despoiler Blister (1)**  
43-36



**Abaddon Left Trophy Rack**  
010202604



**Abaddon Head**  
010202602



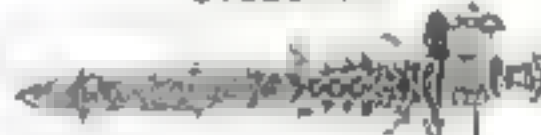
**Abaddon Body**  
010202601



**Abaddon Talon of Horus**  
010202605



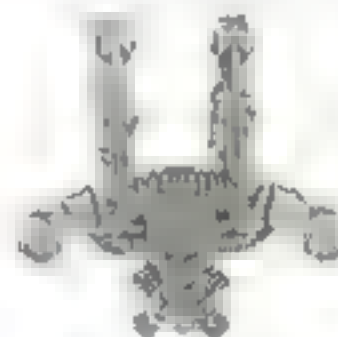
**Abaddon Right Trophy Rack**  
010202603



**Abaddon Daemon Sword Drach'nyen**  
010202606



**Fabius Bile Blister (1)**  
43-35



**Fabius Bile Backpack**  
010200604



**Chirurgon Arm 2**  
010200606



**Xyclos Needler**  
010200602



**Chirurgon Arm 1**  
010200605



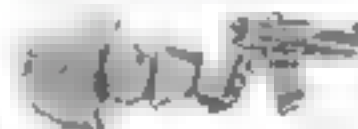
**Rod of Torment**  
010200603



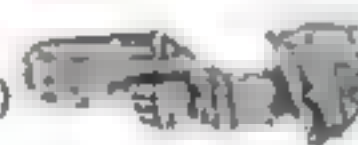
**Cypher Blister (1)**  
43-39



**Cypher Backpack**  
010205702



**Cypher Bolt Pistol**  
010205704



**Cypher Plasma Pistol**  
010205705



**Cypher Body**  
010205701



**Cypher Sword**  
010205703



**Fabius Bile Body**  
010200601



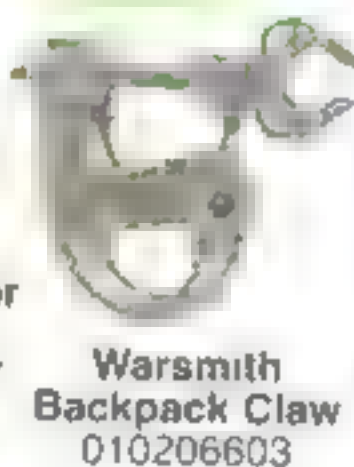
Note: This boxed set uses the Plastic Chaos Space Marines sprue seen on p. 25

# CHAOS UNDIVIDED



**Iron Warriors Squad Box (8)**  
99-21

**Iron Warriors Warsmith Blister (1)**  
99-20



## SHOWCASE



*Left: This Iron Warrior Dreadnought by Muir Murdoch uses a variety of components to bulk out the arms, legs and sarcophagus of a stock Imperial Dreadnought*

*Right: Just one of many great conversions that can be found in Andrew Lewis's Iron Warrior army.*

*Note: Miniature left and below are bigger than actual size*





# CHAOS UNDIVIDED



**Night Lord Hero  
Blister (1)**  
99-26



**Night Lord Squad Box (8)**  
99-25

*Note: This boxed set uses the  
Plastic Chaos Space Marines  
sprue seen on p. 25*



**Night Lord  
Hero Power Fist**  
010208201



**Night Lord  
Hero Body**  
010208202



**Night Lord  
Hero Wings**  
010208205



**Night Lord  
Head 4**  
010208104



**Night Lord  
Head 2**  
010208102



**Night Lord  
Head 3**  
010208103



**Night Lord  
Head 5**  
010208105



**Night Lord  
Head 1**  
010208101



**Night Lord  
Left Arm**  
010208110



**Night Lord  
Hero Combi-bolter Arm**  
010208203



**Night Lord  
Hero Backpack**  
010208204



**Night Lord  
Shoulder Pad 2**  
010208107



**Night Lord  
Shoulder Pad 3**  
010208108



**Night Lord  
Shoulder Pad 4**  
010208109



**Night Lord  
Shoulder Pad 1**  
010208106

## SHOWCASE

*Right: Shown here are  
two mighty characters  
from UK Staff member  
John Hart's awesome  
Night Lord army. Note the  
addition of characterful  
bits to these models like  
the winged helmets that  
serve to further strengthen  
the Night Lord Theme*



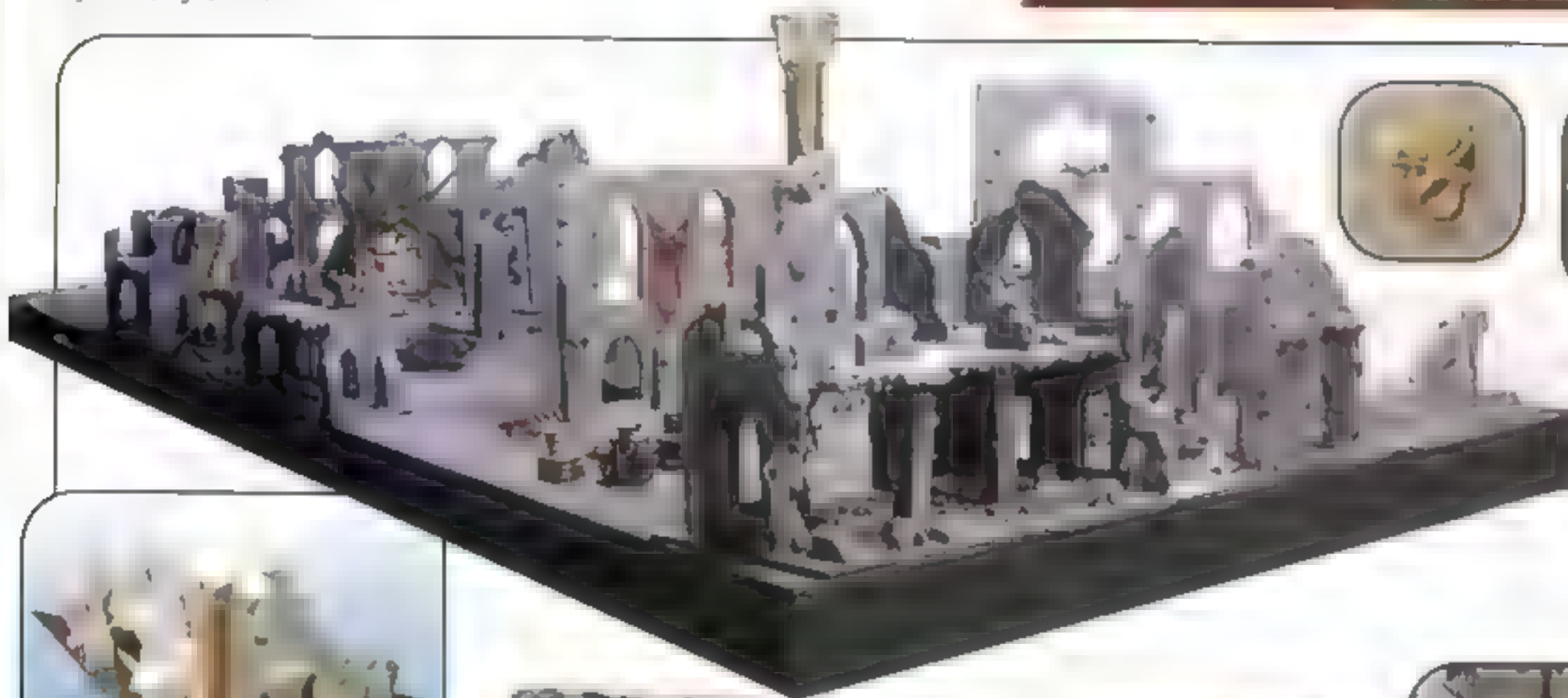
*Left: The scenic base on  
this Daemon Prince adds  
an element of narrative  
interest that further  
enhances this army  
center piece*



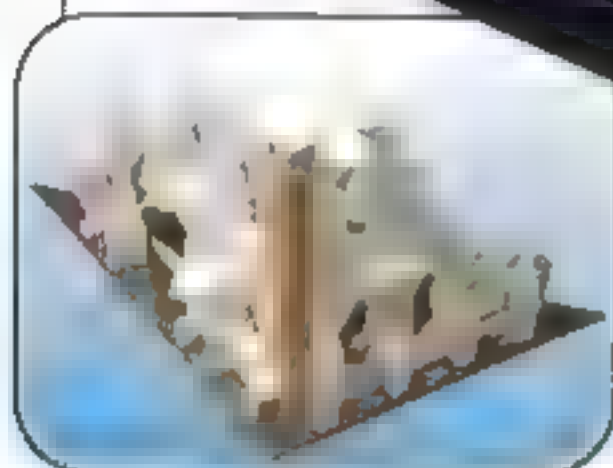
*Below: This awesome Cityfight board is but one section of a massive table that was used at the 2003 Baltimore Games Day. Note the modeling of the corruption of the Imperial buildings as they sway under the warping influence of Chaos*



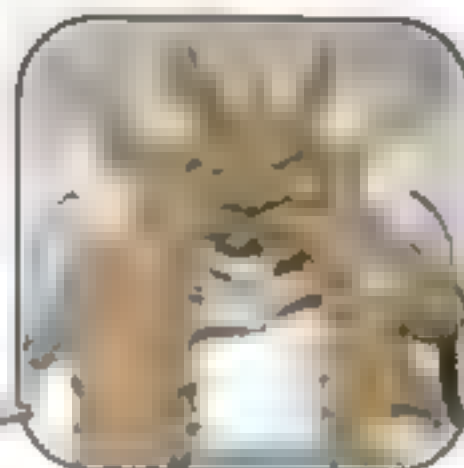
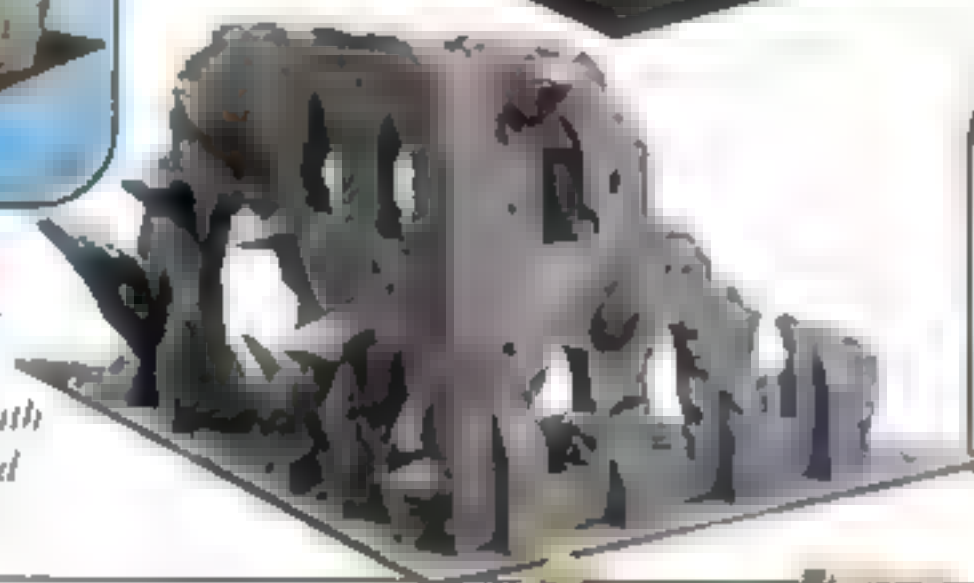
## SHOWCASE



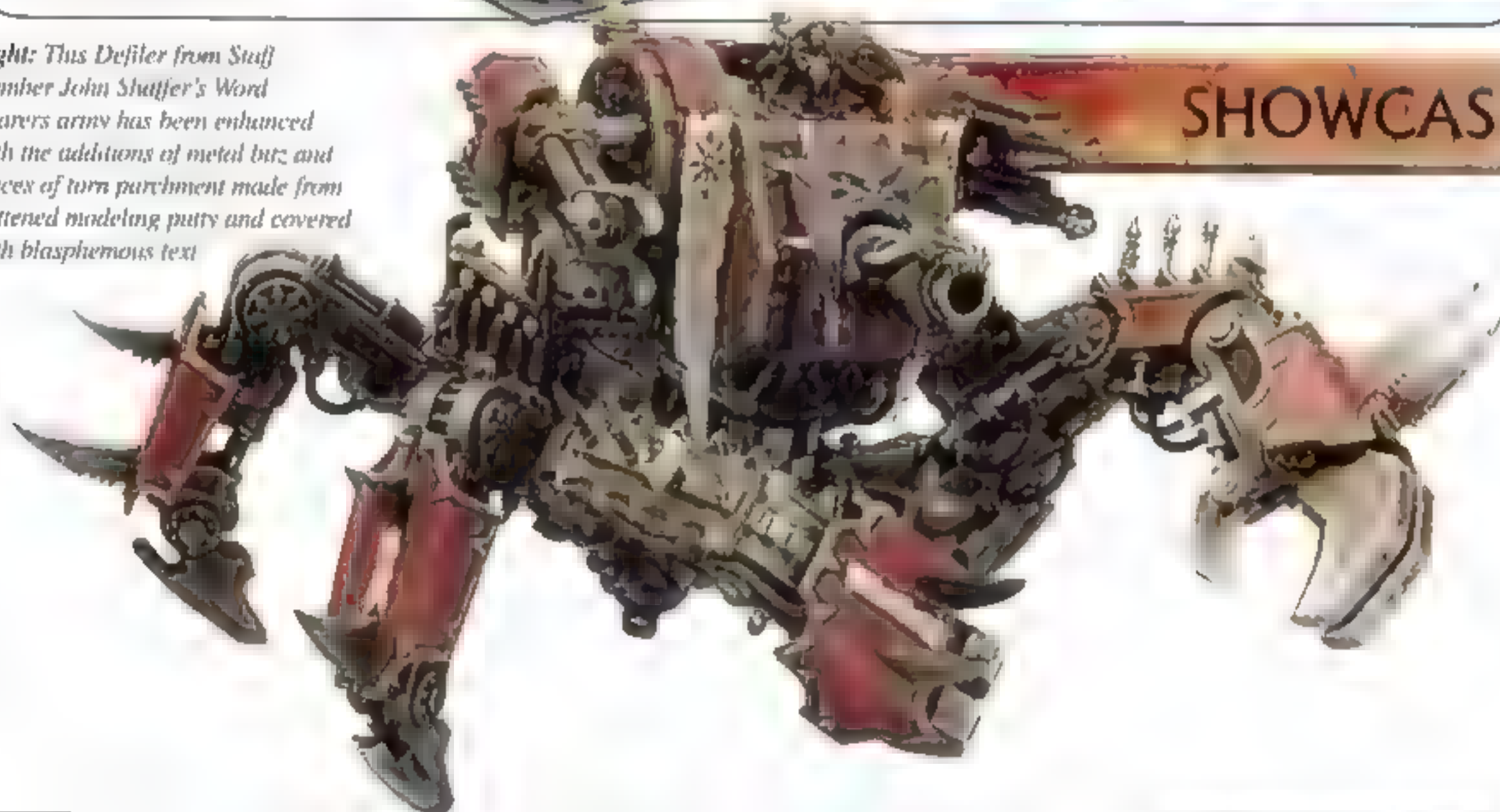
*Above and Below: Grotesque faces were sculpted out of two-part putty and added to the buildings.*



*Right: The majority of the city was made from sheets of foam that were cut and shaped with a hobby knife and glued to a piece of Muxomite*



*Right: This Defiler from Stuff member John Shaffer's Word Bearers army has been enhanced with the additions of metal bits and pieces of torn parchment made from flattened modeling putty and covered with blasphemous text*



## SHOWCASE



# PRICE LIST

## Getting Started

|  |                                 |           |
|--|---------------------------------|-----------|
| 43-01-60   | Codex: Chaos Space Marines      | .....\$20 |
| 40-11-60   | Codex: Eye of Terror            | .....\$15 |
| 43-09  | Chaos Space Marine Battle Force | .. \$100  |
| 12 Khorne Berserkers, 8 Chaos Space Marines, 3 Chaos Bikers, 1 Chaos Rhino, Jungle Trees             |                                 |           |
| 43-25  | Chaos Space Marine Mega Force   | .. \$140  |
| 12 Khorne Berserkers, 12 Chaos Space Marines, 3 Chaos Bikers, 1 Chaos Rhino, 1 Defiler, Jungle Trees |                                 |           |

## Boxed Sets & Blister Packs - HQ

|                          |                                  |          |
|--------------------------|----------------------------------|----------|
| 43-47                    | Chaos Space Marine Champion      | ...\$7   |
| Blister includes 1 model |                                  |          |
| 43-24                    | Chaos Space Marine Daemon Prince | \$30     |
| Box includes 1 model     |                                  |          |
| 43-63                    | Chaos Space Icon Bearer          | .....\$7 |
| Blister includes 1 model |                                  |          |
| 43-40                    | Chaos Space Lord                 | \$10     |
| Blister includes 1 model |                                  |          |
| 43-41                    | Chaos Space Sorcerer             | \$8      |
| Blister includes 1 model |                                  |          |

## Boxed Sets & Blister Packs - Elites

|                           |                                    |      |
|---------------------------|------------------------------------|------|
| 43-42                     | Chosen Terminator                  | \$9  |
| Blister includes 1 model  |                                    |      |
| 43-43                     | Chosen Terminator Champion         | \$9  |
| Blister includes 1 model  |                                    |      |
| 43-19                     | Chosen Terminator Squad            | \$45 |
| Blister includes 5 models |                                    |      |
| 43-67                     | Chosen Terminator w/ Bolter-Melta  | \$9  |
| Blister includes 1 model  |                                    |      |
| 43-45                     | Chosen Terminator w/ Heavy Flamer  | \$10 |
| Blister includes 1 model  |                                    |      |
| 43-44                     | Chosen Terminator w/ Reaper Cannon | \$10 |
| Blister includes 1 model  |                                    |      |
| 43-48                     | Obiliterator                       | \$20 |
| Blister includes 1 model  |                                    |      |

## Boxed Sets & Blister Packs - Troops

|                           |                                       |      |
|---------------------------|---------------------------------------|------|
| 43-11                     | Chaos Space Marine Rhino              | \$25 |
| Box includes 1 model      |                                       |      |
| 43-08                     | Chaos Space Marines                   | \$25 |
| Box includes 8 models     |                                       |      |
| 43-46                     | Chaos Space Marines                   | \$8  |
| Blister includes 2 models |                                       |      |
| 43-48                     | Chaos Space Marines w/ Assault Weapon | \$7  |
| Blister includes 2 models |                                       |      |

## Boxed Sets & Blister Packs - Fast Attack

|                          |                                  |           |
|--------------------------|----------------------------------|-----------|
| 43-18                    | Chaos Raptor Squad               | .....\$35 |
| Box includes 5 models    |                                  |           |
| 43-50                    | Chaos Raptor                     | .....\$7  |
| Blister includes 1 model |                                  |           |
| 43-51                    | Chaos Raptor w/ Assault Weapon   | .. \$7    |
| Blister includes 1 model |                                  |           |
| 43-14                    | Chaos Space Marine Bike Squadron | \$40      |
| Box includes 3 models    |                                  |           |
| 43-08                    | Chaos Space Marine Biker         | \$12.50   |
| Box includes 1 model     |                                  |           |

## Boxed Sets & Blister Packs - Heavy Support

|                          |                                 |           |
|--------------------------|---------------------------------|-----------|
| 43-22                    | Chaos Defiler                   | \$50      |
| Box includes 1 model     |                                 |           |
| 43-13                    | Chaos Dreadnought               | .. \$40   |
| Box includes 1 model     |                                 |           |
| 43-20                    | Chaos Havoc Squad               | .....\$35 |
| Box includes 5 models    |                                 |           |
| 43-62                    | Chaos Havoc w/ Missile Launcher | .. \$8    |
| Blister includes 1 model |                                 |           |

|                          |                             |      |
|--------------------------|-----------------------------|------|
| 43-60                    | Chaos Havoc w/ Lascannon    | \$8  |
| Blister includes 1 model |                             |      |
| 43-61                    | Chaos Havoc w/ Autocannon   | \$8  |
| Blister includes 1 model |                             |      |
| 43-59                    | Chaos Havoc w/ Heavy Bolter | \$8  |
| Blister includes 1 model |                             |      |
| 43-16                    | Chaos Predator              | \$35 |
| Box includes 1 model     |                             |      |
| 43-17                    | Chaos Land Raider           | \$50 |
| Box includes 1 model     |                             |      |

## Boxed Sets & Blister Packs - Chaos Undivided

|                          |                       |      |
|--------------------------|-----------------------|------|
| 43-36                    | Abaddon the Despoiler | \$15 |
| Blister includes 1 model |                       |      |
| 43-39                    | Cypher                | \$10 |
| Blister includes 1 model |                       |      |
| 43-35                    | Fabius Bile           | \$13 |
| Blister includes 1 model |                       |      |
| 99-20                    | Iron Warrior Warsmith | \$10 |
| Blister includes 1 model |                       |      |
| 99-26                    | Night Lord Hero       | \$10 |
| Blister includes 1 model |                       |      |
| 99-21                    | Iron Warrior Squad    | \$30 |
| Box includes 8 models    |                       |      |
| 99-25                    | Night Lord Squad      | \$30 |
| Box includes 8 models    |                       |      |

## Metal Blitz - HQ

|                            |                                |          |
|----------------------------|--------------------------------|----------|
| <b>Chaos Champion</b>      |                                |          |
| 010202701                  | Chaos Space Marine Champion 1  | \$8      |
| 010200403                  | Chaos Space Marine Champion 2  | \$8      |
| <b>Chaos Daemon Prince</b> |                                |          |
| 010208001                  | Daemon Prince Shoulder Pad 1 . | ..\$2 50 |
| 010208002                  | Daemon Prince Right Vent . .   | ..\$2 50 |
| 010208003                  | Daemon Prince Head . . . . .   | ..\$2 50 |
| 010208004                  | Daemon Prince Left Vent . . .  | ..\$2 50 |
| 010208005                  | Daemon Prince Shoulder Pad 2 . | ..\$2 50 |
| 010208006                  | Daemon Prince Right Arm        | \$2 50   |
| 010208007                  | Daemon Prince Sword . . .      | \$2 50   |
| 010208008                  | Daemon Prince Torso Front      | \$4 75   |
| 010208009                  | Daemon Prince Torso Back .     | \$4 75   |
| 010208010                  | Daemon Prince Left Hand        | \$2 50   |
| 010208011                  | Daemon Prince Left Arm         | \$2 50   |
| 010208012                  | Daemon Prince Right Leg        | \$3 50   |
| 010208013                  | Daemon Prince Left Leg         | \$3 50   |

## Icon Bearer and Icons

|           |                                 |     |
|-----------|---------------------------------|-----|
| 010202401 | Chaos Sp. Mar. Icon Bearer Body | \$7 |
| 010202402 | Chaos Flesh Banner Icon         | \$2 |
| 010202403 | Chaos Rapturous Standard Icon   | \$2 |
| 010202404 | Chaos Brasted Standard Icon     | \$2 |
| 010202405 | Chaos Undivided Icon            | \$2 |
| 010202406 | Chaos Warp Banner Icon          | \$2 |

## Chaos Space Marine Lord

|           |                                 |          |
|-----------|---------------------------------|----------|
| 010206801 | Ch. Sp. Mar. Lord Body 2        | \$8      |
| 010206802 | Ch. Sp. Mar. Lord Sprue         | \$3      |
| 010206803 | Ch. Sp. Mar. Lord Backpack 2    | \$2      |
| 010205801 | Ch. Sp. Mar. Lord Body 1        | \$8      |
| 010205802 | Ch. Sp. Mar. Head 1             | \$1      |
| 010205803 | Ch. Sp. Mar. Backpack 1         | .....\$2 |
| 010205804 | Ch. Sp. Mar. Lord Power Axe     | \$1.50   |
| 010205805 | Ch. Sp. Mar. Lord Plasma Pistol | \$1.50   |

## Chaos Sorcerer

|           |                            |             |
|-----------|----------------------------|-------------|
| 010201301 | Sorcerer Body 1            | .....\$6.25 |
| 010201302 | Sorcerer Backpack 1        | .....\$2.75 |
| 010201303 | Sorcerer Bolt Pistol Arm 1 | .....\$1.75 |
| 010201304 | Sorcerer Body 2            | .....\$6.25 |
| 010201305 | Sorcerer Bolt Pistol Arm 2 | .....\$1.75 |

|           |                            |            |
|-----------|----------------------------|------------|
| 010201306 | Sorcerer Backpack 2        | ... \$2.75 |
| 010201307 | Sorcerer Body 3            | ... \$6.25 |
| 010201308 | Sorcerer Plasma Pistol Arm | .. \$1.75  |

## Metal Blitz - Elites

### Chosen Terminators

|           |                                    |          |
|-----------|------------------------------------|----------|
| 010200201 | Chaos Terminator Body 1            | \$5      |
| 010200202 | Chaos Terminator Body 2            | \$5      |
| 010200203 | Chaos Terminator Body 3            | \$5      |
| 010200204 | Right Trophy Rack 1                | \$1      |
| 010200205 | Left Trophy Rack 1                 | ... \$1  |
| 010200206 | Right Trophy Rack 2                | .. \$1   |
| 010200207 | Left Trophy Rack 2                 | .. \$1   |
| 010200208 | Terminator Head 1                  | .. \$1   |
| 010200210 | Terminator Head 2                  | .. \$1   |
| 010200212 | Terminator Head 3                  | .. \$1   |
| 010200209 | Terminator Head 4                  | .. \$1   |
| 010200211 | Terminator Head 5                  | .. \$1   |
| 010200213 | Terminator Bolter Combi-Weapon     | \$2      |
| 010200214 | Terminator Bolter-Melta            | .....\$2 |
| 010200215 | Terminator Bolter Combi-Weapon     | \$2      |
| 010200216 | Terminator Bolter-Flamer           | .....\$2 |
| 010200217 | Terminator Reaper Autocannon       | .. \$3   |
| 010200218 | Terminator Chain Axe               | \$2      |
| 010200219 | Terminator Power Fist              | \$2      |
| 010200220 | Terminator Power Mace              | \$2      |
| 010200221 | Terminator Chain Fist              | .. \$2   |
| 010201122 | Terminator Heavy Flamer            | \$3      |
| 010201501 | Terminator Champion Body           | ....\$5  |
| 010201502 | Terminator Champion Head 1         | ... \$1  |
| 010201503 | Terminator Champion Head 2         | ... \$1  |
| 010201504 | Terminator Champion R Trophy Rack  | .. \$1   |
| 010201505 | Terminator Champion L Trophy Rack  | .. \$1   |
| 010201506 | Terminator Champion Lightning Claw | .. \$2   |
| 010201507 | Terminator Champion Power Axe      | .. \$2   |

## Obiliterator

|           |                                 |          |
|-----------|---------------------------------|----------|
| 010207501 | Obiliterator Head (Random)      | ....\$1  |
| 010207502 | Obiliterator Right Arm (Random) | .. \$3   |
| 010207503 | Obiliterator Body 1             | .....\$8 |
| 010207504 | Obiliterator Torso 1            | .....\$4 |
| 010207505 | Obiliterator Body 2             | .....\$8 |
| 010207506 | Obiliterator Torso 2            | .....\$4 |
| 010207507 | Obiliterator Left Arm (Random)  | .. \$3   |
| 010207508 | Obiliterator Gun Sprue          | .....\$3 |
| 010207509 | Obiliterator Blade Sprue        | .. \$2   |

## Metal Blitz & Plastic Sprues - Troops

### Chaos Rhino

|             |                              |              |
|-------------|------------------------------|--------------|
| 99390102001 | Chaos Tank Accessory Sprue 1 | .. \$8       |
| 99390102004 | Chaos Tank Accessory Sprue 2 | .. \$6       |
| 99390199004 | Rhino Hull 1                 | .....\$11.50 |
| 99390199005 | Rhino Hull 2                 | .....\$11.50 |

### Chaos Space Marines

|             |                                    |             |
|-------------|------------------------------------|-------------|
| 010202702   | Chaos Space Marine Arm             | .....\$1    |
| 010202903   | Chaos Space Marine 1               | .....\$4.50 |
| 010202904   | Chaos Space Marine 2               | .....\$4.50 |
| 010202905   | Chaos Space Marine 3               | .....\$4.50 |
| 010202906   | Chaos Space Marine 4               | .....\$4.50 |
| 010202907   | Chaos Space Marine 5               | .....\$4.50 |
| 010202908   | Chaos Space Marine 6               | .....\$4.50 |
| 010200402   | Chaos Space Marine 7               | .....\$4.50 |
| 99399999004 | Classic Chaos Backpack Sprue       | \$1.50      |
| 99399999005 | Chaos Space Marine Accessory Sprue | .. \$1.50   |
| 99399999006 | Classic Chaos Arm Sprue            | .....\$1    |

### Chaos Space Marine Squad

|             |                                |           |
|-------------|--------------------------------|-----------|
| 99380102003 | Chaos Mutation Sprue           | .....\$4  |
| 99380102004 | Chaos Space Marine Sprue       | ... \$8   |
| 99380102005 | Chaos Sp. Mar. Accessory Sprue | \$4       |
| 99390102003 | Chaos Backpack (Random)        | .. \$5.50 |

### Chaos Space Marine w/ Assault Weapon

|           |                              |        |
|-----------|------------------------------|--------|
| 010200401 | Chaos Space Marine w/ Flamer | .. \$7 |
| 010202802 | Chaos Sp. Mar. w/ Plasma Gun | .. \$7 |



**Metal Blitz – Fast Attack****Chaos Raptors**

|           |                               |     |
|-----------|-------------------------------|-----|
| 010207101 | Raptor Aspiring Champion Body | \$5 |
| 010207102 | Raptor Body 1                 | \$5 |
| 010207103 | Raptor Body 2                 | \$5 |
| 010207104 | Raptor Body 3                 | \$5 |
| 010207105 | Raptor Assault Weapon Body    | \$5 |
| 010207106 | Raptor Assault Weapons        | \$2 |
| 010207107 | Raptor Lightning Claw         | \$1 |
| 010207108 | Raptor Bolt Pistol Arm 1      | \$1 |
| 010207109 | Raptor Plasma Pistol Arm      | \$1 |
| 010207110 | Raptor Bolt Pistol Arm 2      | \$1 |
| 010207111 | Raptor Jump Pack 1            | \$2 |
| 010207112 | Raptor Jump Pack 2            | \$2 |
| 010207113 | Raptor Jump Pack 3            | \$2 |

**Chaos Bikers**

|           |                          |     |
|-----------|--------------------------|-----|
| 010205901 | Chaos Biker Head 1       | \$1 |
| 010205902 | Chaos Biker Head 2       | \$1 |
| 010205903 | Chaos Biker Head 3       | \$1 |
| 010205904 | Chaos Biker Sword Arm    | \$1 |
| 010205905 | Chaos Biker Shoulder Pad | \$1 |
| 010205906 | Chaos Biker Torso        | \$1 |
| 010205907 | Chaos Bike Holster 1     | \$1 |
| 010205908 | Chaos Bike Holster 2     | \$1 |
| 010205909 | Chaos Bike Scanner       | \$1 |
| 010205910 | Chaos Bike Plasma Gun    | \$1 |
| 010205911 | Chaos Bike Melita Gun    | \$1 |

**Metal Blitz & Plastic Sprues – Heavy Support****Chaos Defiler**

|             |                              |      |
|-------------|------------------------------|------|
| 99390102005 | Chaos Defiler Sprue A        | \$17 |
| 99390102006 | Chaos Defiler Sprue B        | \$17 |
| 99390102007 | Chaos Defiler Sprue C        | \$17 |
| 99390102004 | Chaos Tank Accessory Sprue 2 | \$6  |

**Chaos Dreadnought**

|           |                                     |        |
|-----------|-------------------------------------|--------|
| 010200301 | Chaos Dreadnought Sarcophagus       | \$8    |
| 010200302 | Chaos Dreadnought Legs              | \$8.75 |
| 010200303 | Chaos Dreadnought Rear Body         | \$8.75 |
| 010200304 | Chaos Dreadnought Lower Body        | \$5.75 |
| 010200305 | Chaos Dreadnought Power Plant       | \$5.75 |
| 010200306 | Chaos Dreadnought Foot              | \$2.25 |
| 010200307 | Chaos Dreadnought Trophy Rack       | \$2.25 |
| 010200308 | Chaos Dreadnought Assault Launcher  | \$1.25 |
| 010200309 | Chaos Dreadnought Heavy Plasma Gun  | \$4.50 |
| 010200310 | Chaos Dreadnought Twin Autocannon   | \$4.50 |
| 010200311 | Chaos Dreadnought Left Shoulder     | \$3.50 |
| 010200312 | Chaos Dreadnought Power Scourge     | \$3.50 |
| 010200313 | Chaos Dreadnought Power Claw        | \$3.50 |
| 010200314 | Chaos Dreadnought Twin Heavy Bolter | \$4.50 |
| 010200315 | Chaos Dreadnought Thunder Hammer    | \$3.50 |

**Chaos Havocs**

|           |                               |     |
|-----------|-------------------------------|-----|
| 010207401 | Havoc Torso                   | \$3 |
| 010207402 | Havoc Legs                    | \$3 |
| 010207403 | Havoc Champion Arm (pointing) | \$1 |
| 010207404 | Havoc Head 1                  | \$1 |
| 010207405 | Havoc Head 2                  | \$1 |
| 010207406 | Havoc Backpack                | \$2 |
| 010207407 | Havoc Autocannon              | \$4 |
| 010207408 | Havoc Autocannon Arm          | \$1 |
| 010207409 | Havoc Lascannon               | \$4 |
| 010207410 | Havoc Lascannon Arm           | \$1 |
| 010207411 | Havoc Missile Launcher        | \$4 |
| 010207412 | Havoc Missile Launcher Arm    | \$1 |
| 010207801 | Havoc Body                    | \$4 |
| 010207802 | Havoc Heavy Bolter            | \$4 |
| 010207803 | Havoc Heavy Bolter Arm        | \$1 |

**Chaos Land Raider**

|             |                               |      |
|-------------|-------------------------------|------|
| 99390101002 | Land Raider Left Track Sprue  | \$9  |
| 99390101003 | Land Raider Sponson Sprue     | \$7  |
| 99390101004 | Land Raider Accessory Sprue   | \$7  |
| 99390101005 | Land Raider Top Sprue         | \$10 |
| 99390101006 | Land Raider Floor Sprue       | \$8  |
| 99390101007 | Land Raider Right Track Sprue | \$9  |

|             |                              |     |
|-------------|------------------------------|-----|
| 99390102001 | Chaos Tank Accessory Sprue 1 | \$6 |
| 99390102004 | Chaos Tank Accessory Sprue 2 | \$6 |

**Chaos Predator**

|             |                              |         |
|-------------|------------------------------|---------|
| 99390102001 | Chaos Tank Accessory Sprue 1 | \$6     |
| 99390102004 | Chaos Tank Accessory Sprue 2 | \$6     |
| 99390199004 | Rhino Hull 1                 | \$11.50 |
| 99390199005 | Rhino Hull 2                 | \$11.50 |
| 99390199007 | Predator Turret              | \$7     |
| 99390199008 | Predator Sponsons            | \$7     |

**Metal Blitz & Plastic Sprues – Chaos Undivided****Abaddon the Despoiler**

|           |                              |        |
|-----------|------------------------------|--------|
| 010202601 | Abaddon Body                 | \$5.50 |
| 010202602 | Abaddon Head                 | \$1.50 |
| 010202603 | Abaddon Right Trophy Rack    | \$2    |
| 010202604 | Abaddon Left Trophy Rack     | \$2    |
| 010202605 | Abaddon – the Talon of Horus | \$3.50 |
| 010202606 | Daemon Sword Drach'nyen      | \$3.50 |

**Cypher**

|           |                                   |        |
|-----------|-----------------------------------|--------|
| 010205701 | Cypher Body                       | \$5.50 |
| 010205702 | Cypher Backpack                   | \$2.50 |
| 010205703 | Cypher Sword                      | \$1.50 |
| 010205704 | Cypher Right Arm w/ Bolt Pistol   | \$1.50 |
| 010205705 | Cypher Right Arm w/ Plasma Pistol | \$1.50 |

**Fabius Bile**

|           |                                 |        |
|-----------|---------------------------------|--------|
| 010200601 | Fabius Bile Body                | \$2    |
| 010200602 | Fabius Bile Xyclos Needler      | \$2    |
| 010200603 | Fabius Bile Rod of Torment      | \$2    |
| 010200604 | Fabius Bile Chirurgeon Backpack | \$2.50 |
| 010200605 | Fabius Bile Chirurgeon Arm 1    | \$2    |
| 010200606 | Fabius Bile Chirurgeon Arm 2    | \$2    |

**Iron Warrior Warrmith**

|           |                                     |     |
|-----------|-------------------------------------|-----|
| 010206601 | Iron Warrior Warrmith Body          | \$4 |
| 010206602 | Iron Warrior Warrmith Backpack      | \$2 |
| 010206603 | Iron Warrior Warrmith Backpack Claw | \$2 |
| 010206604 | Iron Warrior Warrmith Comb-Weapon   | \$2 |
| 010206605 | Iron Warrior Warrmith Robotic Arm   | \$2 |
| 010206606 | Iron Warrior Warrmith Claw          | \$1 |

**Night Lord Hero**

|           |                                 |     |
|-----------|---------------------------------|-----|
| 010208201 | Night Lord Hero Power Fist      | \$2 |
| 010208202 | Night Lord Hero Body            | \$4 |
| 010208203 | Night Lord Hero Comb-Bolter Arm | \$2 |
| 010208204 | Night Lord Hero Backpack        | \$2 |
| 010208205 | Night Lord Hero Wings           | \$1 |

**Iron Warrior Squad**

|             |                                |        |
|-------------|--------------------------------|--------|
| 010206701   | Iron Warrior Lascannon         | \$4    |
| 010206702   | Iron Warrior Lascannon Arm     | \$2    |
| 010206703   | Iron Warrior Melta Gun         | \$2    |
| 010206704   | Iron Warrior Chest Plate       | \$2    |
| 010206705   | Iron Warrior Head 1            | \$1    |
| 010206706   | Iron Warrior Head 2            | \$1    |
| 010206707   | Iron Warrior Head 3            | \$1    |
| 010206708   | Iron Warrior Head 4            | \$1    |
| 99380102004 | Chaos Space Marine Sprue       | \$8    |
| 99380102005 | Chaos Sp. Mar. Accessory Sprue | \$4    |
| 99390102003 | Chaos Backpack (Random)        | \$5.50 |

**Night Lord Squad**

|           |                           |        |
|-----------|---------------------------|--------|
| 010208101 | Night Lord Head 1         | \$1    |
| 010208102 | Night Lord Head 2         | \$1    |
| 010208103 | Night Lord Head 3         | \$1    |
| 010208104 | Night Lord Head 4         | \$1    |
| 010208105 | Night Lord Head 5         | \$1    |
| 010208106 | Night Lord Shoulder Pad 1 | \$1.25 |
| 010208107 | Night Lord Shoulder Pad 2 | \$1.25 |
| 010208108 | Night Lord Shoulder Pad 3 | \$1.25 |

|             |                                |        |
|-------------|--------------------------------|--------|
| 010208109   | Night Lord Shoulder Pad 4      | \$1.25 |
| 010208110   | Night Lord Left Arm            | \$2    |
| 99380102004 | Chaos Space Marine Sprue       | \$8    |
| 99380102005 | Chaos Sp. Mar. Accessory Sprue | \$4    |
| 99390102003 | Chaos Backpack (Random)        | \$5.50 |

**Classic/Collector's Range****Metal Blitz – Elites****Obliterators**

|           |                         |     |
|-----------|-------------------------|-----|
| 010205301 | Obliterator Body 1      | \$6 |
| 010205302 | Obliterator Body 2      | \$5 |
| 010205303 | Obliterator Body 3      | \$5 |
| 010205304 | Obliterator Left Arm 1  | \$2 |
| 010205305 | Obliterator Left Arm 2  | \$2 |
| 010205306 | Obliterator Left Arm 3  | \$2 |
| 010205307 | Obliterator Right Arm 1 | \$2 |
| 010205308 | Obliterator Right Arm 2 | \$2 |
| 010205309 | Obliterator Right Arm 3 | \$2 |

**Metal Blitz & Plastic Sprues – Troops****Chaos Cultists**

|                                 |                                  |      |
|---------------------------------|----------------------------------|------|
| MO0121                          | Alpha Legion Chaos Cultist Squad | \$30 |
| Package Deal includes 10 models |                                  |      |

|           |                            |        |
|-----------|----------------------------|--------|
| 010203601 | Demagogue 1                | \$3.75 |
| 010203602 | Demagogue 2                | \$3.75 |
| 010203603 | Cultist 1 w/ Axe & Stubber | \$3    |
| 010203604 | Cultist 2 w/ Sword         | \$3    |
| 010203605 | Cultist 3 w/ Autopistol    | \$1    |
| 010203606 | Cultist 4 w/ Sword         | \$3    |
| 010203607 | Cultist 5 w/ Autopistol    | \$3    |
| 010203608 | Cultist 6 w/ Autopistol    | \$3    |

**Chaos Rhino**

|                               |                                       |      |
|-------------------------------|---------------------------------------|------|
| MO0189                        | Classic Space Marine Rhino (Complete) | \$35 |
| Package Deal includes 1 model |                                       |      |

|           |                 |     |
|-----------|-----------------|-----|
| 010205401 | Raptor Head 1   | \$4 |
| 010205402 | Raptor Head 2   | \$4 |
| 010205403 | Raptor Head 3   | \$4 |
| 010205404 | Raptor Head 4   | \$4 |
| 010205405 | Raptor Head 5   | \$4 |
| 010205406 | Raptor Head 6   | \$4 |
| 010205407 | Raptor Head 7   | \$4 |
| 010205408 | Raptor Head 8   | \$4 |
| 010205409 | Raptor Head 9   | \$4 |
| 010205410 | Raptor Head 10  | \$4 |
| 010205411 | Raptor Head 11  | \$4 |
| 010205412 | Raptor Head 12  | \$4 |
| 010205413 | Raptor Head 13  | \$4 |
| 010205414 | Raptor Head 14  | \$4 |
| 010205415 | Raptor Head 15  | \$4 |
| 010205416 | Raptor Head 16  | \$4 |
| 010205417 | Raptor Head 17  | \$4 |
| 010205418 | Raptor Head 18  | \$4 |
| 010205419 | Raptor Head 19  | \$4 |
| 010205420 | Raptor Head 20  | \$4 |
| 010205421 | Raptor Head 21  | \$4 |
| 010205422 | Raptor Head 22  | \$4 |
| 010205423 | Raptor Head 23  | \$4 |
| 010205424 | Raptor Head 24  | \$4 |
| 010205425 | Raptor Head 25  | \$4 |
| 010205426 | Raptor Head 26  | \$4 |
| 010205427 | Raptor Head 27  | \$4 |
| 010205428 | Raptor Head 28  | \$4 |
| 010205429 | Raptor Head 29  | \$4 |
| 010205430 | Raptor Head 30  | \$4 |
| 010205431 | Raptor Head 31  | \$4 |
| 010205432 | Raptor Head 32  | \$4 |
| 010205433 | Raptor Head 33  | \$4 |
| 010205434 | Raptor Head 34  | \$4 |
| 010205435 | Raptor Head 35  | \$4 |
| 010205436 | Raptor Head 36  | \$4 |
| 010205437 | Raptor Head 37  | \$4 |
| 010205438 | Raptor Head 38  | \$4 |
| 010205439 | Raptor Head 39  | \$4 |
| 010205440 | Raptor Head 40  | \$4 |
| 010205441 | Raptor Head 41  | \$4 |
| 010205442 | Raptor Head 42  | \$4 |
| 010205443 | Raptor Head 43  | \$4 |
| 010205444 | Raptor Head 44  | \$4 |
| 010205445 | Raptor Head 45  | \$4 |
| 010205446 | Raptor Head 46  | \$4 |
| 010205447 | Raptor Head 47  | \$4 |
| 010205448 | Raptor Head 48  | \$4 |
| 010205449 | Raptor Head 49  | \$4 |
| 010205450 | Raptor Head 50  | \$4 |
| 010205451 | Raptor Head 51  | \$4 |
| 010205452 | Raptor Head 52  | \$4 |
| 010205453 | Raptor Head 53  | \$4 |
| 010205454 | Raptor Head 54  | \$4 |
| 010205455 | Raptor Head 55  | \$4 |
| 010205456 | Raptor Head 56  | \$4 |
| 010205457 | Raptor Head 57  | \$4 |
| 010205458 | Raptor Head 58  | \$4 |
| 010205459 | Raptor Head 59  | \$4 |
| 010205460 | Raptor Head 60  | \$4 |
| 010205461 | Raptor Head 61  | \$4 |
| 010205462 | Raptor Head 62  | \$4 |
| 010205463 | Raptor Head 63  | \$4 |
| 010205464 | Raptor Head 64  | \$4 |
| 010205465 | Raptor Head 65  | \$4 |
| 010205466 | Raptor Head 66  | \$4 |
| 010205467 | Raptor Head 67  | \$4 |
| 010205468 | Raptor Head 68  | \$4 |
| 010205469 | Raptor Head 69  | \$4 |
| 010205470 | Raptor Head 70  | \$4 |
| 010205471 | Raptor Head 71  | \$4 |
| 010205472 | Raptor Head 72  | \$4 |
| 010205473 | Raptor Head 73  | \$4 |
| 010205474 | Raptor Head 74  | \$4 |
| 010205475 | Raptor Head 75  | \$4 |
| 010205476 | Raptor Head 76  | \$4 |
| 010205477 | Raptor Head 77  | \$4 |
| 010205478 | Raptor Head 78  | \$4 |
| 010205479 | Raptor Head 79  | \$4 |
| 010205480 | Raptor Head 80  | \$4 |
| 010205481 | Raptor Head 81  | \$4 |
| 010205482 | Raptor Head 82  | \$4 |
| 010205483 | Raptor Head 83  | \$4 |
| 010205484 | Raptor Head 84  | \$4 |
| 010205485 | Raptor Head 85  | \$4 |
| 010205486 | Raptor Head 86  | \$4 |
| 010205487 | Raptor Head 87  | \$4 |
| 010205488 | Raptor Head 88  | \$4 |
| 010205489 | Raptor Head 89  | \$4 |
| 010205490 | Raptor Head 90  | \$4 |
| 010205491 | Raptor Head 91  | \$4 |
| 010205492 | Raptor Head 92  | \$4 |
| 010205493 | Raptor Head 93  | \$4 |
| 010205494 | Raptor Head 94  | \$4 |
| 010205495 | Raptor Head 95  | \$4 |
| 010205496 | Raptor Head 96  | \$4 |
| 010205497 | Raptor Head 97  | \$4 |
| 010205498 | Raptor Head 98  | \$4 |
| 010205499 | Raptor Head 99  | \$4 |
| 010205500 | Raptor Head 100 | \$4 |
| 010205501 | Raptor Head 101 | \$4 |
| 010205502 | Raptor Head 102 | \$4 |
| 010205503 | Raptor Head 103 | \$4 |
| 010205504 | Raptor Head 104 | \$4 |
| 010205505 | Raptor Head 105 | \$4 |
| 010205506 | Raptor Head 106 | \$4 |
| 010205507 | Raptor Head 107 | \$4 |
| 010205508 | Raptor Head 108 | \$4 |
| 010205509 | Raptor Head 109 | \$4 |
| 010205510 | Raptor Head 110 | \$4 |
| 010205511 | Raptor Head 111 | \$4 |
| 010205512 | Raptor Head 112 | \$4 |
| 010205513 | Raptor Head 113 | \$4 |
| 010205514 | Raptor Head 114 | \$4 |
| 010205515 | Raptor Head 115 | \$4 |
| 010205516 | Raptor Head 116 | \$4 |
| 010205517 | Raptor Head 117 | \$4 |
| 010205518 | Raptor Head 118 | \$4 |
| 010205519 | Raptor Head 119 | \$4 |
| 010205520 | Raptor Head 120 | \$4 |
| 010205521 | Raptor Head 121 | \$4 |
| 010205522 | Raptor Head 122 | \$4 |
| 010205523 | Raptor Head 123 | \$4 |
| 010205524 | Raptor Head 124 | \$4 |
| 010205525 | Raptor Head 125 | \$4 |
| 010205526 | Raptor Head 126 | \$4 |
| 010205527 | Raptor Head 127 | \$4 |
| 010205528 | Raptor Head 128 | \$4 |
| 010205529 | Raptor Head 129 | \$4 |
| 010205530 | Raptor Head 130 | \$4 |
| 010205531 | Raptor Head 131 | \$4 |
| 010205532 | Raptor Head 132 | \$4 |
| 010205533 | Raptor Head 133 | \$4 |
| 010205534 | Raptor Head 134 | \$4 |
| 010205535 | Raptor Head 135 | \$4 |
| 010205536 | Raptor Head 136 | \$4 |
| 010205537 | Raptor Head 137 | \$4 |
| 010205538 | Raptor Head 138 | \$4 |
| 010205539 | Raptor Head 139 | \$4 |
| 010205540 | Raptor Head 140 | \$4 |
| 010205541 | Raptor Head 141 | \$4 |
| 010205542 | Raptor Head 142 | \$4 |
| 010205543 | Raptor Head 143 | \$4 |
| 010205544 | Raptor Head 144 | \$4 |
| 010205545 | Raptor Head 145 | \$4 |
| 010205546 | Raptor Head 146 | \$4 |
| 010205547 | Raptor Head 147 | \$4 |
| 010205548 | Raptor Head 148 | \$4 |
| 010205549 | Raptor Head 149 | \$4 |
| 010205550 | Raptor Head 150 | \$4 |
| 010205551 | Raptor Head 151 | \$4 |
| 010205552 | Raptor Head 152 | \$4 |
| 010205553 | Raptor Head 153 | \$4 |
| 010205554 | Raptor Head 154 | \$4 |
| 010205555 | Raptor Head 155 | \$4 |
| 010205556 | Raptor Head 156 | \$4 |
| 010205557 | Raptor Head 157 | \$4 |
| 010205558 | Raptor Head 158 | \$4 |
| 010205559 | Raptor Head 159 | \$4 |
| 010205560 | Raptor Head 160 | \$4 |
| 010205561 | Raptor Head 161 | \$4 |
| 010205562 | Raptor Head 162 | \$4 |
| 010205563 | Raptor Head 163 | \$4 |
| 010205564 | Raptor Head 164 | \$4 |
| 010205565 | Raptor Head 165 | \$4 |
| 010205566 | Raptor Head 166 | \$4 |
| 010205567 | Raptor Head 167 | \$4 |
| 010205568 | Raptor Head 168 | \$4 |
| 010205569 | Raptor Head 169 | \$4 |
| 010205570 | Raptor Head 170 | \$4 |
| 010205571 | Raptor Head 171 | \$4 |
| 010205572 | Raptor Head 172 | \$4 |
| 010205573 | Raptor Head 173 | \$4 |
| 010205574 | Raptor Head 174 | \$4 |
| 010205575 | Raptor Head 175 | \$4 |
| 010205576 | Raptor Head 176 | \$4 |
| 010205577 | Raptor Head 177 | \$4 |
| 010205578 | Raptor Head 178 | \$4 |
| 010205579 | Raptor Head 179 | \$4 |
| 010205580 | Raptor Head 180 | \$4 |
| 010205581 | Raptor Head 181 | \$4 |
| 010205582 | Raptor Head 182 | \$4 |
| 010205583 | Raptor Head 183 | \$4 |
| 010205584 | Raptor Head 184 | \$4 |
| 010205585 | Raptor Head 185 | \$4 |
| 010205586 | Raptor Head 186 | \$4 |
| 010205587 | Raptor Head 187 | \$4 |
| 010205588 | Raptor Head 188 | \$4 |
| 010205589 | Raptor Head 189 | \$4 |
| 010205590 | Raptor Head 190 | \$4 |
| 010205591 | Raptor Head 191 | \$4 |
| 010205592 | Raptor Head 192 | \$4 |
| 010205593 | Raptor Head 193 | \$4 |
| 010205594 | Raptor Head 194 | \$4 |
| 010205595 | Raptor Head 195 | \$4 |
| 010205596 | Raptor Head 196 | \$4 |
| 010205597 | Raptor Head 197 | \$4 |
| 010205598 | Raptor Head 198 | \$4 |
| 010205599 | Raptor Head 199 | \$4 |
| 010205600 | Raptor Head 200 | \$4 |



# CLASSIC RANGE

## Chaos Predator

MO0188 Classic Chaos Space Marine  
Predator (Complete)

\$45

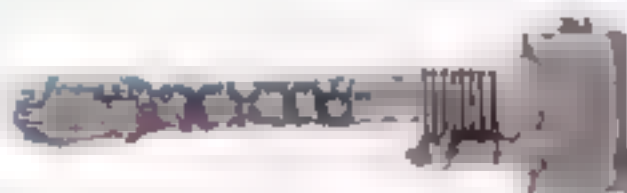
## Metal Blitz – Shoulder Pads

### Chapter-Specific Shoulder Pads

|           |                                       |        |
|-----------|---------------------------------------|--------|
| 010202008 | Shoulder Pad (Alpha Legion)           | \$1.25 |
| 010202027 | Shoulder Pad (Black Legion)           | \$1.25 |
| 010202020 | Shoulder Pad (Death Guard)            | \$1.25 |
| 010202007 | Shoulder Pad (Emperor's Children)     | \$1.25 |
| 010202009 | Shoulder Pad (Iron Warriors)          | \$1.25 |
| 010202021 | Shoulder Pad (Night Lords)            | \$1.25 |
| 010202018 | Shoulder Pad (Thousand Sons)          | \$1.25 |
| 010202022 | Shoulder Pad (Word Bearers)           | \$1.25 |
| 010202017 | Shoulder Pad (World Eaters)           | \$1.25 |
| 70324 5   | Shoulder Pad 1 (Corner Stars)         | \$1.25 |
| 70324 11  | Shoulder Pad 2 (Blank)                | \$1.25 |
| 010202028 | Shoulder Pad 3 (Star and Gems)        | \$1.25 |
| 010202014 | Shoulder Pad 4 (Small Skull and Star) | \$1.25 |
| 010202004 | Shoulder Pad 5 (Skull and Star)       | \$1.25 |
| 010202003 | Shoulder Pad 6 (Hanging Tarp)         | \$1.25 |
| 010202002 | Shoulder Pad 7 (Sm. Tassels)          | \$1.25 |
| 010202001 | Shoulder Pad 8 (Lg. Tassels)          | \$1.25 |
| 010202015 | Shoulder Pad 9 (Spiked Crest)         | \$1.25 |
| 010202018 | Shoulder Pad 10 (Skull w/ Eyes)       | \$1.25 |
| 010202010 | Shoulder Pad 11 (Grinning Face)       | \$1.25 |
| 010202008 | Shoulder Pad 12 (Skull and Star)      | \$1.25 |
| 010202013 | Shoulder Pad 13 (Stretched Face)      | \$1.25 |
| 010202023 | Shoulder Pad 14 (Skull and Star)      | \$1.25 |
| 010202024 | Shoulder Pad 15 (Chaos Star)          | \$1.25 |
| 010202025 | Shoulder Pad 16 (Tiny Skulls)         | \$1.25 |
| 70324 2   | Shoulder Pad 17 (Skull and Star)      | \$1.25 |
| 70324 3   | Shoulder Pad 18 (Skull and Star)      | \$1.25 |



Classic Chaos Predator  
MO 188



Chaos Autocannon  
010206001

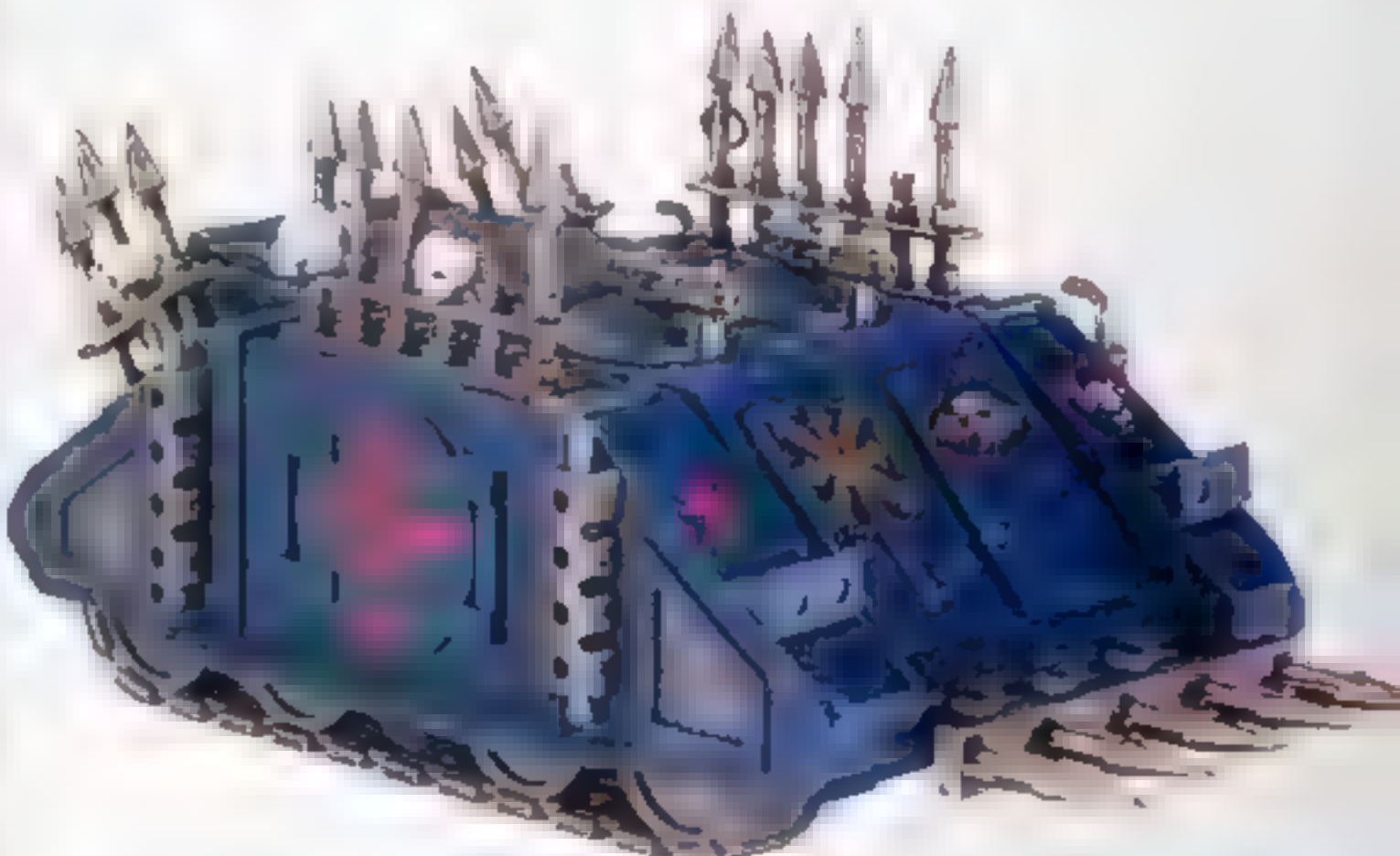


Chaos Sponson  
Heavy Bolter  
010206002



Chaos Sponson  
Lascannon  
010206003

*Note: The Classic Chaos Predator and Classic Chaos Rhino are both used in the Space Marine Rhino sprues 99899999154 and 99899999155 (see the Space Marines section). The metal components shown above are used in conjunction with the metal components for the classic Space Marine Predator to assemble complete Chaos Predator. Call GW Mail Order for details.*



Classic Chaos Rhino  
MO 189





**Havoc Heavy  
Bolter Body**  
010201201



**Havoc Heavy  
Bolter**  
010201202



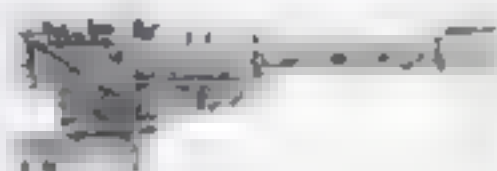
**Havoc Heavy  
Bolter Arm**  
010201203



**Havoc Heavy  
Bolter Backpack**  
010201204



**Havoc  
Lascannon  
Body**  
010201205



**Havoc Lascannon**  
010201206



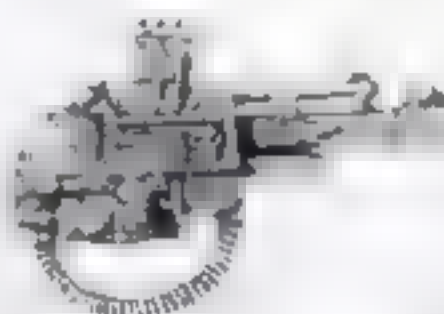
**Havoc  
Lascannon Arm**  
010201207



**Havoc  
Lascannon  
Backpack**  
010201208



**Havoc  
Autocannon  
Body**  
010201209



**Havoc Autocannon**  
010201210



**Havoc  
Autocannon Arm**  
010201211



**Havoc  
Autocannon  
Backpack**  
010201212



**Havoc Missile  
Launcher Backpack**  
010200410



**Havoc Missile  
Launcher**  
010200409



**Havoc Missile  
Launcher Body**  
010200408

*Painted  
examples of  
completed  
classic Chaos  
Havocs*



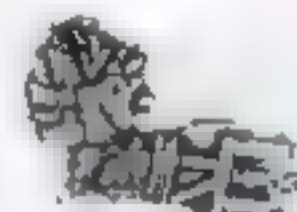
**Obliterator Body 1**  
010205301



*Completed Classic  
Chaos Obliterator*



**Obliterator  
Body 3**  
010205303



**Obliterator Right  
Arm 1**  
010205307



**Obliterator  
Body 2**  
010205302



**Obliterator Right  
Arm 3**  
010205309



**Obliterator Left  
Arm 3**  
010205306



**Obliterator Left  
Arm 1**  
010205304



**Obliterator Right  
Arm 2**  
010205308



**Obliterator Left  
Arm 2**  
010205305



# CLASSIC RANGE

*The Raptors are compatible with the Chaos arms sprue and the Chaos weapons sprue (see Troops section on p. 26)*



**Raptor  
Champion Body**  
010205401



**Raptor w/  
Assault  
Weapon Body**  
010205402



**Raptor Body 1**  
010205404



**Raptor Body 2**  
010205405



**Raptor  
Champion Head**  
010205411



**Raptor Head 4**  
010205410



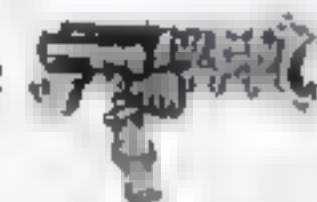
**Raptor  
Jump Pack**  
010205406



**Raptor Head 1**  
010205407



**Raptor Head 2**  
010205408



**Raptor Flamer**  
010205403



**Raptor Head 3**  
010205409



**Raptor  
Plasma Gun**  
010205612



**Raptor  
Meltagun**  
010205613



**Cultist 1**  
010203603



**Demagogue 1**  
010203601



**Demagogue 2**  
010203602

*These archive models make perfect Alpha Legion cultists for your Chaos Space Marine army. Alternatively, if you have a copy of Codex: Eye of Terror, these models are an excellent place to start when assembling a Traitor Guard or Mutant squad for a Lost and the Damned army. Whatever the case may be, these models are available separately or as a complete set through GW Mail Order.*

**Alpha Legion Cultists**  
MO 0121



**Cultist 2**  
010203604



**Cultist 3**  
010203605



**Cultist 4**  
010203606



**Cultist 5**  
010203607



**Cultist 6**  
010203608



Joe Sleboda's Night Horrors army is made up almost entirely of archive models. His striking Halloween color scheme and use of the classic range really add to the distinctive theme of his army. Check out his headless general on the bike!



# SHOWCASE



*The assembled host of the Night Horrors, ready to wreak havoc.*



**Iron Warriors**  
010202009



**Emperor's Children**  
010202007



**World Eaters**  
010202017



**Night Lords**  
010202021



**Black Legion**  
010202027



**Deathguard**  
010202020



**Thousand Sons**  
010202016



**Alpha Legion**  
010202008



**Word Bearers**  
010202022



**Chaos Pad 1**  
70324-5



**Chaos Pad 2**  
70324-11



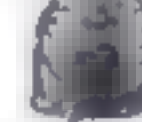
**Chaos Pad 3**  
010202026



**Chaos Pad 4**  
010202014



**Chaos Pad 5**  
010202004



**Chaos Pad 6**  
010202003



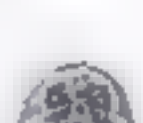
**Chaos Pad 7**  
010202002



**Chaos Pad 8**  
010202001



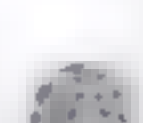
**Chaos Pad 9**  
010202015



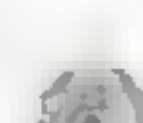
**Chaos Pad 10**  
010202018



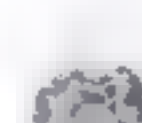
**Chaos Pad 11**  
010202010



**Chaos Pad 12**  
010202006



**Chaos Pad 13**  
010202013



**Chaos Pad 14**  
010202023



**Chaos Pad 15**  
010202024



**Chaos Pad 16**  
010202025



**Chaos Pad 17**  
010202029



**Chaos Pad 18**  
70324-12



**Chaos Pad 19**  
70324-19

*Note: There are also new Thousand Sons shoulder pads available with the new Thousand Sons Squad boxed set (see p. 46 for details) and Night Lords shoulder pads on page 36*





# KHORNE



*The Imperium of Man is driven by war. Upon thousands of worlds, a billion warriors strive for nothing more than slaughter. Amid bloodshed on such a scale Khorne finds his followers, when their souls are open wide to the howling hate-driven fury of the Blood God.*



**Kharn the Betrayer  
Blister (1)**  
43-37



**Kharn Body**  
010201401



**Khorne Berzerker Champion Blister (Random 1)**  
43-55



**Kharn Head**  
010201402



**Kharn Pistol**  
010201403



**Kharn Backpack**  
010201404



**Berzerker  
Champion 1**  
010201701



**Berzerker  
Champion 2**  
010201702



**Berzerker  
Champion 3**  
010201703



**Juggernaut  
Body**  
010200103



**Juggernaut  
Right Front Leg**  
010200106

**Juggernaut  
Rider Body**  
010200101



**Juggernaut  
Left Front Leg**  
010200107



**Juggernaut  
Left Rear Leg**  
010200109



**Juggernaut  
Rider Arm**  
010200102



**Juggernaut  
Head Plate**  
010200104



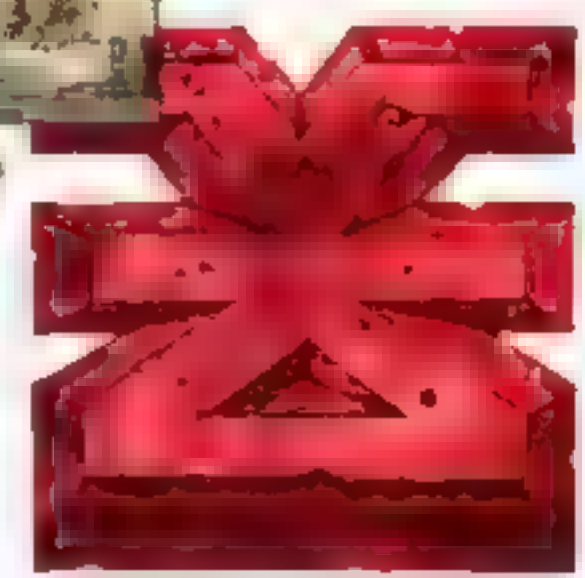
**Juggernaut  
Head**  
010200105



**Juggernaut  
Right Rear Leg**  
010200108



**Khorne Lord on Juggernaut  
Box (1)**  
43-12







# **KHORNE**

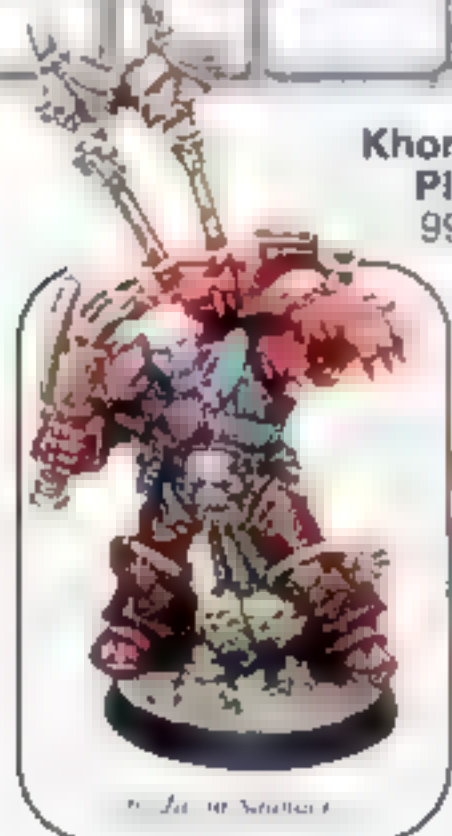


*Note: Sprue shown  
at 50% of actual size*

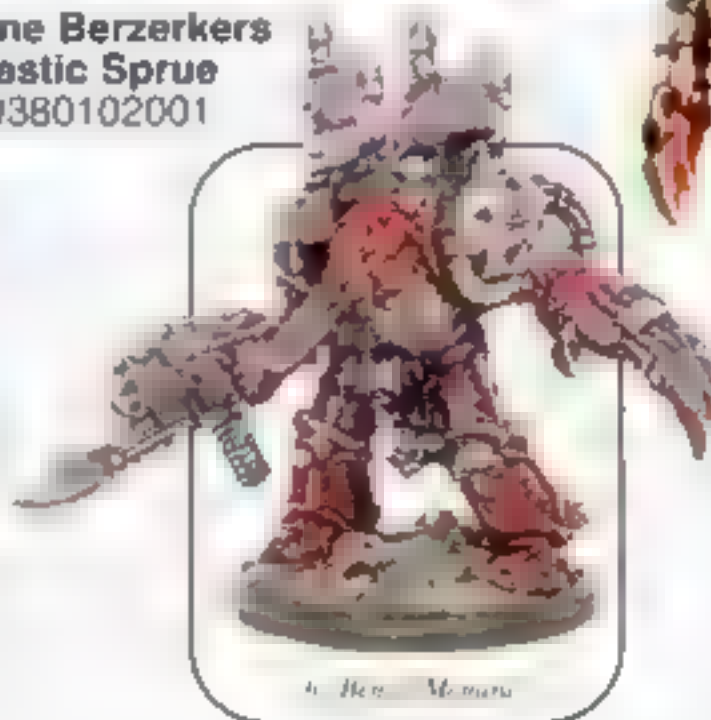
**Khorne Berzerker Squad Box (12)**  
43-10



**Khorne Berzerkers  
Plastic Sprue**  
99380102001

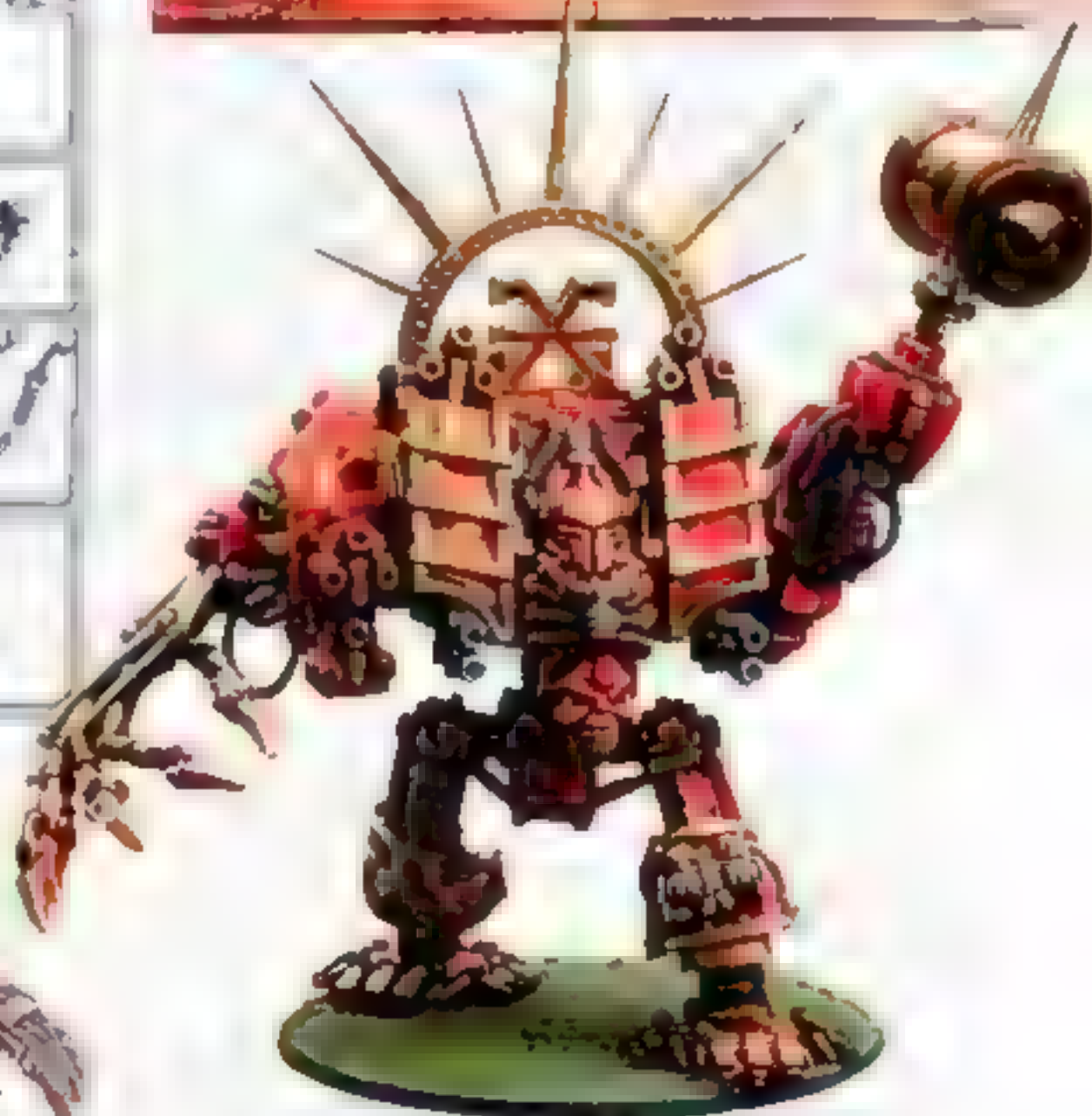


*by John Schmitt*



*by Ben Mosler*

# **SHOWCASE**



*by Mark Mosler*

*As you can see, Mark Mosler's Khorne Dreadnought is extensively converted. A distinctive feature of Mark's work is his use of real brass fittings and spikes to further strengthen the spiky, Khornate influenced theme of his creations.*



# TZEENTCH

Most of the Thousand Sons Chaos Space Marine Legion are little more than animated suits of powered armor, made soulless by the arcane magics of the Rite of Ahriman. Now these silent restless warriors tread solemnly into battle at the command of Tzeentch, the Lord of Sorcery.



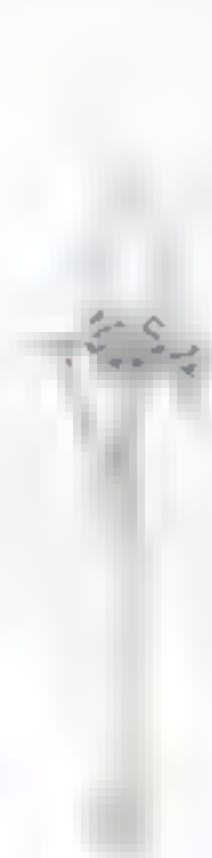
**Ahriman Body**  
010201601



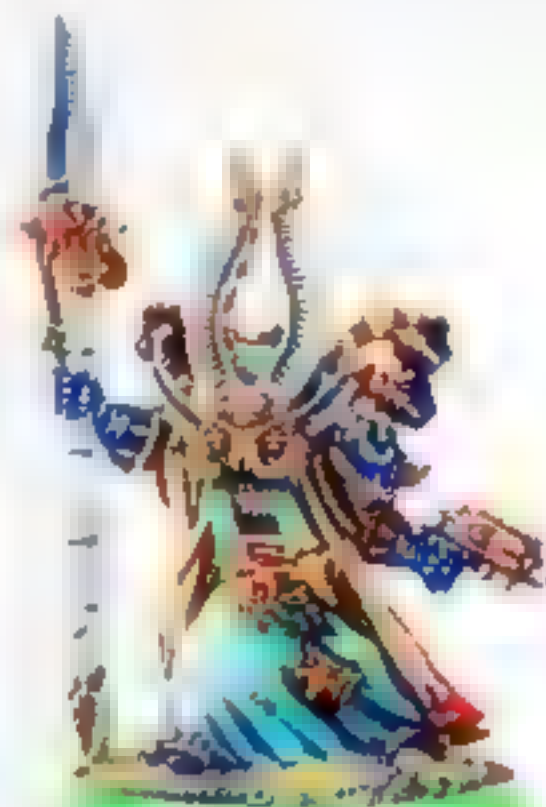
**Ahriman Head**  
010201603



**Ahriman Backpack**  
010201604



**The Black Staff**  
010201602



**Ahriman Blister (1)**  
43-38



**Thousand Sons Space Marine Squad Box (9)**  
43-21



**Thousand Sons Shoulder Pads Sprue**  
010207304

*Note: The Thousand Sons boxed set uses the Sorcerer backpack (seen on p. 22) as well as the Plastic Chaos Space Marines sprue seen on p. 25.*



**Thousand Sons Champion**  
010207308



**Thousand Sons Torso 2**  
010207307



**Thousand Sons Arms Sprue**  
010207303



**Thousand Sons Heads Sprue 1**  
010207301



**Thousand Sons Heads Sprue 2**  
010207302



**Thousand Sons Gun Sprue**  
010207305



## Boxed Sets & Blister Packs – Khorne HQ

43-12 Khorne Lord on Juggernaut ..... \$20  
Blister pack (10 models)

### Special Characters

43-37 Kharn the Betrayer ..... \$13  
Blister pack (10 models)

## Boxed Sets & Blister Packs – Khorne Elites

43-55 Khorne Berzerker Champion ..... \$7  
Blister pack (10 models)

43-10 Khorne Berzerker Squad ..... \$30  
Blister pack (10 models)

## Boxed Sets & Blister Packs – Tzeentch HQ

### Special Characters

43-38 Ahnman ..... \$13  
Blister pack (10 models)

## Boxed Sets/Blister Packs – Tzeentch Elites

43-21 Thousand Sons Sp. Mar. Squad ..... \$35  
Blister pack (10 models)

## Metal Bitz – Khorne HQ

### Khorne Lord on Juggernaut

010200101 Juggernaut Champion of Khorne Body ..... \$5  
010200102 Juggernaut Champion of Khorne Arm ..... \$2  
010200103 Juggernaut Body ..... \$5  
010200104 Juggernaut Head Plate ..... \$2  
010200105 Juggernaut Head ..... \$2  
010200106 Juggernaut Front Right Leg ..... \$4  
010200107 Juggernaut Front Left Leg ..... \$4  
010200108 Juggernaut Rear Right Leg ..... \$3  
010200109 Juggernaut Rear Left Leg ..... \$3

### Special Characters

#### Kharn the Betrayer

010201401 Kharn the Betrayer Body ..... \$7.50  
010201402 Kharn the Betrayer Head ..... \$2.50  
010201403 Kharn the Betrayer Plasma Pistol ..... \$2.10  
010201404 Kharn the Betrayer Backpack ..... \$2.50

## Metal Bitz & Plastic Sprues – Khorne Elites

010201701 Berzerker Champion 1 ..... \$8  
010201702 Berzerker Champion 2 ..... \$8  
010201703 Berzerker Champion 3 ..... \$8  
99380102001 Khorne Berzerker Sprue ..... \$10

## Metal Bitz – Tzeentch HQ

### Special Characters

#### Ahnman

010201601 Ahnman Body ..... \$7.50  
010201602 Ahnman Black Staff ..... \$2.50  
010201603 Ahnman Head ..... \$2.50  
010201604 Ahnman Backpack ..... \$2.50

## Metal Bitz & Plastic Sprues – Tzeentch Elites

### Complete Model Name

010207301 Thousand Sons Head Sprue 1 ..... \$1.50  
010207302 Thousand Sons Head Sprue 2 ..... \$1.50  
010207303 Thousand Sons Arm Sprue 1 ..... \$1  
010207304 Thousand Sons Shoulder Pads ..... \$3  
010207305 Thousand Sons Gun Sprue ..... \$1  
010207306 Thousand Sons Torso 1 ..... \$1  
010207307 Thousand Sons Torso 2 ..... \$1  
010207308 Thousand Sons Champion ..... \$8  
99380102004 Chaos Space Marine Sprue ..... \$8  
99390102003 Chaos Backpack (Random) ..... \$5.50

## Classic/Collector's Range

### Metal Bitz – Elites

#### Khorne World Eater Space Marines

70378-3 World Eater Space Marine ..... \$1  
70413-1 W. Eater w/ Powerfist/Chainsword ..... \$1  
70413-2 World Eater w/ 2 Handed Axe ..... \$1

#### Khorne Icon Bearer

010201801 Khorne Icon Bearer Body ..... \$1  
010201802 Khorne Icon ..... \$1

## Veteran Sovereign John

### Swamp Collection - Khorne

#### My Plastic - Which is Better?

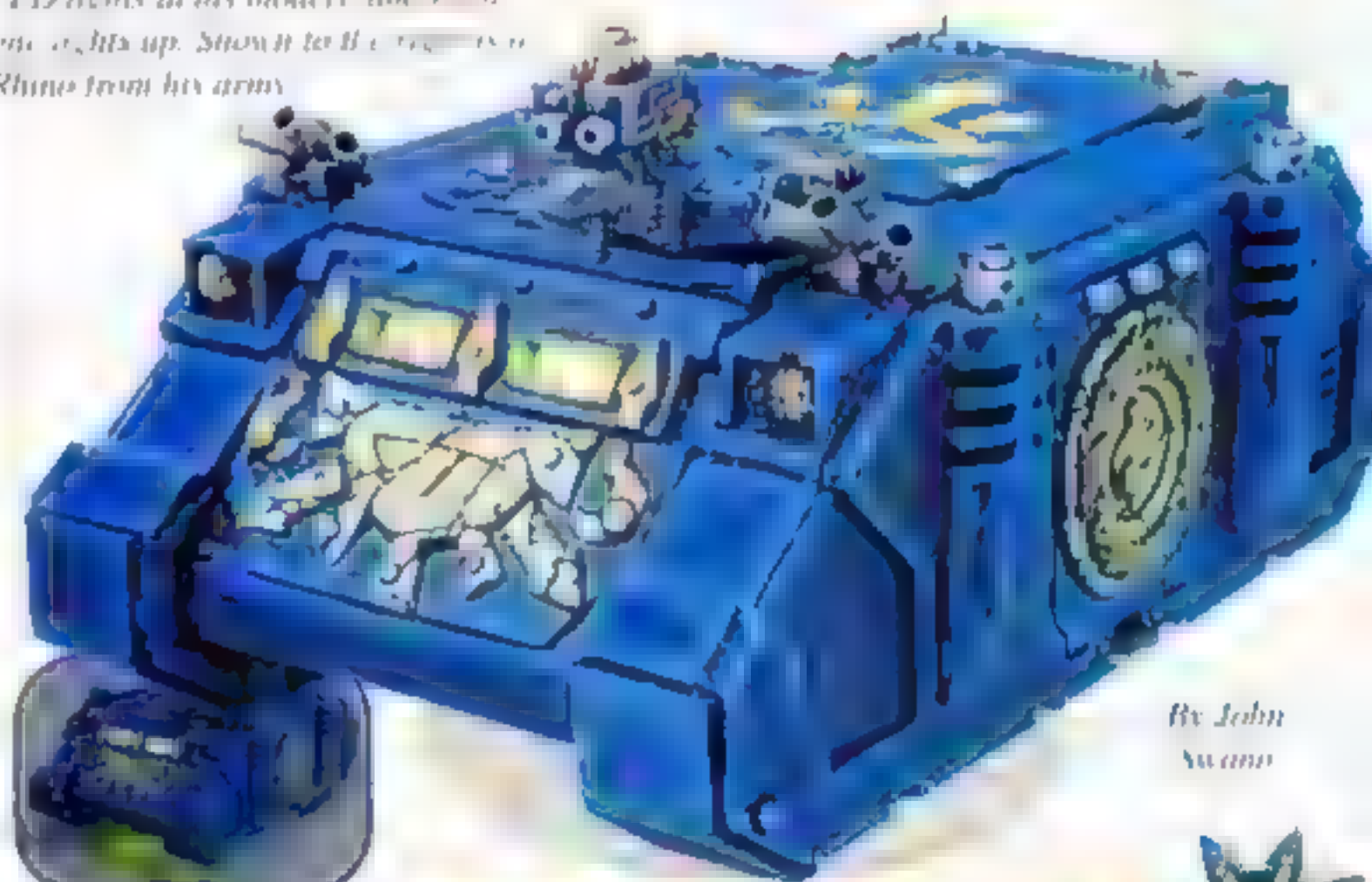
### on his Thousand Sons

#### Army, John installed his

#### LED lights in his model, and it

#### one lights up. Shown to the

#### Rhino from his army



By John  
Swann

The Rhino with  
LED lights

## CLASSIC RANGE



Khorne Icon  
010201802



Khorne Berzerker  
Icon Bearer  
010201801



Chaos Space Marine  
Icon Bearer Blister (Random 1)  
43-63



World Eater w/ Powerfist  
and Chainsword  
70413-1



World Eater  
Space Marine  
70378-4



World Eater w/  
Two-Handed Axe  
70413-2





# SLAANESH

*To the followers of Slaanesh, the world is a riot of color, sound, and sensation. However, their senses soon become accustomed to these levels of stimulation, and they are driven to extremes in search of new experiences. Both pain and pleasure are equally gratifying, and these perverse warriors torture their foes in an offering to the Dark Prince of Excess, Slaanesh.*



**Emperor's  
Children Lord  
Blister (1)**  
99-18



**Slaaneshi Lord  
Body**  
010206401



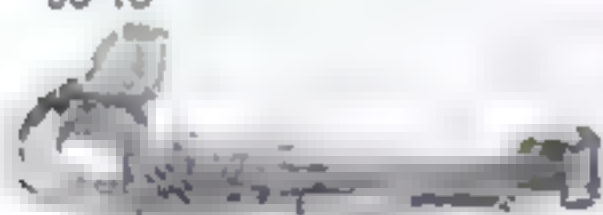
**Slaaneshi Lord  
Backpack**  
010206402



**Slaaneshi Lord  
Power Sword**  
010206403



**Slaaneshi Lord  
Plasma Gun**  
010206404



**Emperor's Children  
Blastmaster**  
010206501



**Emperor's Children  
Arm 2**  
010206506



**Emperor's  
Children Head 1**  
010206507



**Emperor's  
Children Body**  
010206510



**Emperor's Children  
Backpack**  
010206504



**Emperor's  
Children Arm 1**  
010206505



**Emperor's  
Children Head 2**  
010206508



**Emperor's Children  
Power Sword**  
010206503



**Emperor's  
Children Head 3**  
010206509



**Emperor's Children  
Sonic Blaster**  
010206502

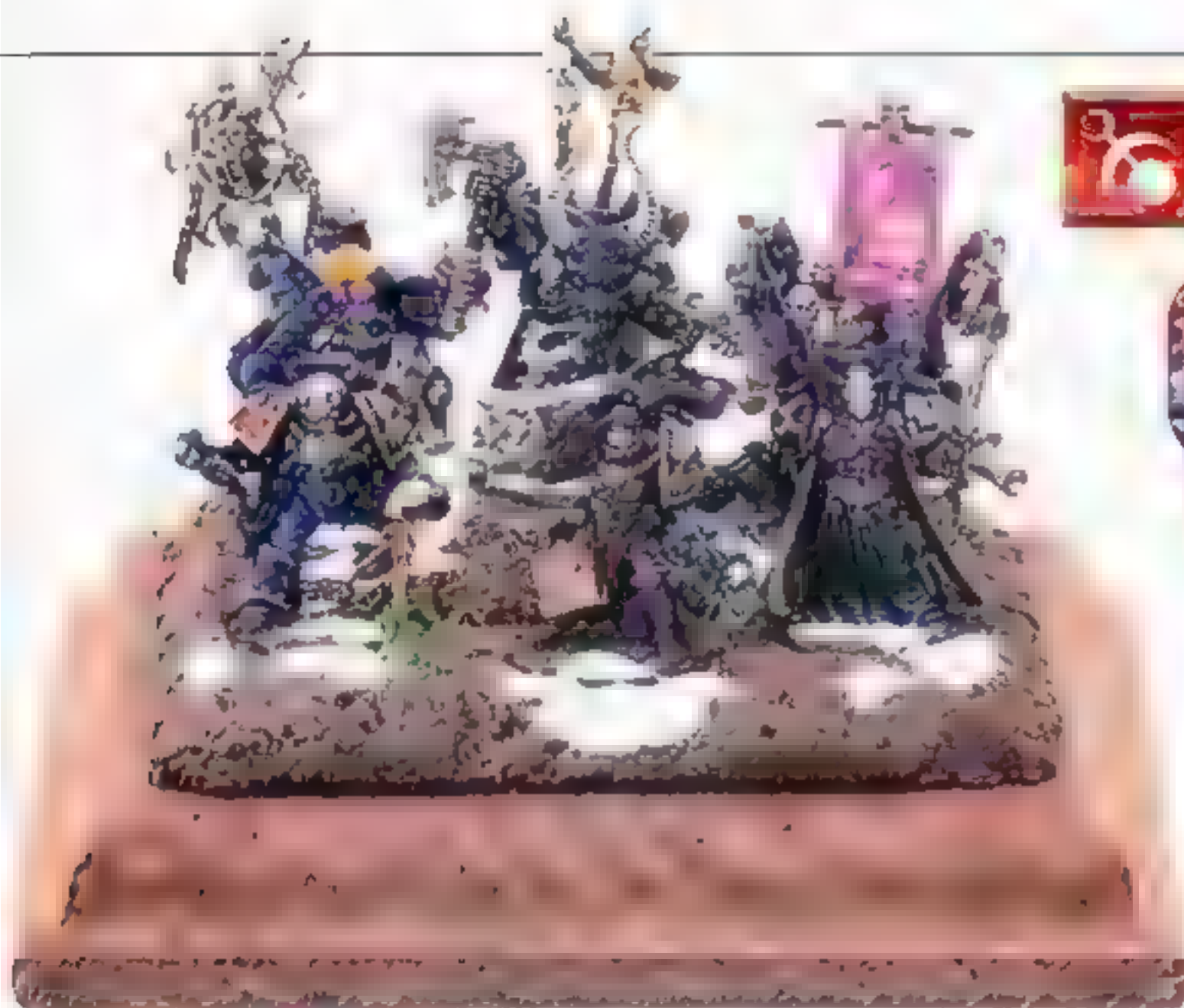


**Emperor's Children Squad Box (8)**  
99-19





# SHOWCASE



The cake was made by the  
 Space Martini team and  
 was a huge success. The  
 cake was decorated with  
 various space-related  
 figures and elements.







# NURGLE



Nurgle empowers those who would see every accomplishment of Mankind reduced to smoldering ruin. He is the Lord of Decay, and his servants spread disease and corruption throughout the mortal realm in the name of their terrifying master.



**Typhus Body**  
010208404



**Typhus Scythe**  
010208402



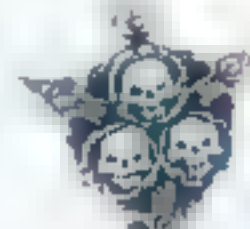
**Typhus Backpack**  
010208403



**Typhus Head Sprue**  
010208401



**Typhus, Herald of Nurgle Blister (1)**  
43-64

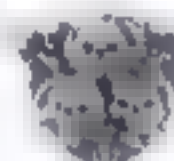


**Chaos Space Marine Icon Bearer Blister (Random 1)**  
43-63

## SHOWCASE



by Horio M. 50



**Plague Marine Icon**  
010201902



**Plague Marine Icon Bearer**  
010201901







Death Guard Plague Marines Box (7)  
43 23



Death Guard  
Champion  
010208301



Plague Marine  
Body 1  
010208302



Plague Marine  
Body 2  
010208303



Plague Marine  
Body 3  
010208304



Plague Marine  
Body 4  
010208305



Plague Marine  
Body 5  
010208306



Plague Marine  
Body 6  
010208307



Plague Marine  
Body 7  
010208308



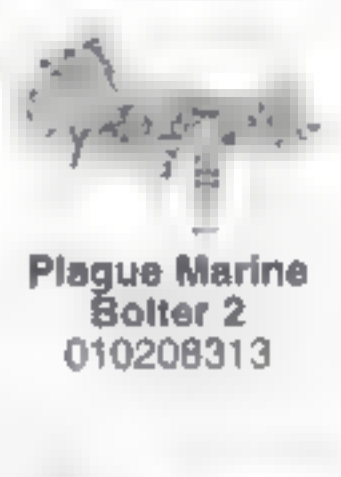
Plague Marine  
Plague Knife 1  
010208315



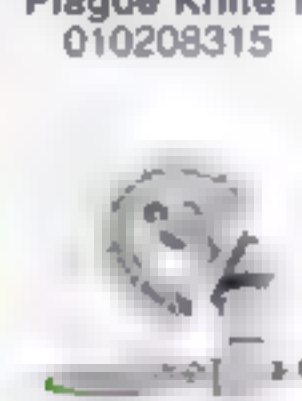
Plague Marine  
Plague Knife 2  
010208316



Sergeant  
Bolter  
010208310



Plague Marine  
Bolter 2  
010208313



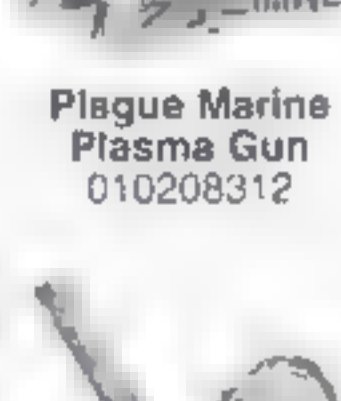
Plague Marine  
Plague Knife 3  
010208317



Plague Marine  
Left Arm 1  
010208318



Plague Marine  
Bolter 3  
010208314



Plague Marine  
Plasma Gun  
010208312



Plague Marine  
Left Arm 2  
010208319



Sergeant  
Backpack  
010208311



Sergeant  
Plaguesword  
010208309





# PRICE LIST

## Boxed Sets & Blister Packs – Slaanesh HQ

99-18 Emperor's Children Lord ... \$10

## Boxed Sets & Blister Packs – Slaanesh Elites

98-19 Emperor's Children Squad ... \$30

## Boxed Sets & Blister Packs – Nurgle HQ

### Special Characters

43-64 Typhus, Herald of Nurgle ... \$16

## Boxed Sets & Blister Packs – Nurgle Elites

43-23 Death Guard Plague Marines Squad \$30  
Price includes 7 models

## Metal Bitz – Slaanesh HQ

### Emperor's Children Lord

010206401 Emperor's Children Lord Body \$3  
010206402 Emperor's Children Lord Doomrider \$3  
010206403 Emperor's Children Lord Sword Arm \$2  
010206404 Emperor's Children Lord Pistol Arm \$2

## Metal Bitz & Plastic Sprues – Slaanesh Elites

### Emperor's Children Squad

010206501 Emperor's Children Blastmaster \$4  
010206502 Emperor's Children Sonic Blaster \$4  
010206503 Emperor's Children Sword \$2  
010206504 Emperor's Children Backpack \$3  
010206505 Emperor's Children Heavy Weapon Arm 1 \$2  
010206506 Emperor's Children Heavy Weapon Arm 2 \$2  
010206507 Emperor's Children Head 1 \$1  
010206508 Emperor's Children Head 2 \$1  
010206509 Emperor's Children Head 3 \$1  
010206510 Emperor's Children Torso \$4  
99380102004 Chaos Space Marine Sprue \$8  
99380102005 Chaos Marine Accessory Sprue \$4  
99390102003 Chaos Backpack (Random) \$50

## Metal Bitz – Nurgle HQ

### Special Characters

#### Typhus, Herald of Nurgle

010208401 Typhus Head Sprue \$3  
010208402 Typhus Scythe \$3  
010208403 Typhus Backpack \$3  
010208404 Typhus Body \$8

## Metal Bitz – Nurgle Elites

### Death Guard Plague Marines Squad

010208301 Plague Marine Champion \$3  
010208302 Plague Marine Body 1 \$3  
010208303 Plague Marine Body 2 \$3  
010208304 Plague Marine Body 3 \$3  
010208305 Plague Marine Body 4 \$3  
010208306 Plague Marine Body 5 \$3  
010208307 Plague Marine Body 6 \$3  
010208308 Plague Marine Body 7 \$2  
010208308 Plague Marine Sgt. Plaguesword \$2  
010208310 Plague Marine Sgt. Bolter \$2  
010208311 Plague Marine Sgt. Backpack \$20  
010208312 Plague Marine Plasma Gun \$2  
010208313 Plague Marine Bolter 2 \$2  
010208314 Plague Marine Bolter 3 \$2  
010208315 Plague Marine Plague Knife 1 \$2  
010208316 Plague Marine Plague Knife 2 \$2  
010208317 Plague Marine Plague Knife 3 \$2  
010208318 Plague Marine Left Arm 1 \$2  
010208319 Plague Marine Left Arm 2 \$2

## Classic/Collector's Range

## Metal Bitz – Slaanesh HQ

### Special Characters

#### Doomrider

010206101 Doomrider Body  
010206102 Doomrider Backpack  
010206103 Doomrider Right Sword Arm  
010206104 Doomrider Left Arm  
010206105 Doomrider Bike Faring  
010206106 Doomrider Bike Blades  
010206107 Doomrider Gun Hoister

## Metal Bitz – Slaanesh Elites

### Classic Slaanesh Noise Marines

010202101 Noise Marine Doom Siren \$5  
010202102 Noise Marine Body 3 \$5  
010202103 Noise Marine Sonic Blaster \$5  
010202104 Noise Marine Arm 1 \$1  
010202105 Noise Marine Head 2 \$1  
010202106 Noise Marine Body 2 \$1  
010202107 Noise Marine Blastmaster \$1  
010202108 Noise Marine Arm 2 \$1  
010202109 Noise Marine Head 1 \$1  
010202110 Noise Marine Body 1 \$1  
010202111 Noise Marine Champion Powerlist \$1  
010202112 Noise Marine Champion Chainsword \$1  
010202113 Noise Marine Champion Head \$1  
79729-1 Classic Noise Marine \$5

### Classic Emperor's Children Space Marines

79728-3 Classic Emperor's Child Sp. Mar \$5

## Metal Bitz – Nurgle Elites

### Classic Plague Marine Champion Bitz

010200802 Plague Marine Champion 1 \$8  
010200801 Plague Marine Champion 2 \$8  
010200803 Plague Marine Champion 3 \$8

### Classic Plague Marine Bitz

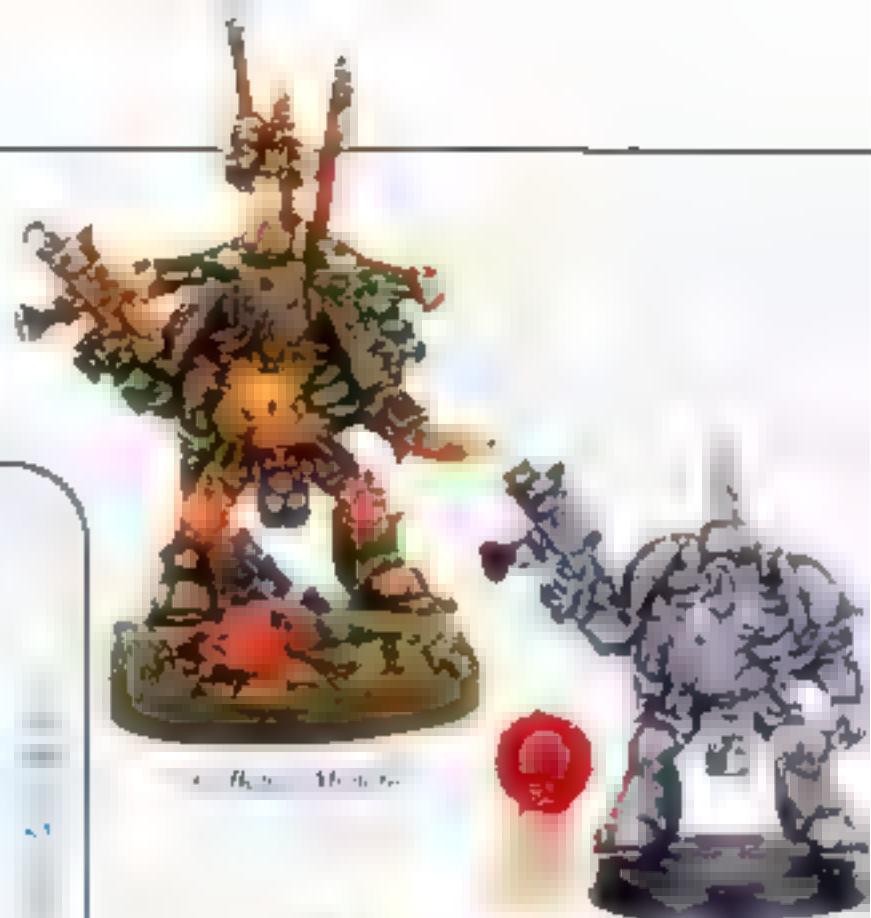
010200701 Plague Marine w. Melta Gun \$1  
010200702 Plague Marine w. Plasma Gun \$7  
010203001 Plague Marine 1 \$4  
010203002 Plague Marine 2 \$4.50  
010203003 Plague Marine 3 \$4

### Classic Plague Marine Icon Bearer Bitz

010201901 Plague Marine Icon Bearer Body \$5  
010201902 Plague Marine Icon \$2

### Classic Death Guard Marine Bitz

70378-2 Classic Death Guard Space Marine \$5



Death Guard  
Marine  
70378-2



Plague Marine  
Champion 1  
010200801



Plague Marine  
Champion 2  
010200802



Plague  
Marine 1  
010203001



Plague Marine  
Champion 3  
010200803



Plague  
Marine 2  
010203002



Plague  
Marine 3  
010203003



Plague Marine  
w/ Meltagun  
010200701



Plague Marine  
w/ Plasma Gun  
010200702





# CLASSIC RANGE



**Doomrider  
Faring**  
010206105



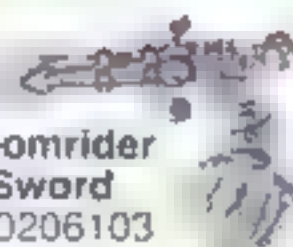
**Doomrider  
Arm**  
010206104



**Doomrider  
Holster**  
010206107



**Doomrider  
Backpack**  
010206102



**Doomrider  
Sword**  
010206103



**Doomrider  
Body**  
010206101



**Doomrider  
Scythes**  
010206106



*Note: In order to complete the  
Doomrider you will also require  
one complete Chaos Space  
Marine Bike (see p. 28).*

*Examples of completed  
Classic Noise Marines*



**Noise Marine  
Head 1**  
010202209



**Classic Emp's  
Children  
Space Marine**  
70378-3

**Noise Marine  
Head 2**  
010202105

**Classic Noise  
Marine**  
79729-1



**Noise Marine  
Body 3**  
010202102



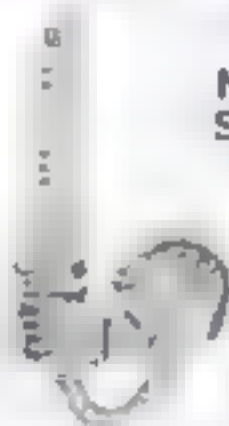
**Noise Marine  
Body 2**  
010202206



**Noise Marine  
Body 1**  
010202310



**Noise Marine  
Sonic Blaster**  
010202103



**Noise Marine  
Champion  
Chainsword**  
010202312



**Noise Marine  
Blastmaster**  
010202207



**Noise Marine  
Arm 1**  
010202104



**Noise Marine  
Doom Siren**  
010202101



**Noise Marine  
Champion  
Power Fist**  
010202311



**Champion's Doom  
Siren Head**  
010202313



**Noise Marine  
Arm 2**  
010202208







# SHINING



by [Name]

by [Name]

by [Name]

by [Name]

by [Name]

by [Name]

by [Name]

by [Name]

by [Name]

by [Name]



# THE COLORS OF WAR

*This page shows the traditional color schemes of the nine Traitor Legions that fought with Horus and some of the Renegade Chapters that rebelled against the Imperium since the Horus Heresy.*



## EMPEROR'S CHILDREN

First Founding 30th Legion  
Primarch: Angron  
Home World: Ulthuan



## THOUSAND SONS

First Founding 31st Legion  
Primarch: Pertinax  
Home World: Prospero



## DEATH GUARD

First Founding 1st Legion  
Primarch: Mortarion  
Home World: Dark Angels



## WORLD EATERS

First Founding 10th Legion  
Primarch: Angron  
Home World: Ulthuan



## IRON WARRIORS

First Founding 11th Legion  
Primarch: Pertinax  
Home World: Prospero



## NIGHT LORDS

First Founding 12th Legion  
Primarch: Pertinax  
Home World: Prospero



## BLACK LEGION

First Founding 13th Legion  
Primarch: Pertinax  
Home World: Prospero



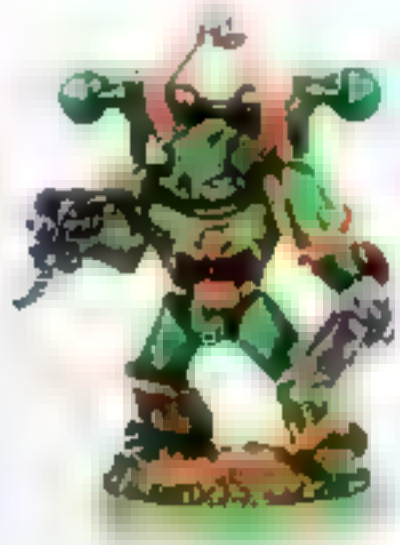
## WORD BEARERS

First Founding 14th Legion  
Primarch: Pertinax  
Home World: Prospero



## ALPHA LEGION

First Founding 20th Legion  
Primarch: Alpharius  
Home World: Ulthuan



## CHILDREN OF PURGATOS



## WARP GHOSTS



## THE PYRE



## VIOLATORS



## EXTINCTION ANGELS



## SONS OF LORD CAUSTOS



## TWO MEMBERS OF THE RENEGADE RED CORSAIRS. THEY ARE FORMERLY OF THE DARK ANGELS AND SPACE WOLVES CHAPTERS.



## SONS OF MALICE



# CHAOS CREATURES



Right: Justin Andersen won third place with his Bloodthirster at the 2003 Baltimore Golden Demon painting competition in the Warhammer 40,000 Large Monster category

The skies grew blacker still until the darkness became an ominous pressure. None knew if the defenses could hold, but when a forking tongue of lightning cracked the skies, the battlefield was illuminated for a brief, but damning moment. Hordes of snarling creatures with bestial manes and wicked axes were revealed. But what stopped the blood from flowing from our hearts was the towering figure rising above the daemoniac throngs. We clapped our hands to our faces and covered our eyes and ears as the creature bellowed its own savage answer to the earth-shaking thunderclap.

*A Bloodthirster had come, and our doom was sealed.*

Daemons may enter the fray by Possession, that is, by erupting from the body of a friendly host.

As manifesting physical form into the real world requires a lot of energy and a deep belief in the Chaos power, the Daemons can rarely stay materialized for long and thus are subject to instability.

Still, for the short time they may appear on the battlefield, the Daemons are brutal and potentially game-winning units.

As Daemons are Summoned onto the battlefield, they can often materialize right where they are needed most. All Daemons, whether Packs, Nurglings, or Beasts, have an Invulnerable save. However, appearing on the battlefield where they are Summoned means that often Daemons are on top of their victims before too many shots may be fired.

Khorne's Bloodletters and Flesh Hounds excel in close combat. Horrors of Tzeentch hurl sorcerous bolts to defeat the foe, and Plaguebearers use their horrible Nurgles Rot and oozing venom to take out even the toughest of enemy fighters. Slaanesh Daemons use their Warp Scream to slow down the enemy and make them ripe for destruction.

## In Warhammer

In the world of Warhammer, Daemons exist in the Realm of Chaos and other magically saturated lands. During times of great upheaval, Daemons may also be summoned to the mortal lands to wreak untold havoc.

Daemons may be fielded in several ways in Warhammer. They may be a part of a Chaos army under the command of a mortal or beasts General, be it a Chaos Lord, Exalted Sorcerer, Beast Lord, or Doombull. Alternatively, a player can choose to field an entire army of

Right: Rob Santucci's amazing, themed Daemon army of Nurgle was battle at the Baltimore 2003 Grand Tournament



Chaos Creatures are otherworldly, powerful, and inherently evil. They are also unique in that the majority of models and troop types may be used for both Warhammer 40,000 and Warhammer games.

There are four major powers of Chaos. Khorne, the Blood God, governs the realm of rage and battle. Tzeentch is the Changer of Ways and the Master of the Weave of Time. Nurgle is the Lord of Decay, whose realm is plagues, disease, and pestilence. Slaanesh is the Dark Prince who is neither man nor woman and whose realm is pleasure and decadence.

## In Warhammer 40,000

In the far future, the Warp is mankind's greatest hope and also its greatest threat. As the Warp allows for travel between unimaginable distances, entire systems can be crossed in a span of hours, days, or weeks as opposed to the years, decades, and even millennia that conventional travel would require. However, the Warp is rife with peril.

The ebb and flow of the Warp tide is unpredictable and subject to vast storms that affect space, time, and most of all, the sanity of any who dare to enter. The Warp is home to countless horrible creatures and most notably the four Chaos Powers: Khorne, Nurgle, Tzeentch, and Slaanesh.

On the battlefields of the 41st millennium, the Daemons of Chaos may be Summoned to aid the fight of Chaos Space Marines. Greater



Daemons led by a Greater Daemon or Daemon Prince

On the battlefield, all Daemons are a force to be reckoned with. Blocks of Bloodletters or Plaguebearers are capable of taking out the enemy's best elite units in close combat. Flesh Hounds of Khorne are excellent fast flanking troops, and Screamerz of Tzeentch and Chaos Furies can fly to hit the enemy almost anywhere on the battlefield. Horrors of Tzeentch can mass in units and cast devastating spells, while units that get too close can be assailed by accompanying Flammers who cast magical firebolts within 8. Saanesh Daemonettes produce an Aura that distracts and disables the foe.

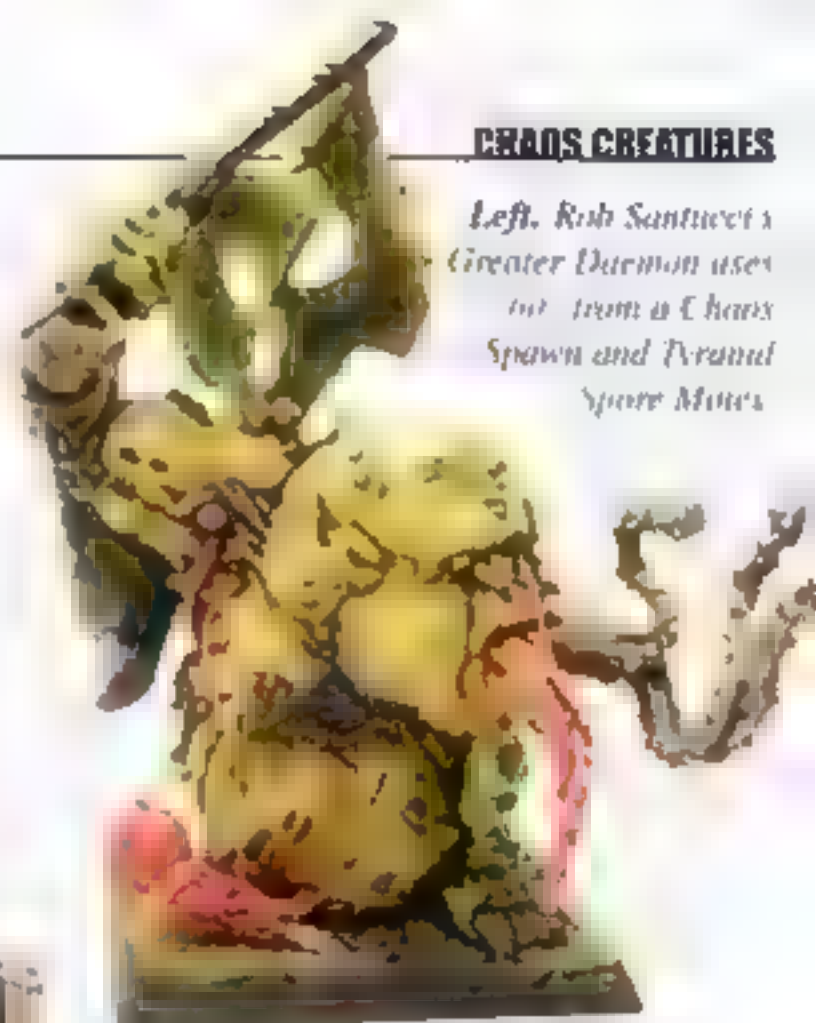
Elite units, Dragons, Giants, and more will pale before the powers of Greater Daemons. Greater Daemons and Daemon Princes are colossal embodiments of Chaos and leave only destruction and terror in their wake.

## The Nature of the Beast

Whether you are building a unit for Warhammer 40,000 or Warhammer Daemons are both colorful and hard-hitting. By their very nature, Chaos creatures provide a fantastic opportunity for creative modelers and conversion-fans to really go to town. On the following pages, you will find examples of Golden Demon winners and eye-catching Grand Tournament armies. Many of these examples are converted, that is, they have mixed and matched body parts, weapons, tentacles, mutations, and even extra putty to make them unique (and often quite hideous).

Use these examples, as well as all the pictured bits and pieces, to spark your own imagination and help you come up with your own twisted mutations of Chaos. So what are you waiting for? Grab your hobby knife and get converting!"

Left: Rob Santucci's Greater Daemon uses bits from a Chaos Spawn and Tyrannid Spore Mover.



Above: The Great L to lean One and Plague Chariot from Rob Santucci's Daemon army. Note that the Chariot is pulled by a classic Beast of Nurgle.







## GETTING STARTED



**Codex: Chaos Space Marines**  
43-01-60

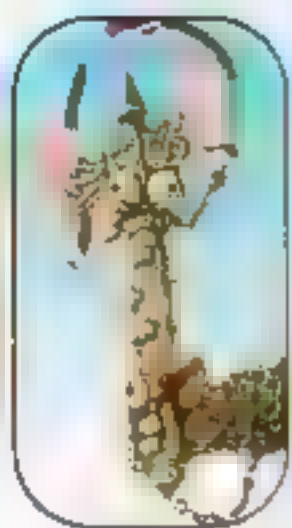
The 80-page *Codex: Chaos Space Marines* contains all the rules that you'll need to battle the followers of the false Emperor. Inside, you will find a complete army list that can be customized depending on which evil patron(s) your warriors follow. In addition, there is extensive background info, a 16-page hobby section and rules for fielding special characters in your games.



**Warhammer Armies: Hordes of Chaos**  
83-01-60

The 112-page *Warhammer Armies: Hordes of Chaos* contains all the rules for building an army that has marched out of the Chaos Wastes, including the mortal and daemonic warriors of the Gods of Chaos. There are also new Chaos Sorcerer spell lore, daemonic gifts, and details of the four different Marks of the Dark Gods.

*Right: Part machine, part Daemon. Maximus Infectious from Al Jakob's Death Guard army*



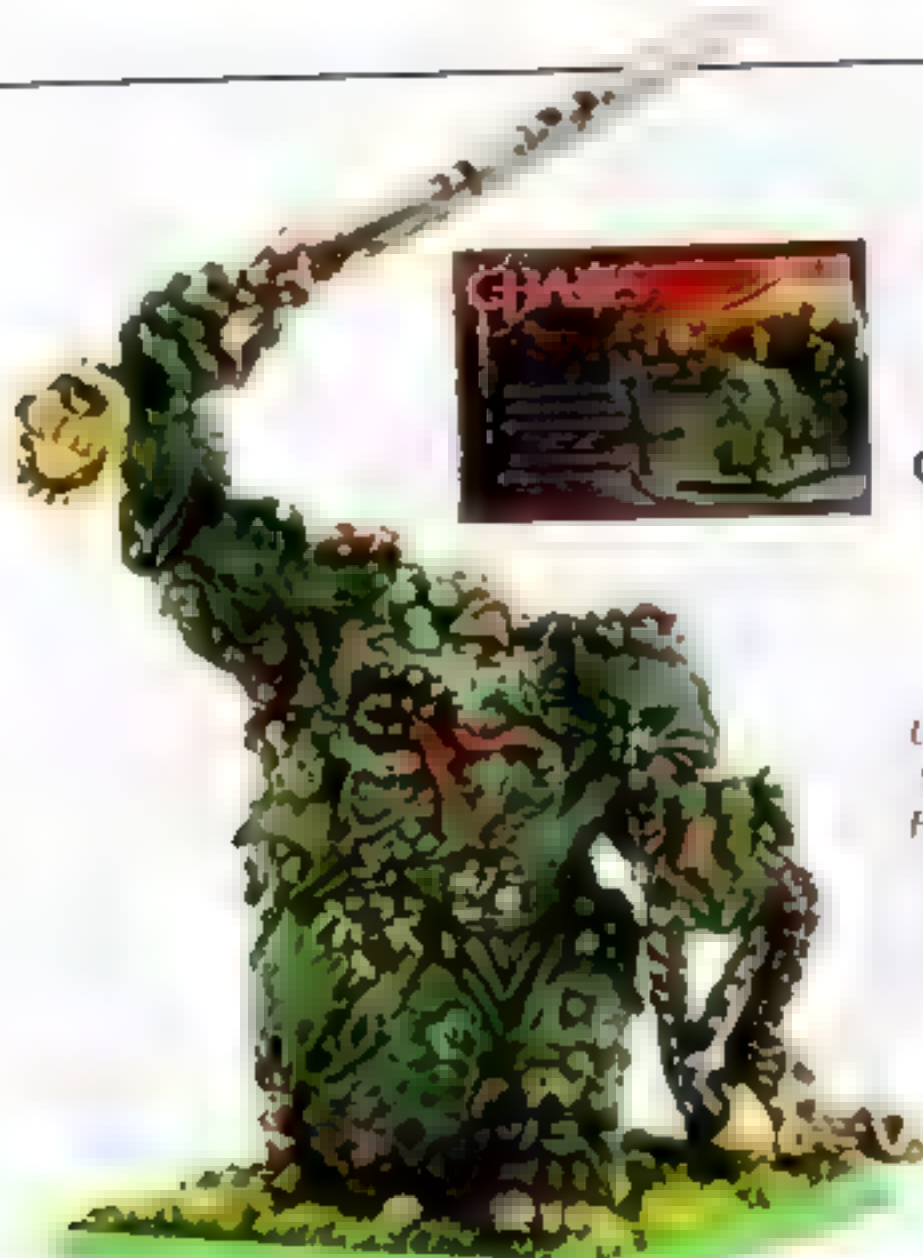
*Left: This duel between a Bloodthirster and a Keeper of Secrets by Jakob Nielsen won second place at the 1999 UK Golden Demon in the Battle Scene Category*



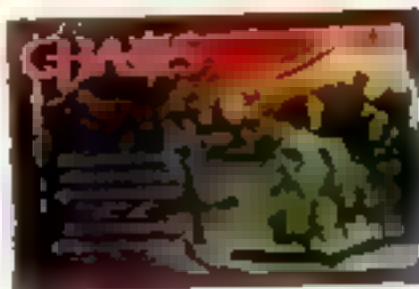
*Right: The Shadowlord by Robbie Crawford won first place in the 2000 UK Golden Demon in the Best Fantasy Monster category*



## GREATER DAEMONS



Greater Daemon of Nurgle Box (1)  
83-08



Great Unclean One  
Head B Tongue  
020103110

*Great  
Unclean One  
Stretch Lord  
Father Nurgle*



Great Unclean One  
Right Arm  
020103104



Great Unclean One  
Upper Body  
020103101



Great Unclean  
One Head  
991500810



Great Unclean  
One Left Arm  
020103107



Great Unclean One  
Head B  
020103103



Great Unclean One  
Right Leg  
020103106



Great Unclean One  
Left Leg  
020103105



Great Unclean One  
Lower Body  
020103102



Great Unclean One  
Chain & Skulls  
020103109



Great Unclean One  
Head B Tongue Tip  
020103111

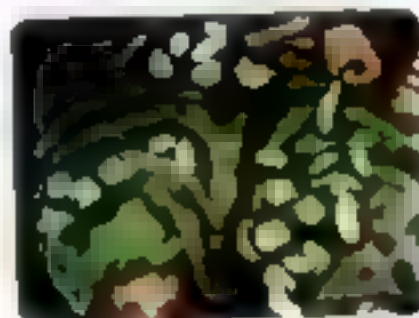


Great Unclean One  
Left Hand & Chain  
020103108

### PAINTING UNCLEAN ONE FLESH

Here, we show you a few techniques and tricks you can use to paint the areas of rotting flesh on your Great Unclean One. These techniques are simple to do and when properly executed, will yield a stunning Greater Daemon.

Undercoat your Greater Daemon with Chaos Black spray and paint any areas of poor coverage with thinned Chaos Black paint. Paint the flesh areas of the Daemon with a basecoat mix of Dark Angels Green and Vomit Brown. Add a little Bleached Bone to the basecoat and highlight the raised areas.



Paint the maggots in a 50/50 mix of Bubonic Brown and Bleached Bone. Highlight after adding more Bleached Bone to the mix.



Paint the intestines and gaping flesh with a mix of Bubonic Brown and Chaos Black. Highlight these areas after adding Bleached Bone to the initial paint mix. To finish off, wash these areas with a thin coat of Brown Ink.

Highlight the Daemon's pustules again after adding more Bleached Bone to the Dark Angels Green and Vomit Brown basecoat mix.

Paint the intestines and gaping flesh with a mix of Bubonic Brown and Chaos Black. Highlight these areas after adding Bleached Bone to the initial paint mix. To finish off, wash these areas with a thin coat of Brown Ink.



Paint the exposed bone areas of the Greater Daemon with a 50/50 mix of Bubonic Brown and Chaos Black. Add Bleached Bone to this mix for a series of successive highlights. Finish off with a final highlight of Bleached Bone.



To finish off the rotting flesh areas, apply several glazes of Purple Green and Brown Inks.

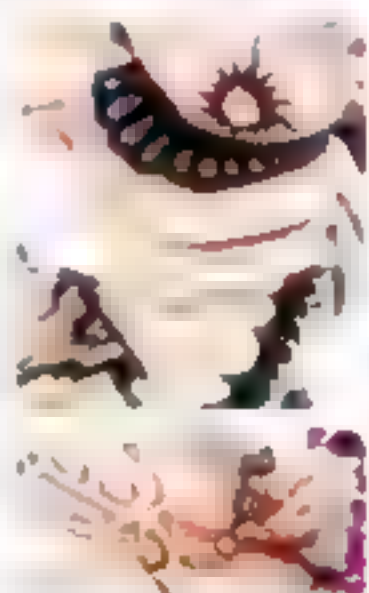




## PAINTING SLAANESH DAEMONS

Daemons of Slaanesh have a pale, almost paste hue to their skin. We have detailed a few of the techniques we used to paint our Greater Daemon of Slaanesh below

Undercoat the Greater Daemon with a thin layer of Chaos Black. Paint the skin with a basecoat of Dwarf Flesh. Add increasing amounts of Elf Flesh to Dwarf Flesh and paint a series of successive highlights. Finish with Elf Flesh on its own.



Add Skull White to Elf Flesh and paint another highlight. Finally apply very delicate highlights of Skull White to the model.

To add some definition to your Daemon, apply a thin layer of Blue Ink to some of the deeper recesses of the model.



Paint a basecoat of four parts Liche Purple to one part Chaos Black on the claws and horns. Highlight first with Liche Purple and then with successive layers of Liche Purple with Skull

White added. Wash these sections with Purple Ink.

Paint the Daemon's black endosteal talons, and straps with a basecoat of Chaos Black and then highlight with Codex Grey.



Paint the gold areas with a basecoat of Dwarf Bronze. Highlight with Shining Gold and then add Mithril Silver to the Shining Gold for edging highlights.



Paint the tongue with a basecoat of Shadow Grey. Add in a small quantity of Dwarf Flesh for the highlights on the tongue.

If you like and have a steady hand, try painting some tattoos on the model in Chaos Black paint.

## GREATER DAEMONS

Greater Daemon of Slaanesh  
Liche Purple  
Dwarf Flesh



Greater Daemon of Slaanesh Box (1)  
83-10



Head A  
991501114



Head A  
Right Horns  
991501113



Head A  
Left Horns  
991501115



Loin Cloth A  
991501111



Head B  
020110801



Loin Cloth  
Rear A  
991501112



Left Arm  
020110807



Claw 1  
020110809



Claw 2  
020110810



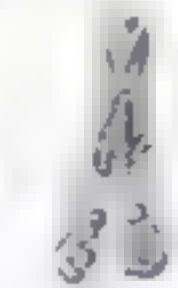
Right Leg  
020110804



Left Leg  
020110803



Loin Cloth B  
020110805



Loin Cloth  
Rear B  
020110806



Body  
020110802



Sword Arm  
020110808



# GREATER DAEMONS



**Greater Daemon of Tzeentch Box (1)**  
83-07



*Line of Change*  
*Master of Sorcery*  
*Eternal Watcher*



**Head A**  
991501318



**Head B**  
020103603



**Claws**  
020103612



**Staff Top A**  
991501316



**Staff Top B**  
020103604



**Right Wing**  
020103614



**Left Wing**  
020103613



**Body**  
020103601



**Sleeve**  
020103607



**Right Arm**  
020103606



**Staff A**  
991501315



**Staff B**  
020103608



**Neck A**  
991501317



**Neck B**  
020103602



**Right Leg**  
020103605



**Left Leg**  
020103611



**Front Tabard**  
020103609



**Rear Tabard**  
020103610





## GREATER DAEMONS



**Bloodthirster  
Head 1**  
991500511



**Bloodthirster  
Head 2**  
020106401



**Bloodthirster Body 1**  
991500512



**Bloodthirster Body 2**  
020106402



**Bloodthirster Whip Hand**  
020106407



**Bloodthirster Legs**  
020106403



**Head 1  
Right Horn**  
991500510



**Head 1  
Left Horn**  
991500512



**Bloodthirster Axe**  
020106406



**Bloodthirster Tabard**  
020106405

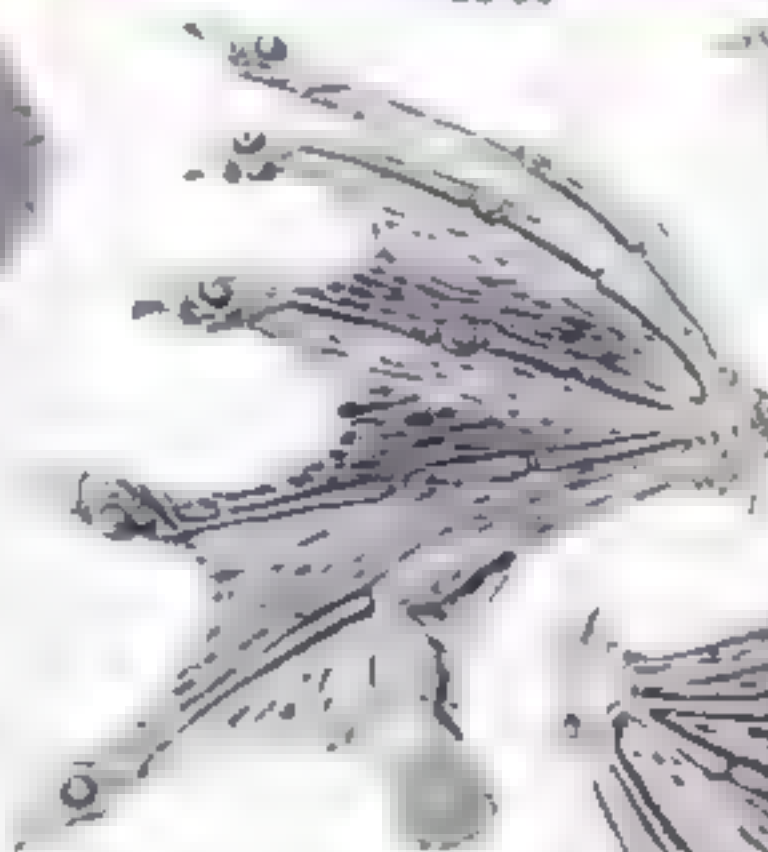


**Greater Daemon of Khorne Box (1)**  
83-09

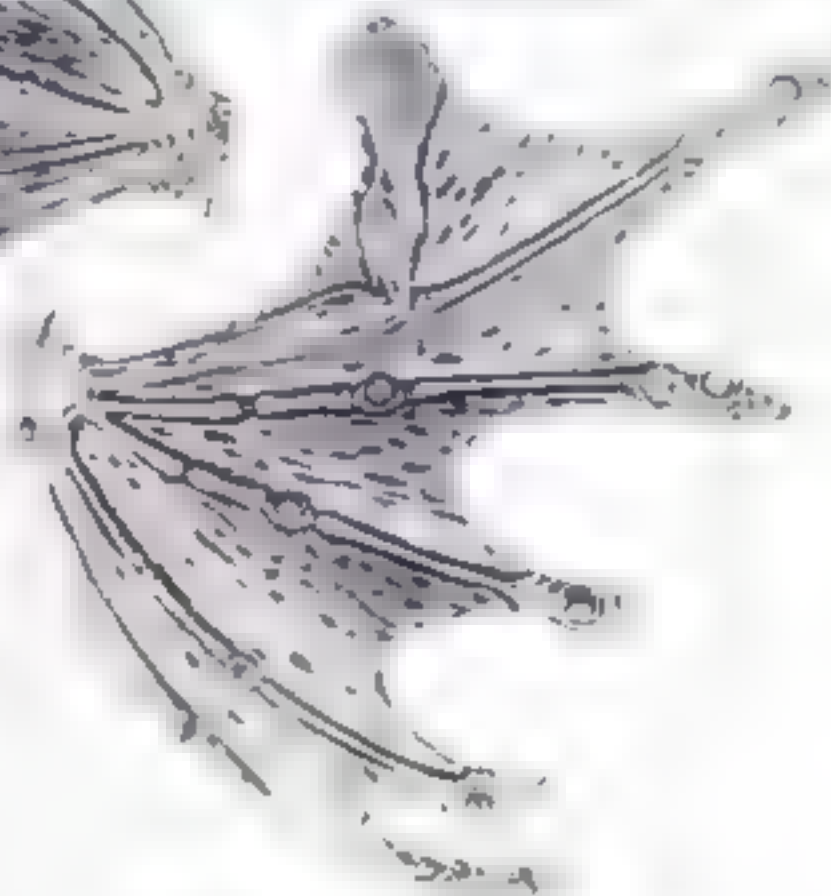
*Box Contents:*  
1x Head 1  
1x Head 2  
1x Head 1 Right Horn  
1x Head 1 Left Horn  
1x Body 1  
1x Body 2  
1x Whip Hand  
1x Legs  
1x Tabard  
1x Axe  
1x Whip  
1x Wings (Left & Right)



**Bloodthirster Whip**  
020106404



**Bloodthirster Left Wing**  
020106408



**Bloodthirster Right Wing**  
020106409

*Bloodthirsters are immortal warriors, and they will fight until war itself no longer exists.*



## GREATER DAEMONS



**Daemon Prince Blister (Random 1)**  
83-37



**Torso 1**  
020104803



**Torso 2**  
020104804



**Legs 1**  
020104801



**Legs 2**  
020104802



**Right Wing**  
020104816



**Left Wing**  
020104817



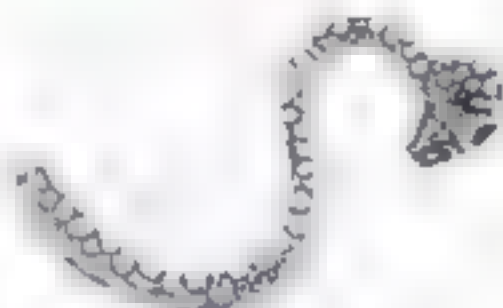
**Head 1**  
020104805



**Head 1 Hair**  
020104806



**Tail 1**  
020104814



**Tail 2**  
020104815



**Head 2**  
020104807



**Right Arm 1**  
020104812



**Left Arm 1**  
020104808



**Left Arm 2**  
020104809



**Sword**  
020104811



**Axe**  
020104810



**Right Arm 2**  
020104813



**Daemon Prince Blister (Random 1)**  
83-37

With a powerful beat of its pinions, it leapt into the air, great black-skinned wings unfurling from its back. The Daemon Prince propelled itself toward the few remaining mortal warriors. The red sky above roiled and twisted, and the air was filled with the horrified screams of the mortals and roars of pleasure rearing from inhuman throats.





## LESSER DAEMONS



**Bloodletter  
Champion Axe**  
991500602



**Bloodletter  
Champion Body**  
991500601



**Bloodletters of Khorne Box (10) 83-27**  
**Bloodletter Champion Blister (1) 83-71**  
**Bloodletter Musician & Standard Blister (2) 83-70**



**Bloodletter Standard  
Bearer Body**  
991500403



**Bloodletter  
Standard**  
991500404



**Bloodletter  
Musician Body**  
991500405



**Bloodletter  
Musician Axe**  
991500406



**Bloodletter  
Body 1**  
991500301



**Bloodletter  
Body 2**  
991500303

*Like the faying Lord who sires them, the foot soldiers of Khorne do  
blood on the field of battle. They march behind twisted banners that flutter in no earth  
herece, are accompanied by the chanting of the names of those slain in battle, and their  
blades quenched in the blood of generations of fallen warriors.*



**Bloodletter  
Body 3**  
991500305



**Bloodletter  
Body 4**  
991500307



**Bloodletter  
Body 5**  
991500309



**Bloodletter  
Body 6**  
991500311



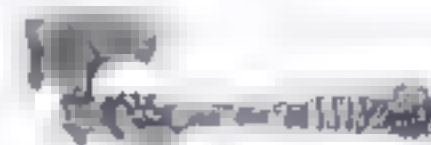
**Bloodletter Axe 2**  
991500304



**Bloodletter Axe 1**  
991500302



**Bloodletter Axe 3**  
991500306



**Bloodletter Axe 4**  
991500308



**Bloodletter Axe 5**  
991500310



**Bloodletter Axe 6**  
991500312





## LESSER DAEMONS

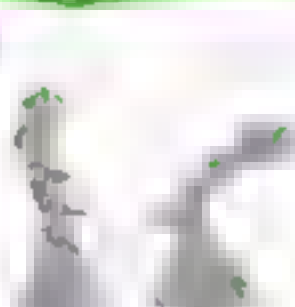


*The Hunters of Blood are  
endless predators who  
know the secret of  
eternal youth.*

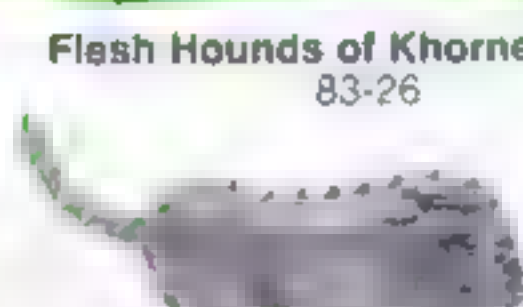
**Flesh Hounds of Khorne Box (5)**  
83-26



**Flesh Hounds  
Legs 1**  
991500202



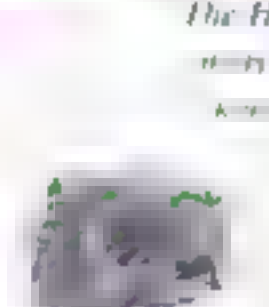
**Flesh Hounds  
Legs 2**  
991500204



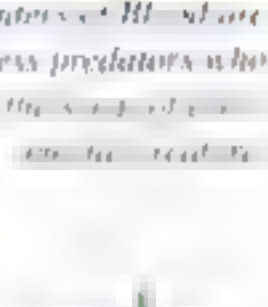
**Flesh Hounds Body 1**  
991500201



**Flesh Hounds Body 2**  
991500203



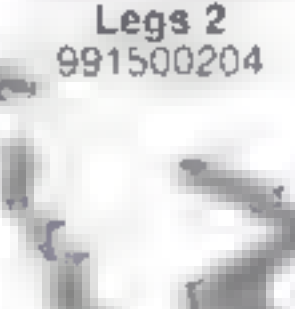
**Flesh Hounds  
Head 1**  
991500209



**Flesh Hounds  
Head 2**  
991500210



**Flesh Hounds  
Legs 3**  
991500206



**Flesh Hounds  
Legs 4**  
991500208



**Flesh Hounds Body 3**  
991500205



**Flesh Hounds Body 4**  
991500207



**Flesh Hounds  
Head 3**  
991500211



**Flesh Hounds  
Head 4**  
991500212



**Chaos Fury  
Left Wing**  
991501205



**Chaos Fury  
Right Wing**  
991501206



**Chaos Furies Box (10)**  
83-32

*Black portals  
breed death  
uttering  
the...*



*The winged  
Daemons known as  
Furies are as-  
sociated with a  
particular Chaos  
God but are  
manifestations of  
Chaos Undivided.  
They terrorize the  
world in huge  
swarms, seeking  
out victims.*



**Chaos Fury 1**  
991501201



**Chaos Fury 2**  
991501202



**Chaos Fury 3**  
991501203



**Chaos Fury 4**  
991501204





## LESSER DAEMONS

Daemonette  
Arm 5  
991501012

Daemonette  
Arm 3  
991501006

Daemonette  
Arm 2  
991501005

Daemonette  
Arm 1  
991501004

Daemonette  
Arm 4  
991501011

Daemonette  
Arm 6  
991501013



Daemonettes of Slaanesh Box (10)  
83-30

Daemonette 1  
991501001

Daemonette 2  
991501002

Daemonette 3  
991501003

Daemonette 4  
991501007

Daemonette 7  
991501010

Daemonette 6  
991501009

Daemonette 5  
991501008



Daemonettes on Steeds of Slaanesh  
Blister (1)  
83-45

MTD Daemonette 2  
991501803

MTD Daemonette  
Sprue 2  
991501804

MTD Daemonette 4  
991501807

MTD Daemonette  
Sprue 4  
991501808

MTD Daemonette  
Sprue 1  
991501802

MTD Daemonette 1  
991501801

MTD Daemonette  
Sprue 3  
991501806

MTD Daemonette 3  
991501805



# LESSER DAEMONS

## Horrors of Tzeentch Box (10) 83-33

*Horrors are  
creatures of pure  
evil who live  
changing form with  
boundless energy*



**Horror 1**  
991501401



**Horror 2**  
991501402



**Horror 3**  
991501403



**Horror 4**  
991501404



**Horror 5**  
991501408



**Horror 6**  
991501409



**Horror Left  
Arms 1**  
991501405



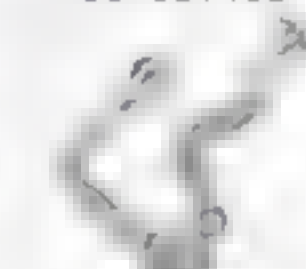
**Horror Left  
Arms 2**  
991501406



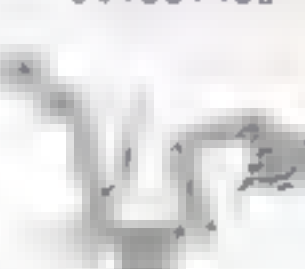
**Horror Left  
Arms 3**  
991501407



**Horror Right  
Arms 1**  
991501412



**Horror Right  
Arms 2**  
991501413



**Horror Right  
Arms 3**  
991501414

## PAINING TZEENTCH HORRORS

Crackling with magical energy, the Daemons of Tzeentch are resplendent in bright primary colors.

To get a nice bright final color on your Horrors of Tzeentch, start with a Skull White undercoat. Make sure your coverage is complete.

Start by painting a basecoat of Enchanted Blue. Once this coat dries, wash the model in Blue Ink.

Highlight the skin with Enchanted Blue and then again with Hawk Turquoise.



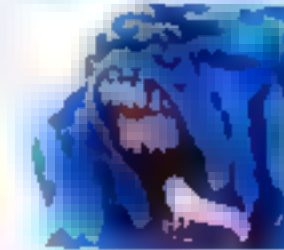
Blend up a 50/50 mix of Hawk Turquoise and Skull White and highlight the raised areas of the model.



Paint the Horror's nails with Skull White.



Paint the mouth and eyes with Chaos Black.



Basecoat the gums, eyes and tongue in Warlock Purple. Pick out the details with Tentacle Pink and add an extra Skull White highlight to the tongue. Add spots to the tongue by dipping your brush in Magenta Ink and dabbing the tip onto the tongue.



Finish off your Horror by covering the base. Cover the base with white glue and dip it into a container of sand. Paint the sand with Black Ink and then drybrush it with Bleached Bone. Dab a bit of white glue in places on the base and dip it into a container of static grass. Paint the

edge of the base in Goblin Green. If you like, you can paint areas of the base in Magenta or Blue ink to represent dripping magical energy.







# LESSER DAEMONS



Flamer Body 1  
991501601



Flamer Body 2  
991501602



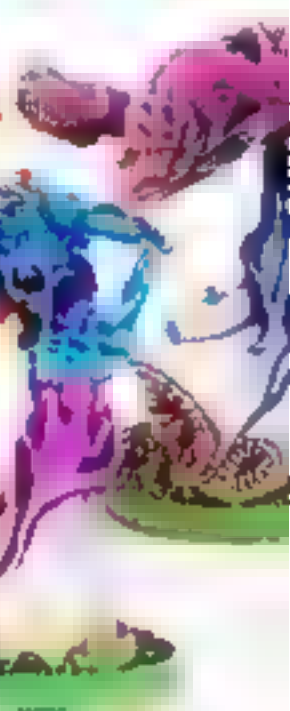
Flamer Body 3  
991501603



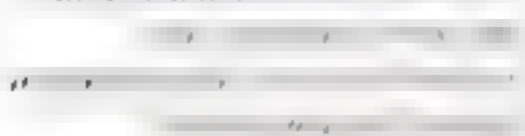
Flamer Body 4  
991501604



Flamers of Tzeentch  
Blister (Random 2)  
83-46



*They bound and slither across the  
battlefield and unleash hoists of*



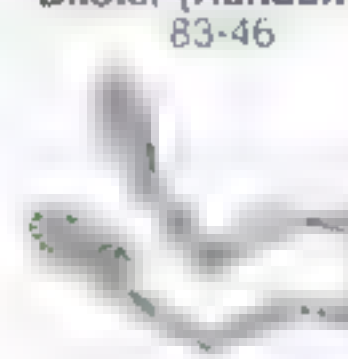
Flamer Arms 1  
991501605



Flamer Arms 2  
991501606



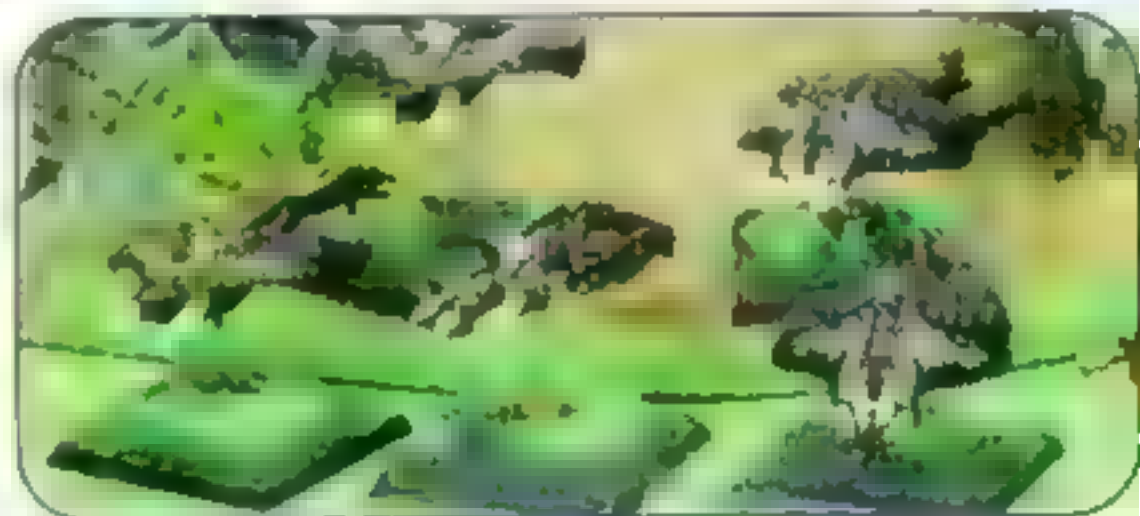
Flamer Arms 3  
991501607



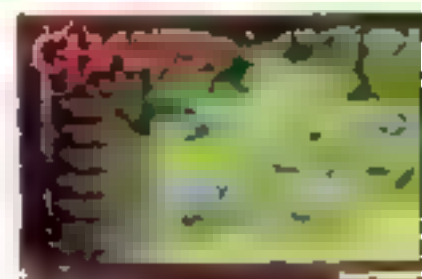
Flamer Arms 4  
991501608



Screamers of  
Tzeentch Box (5)  
83-31



Above: Screamers of Tzeentch  
Anthony Reynolds's Despair  
Chaos army



*The glimmering sky  
rule upon the  
of march as a bird  
flies upon the breeze*



Screamer 2  
991501503



Screamer 2 Tail  
991501504



Screamer 1  
991501501

Screamer 1 Tail  
991501502

Screamer 3  
991501505

Screamer 3 Tail  
991501506



# Plaguebearers of Nurgle Box (10) 83-28



Plaguebearer 1  
991500701



Plaguebearer 2  
991500702



Plaguebearer 3  
991500703



Plaguebearer 4  
991500704

*Known as the Tallymen of Plagues, these Daemons count the diseases of the world and number the pains and sorrows that mortals feel. Their voices are low and hoarse, their words are words of pain that tumble and echo from tanged mouths.*



Plaguebearer 5  
991500705



Plaguebearer 6  
991500706



Plaguebearer 7  
991500707



Plaguebearer 8  
991500708

*Nurgle's Children, our pretties, our pets  
How Nurgle loves his little children!  
How Nurgle loves his little pets*



Nurplings Blister (2 Bases)  
83-51



Nurpling 1  
991500901



Nurpling 2  
991500902



Nurpling 3  
991500903



Nurpling 4  
991500904



Nurpling 5  
991500905



Nurpling 6  
991500906



Nurpling 7  
991500907



Nurpling 8  
991500908

## LESSER DAEMONS

### PLAGUEBEARERS

Plaguebearers are rotten with disease and dirty with decay. Their colors are normally muted and muddy. The technique described below allows you to paint 5 or 10 Plaguebearers quickly and at the same time.

Undercoat the Plaguebearer with Skull White and then basecoat it with Bleached Bone.

Apply Black Ink to the entire surface of the model. Once dry, wash the Plaguebearer with Dark Green Ink.

Highlight the model by painting Bleached Bone on the raised and flat areas. Take a little extra time on the face and make sure you pick out the cheek bones and nose.

Next, apply Brown and Chestnut Inks to select

parts of the model, generally the darker recessed areas. Streak some ink across the belly to make it look dirty and diseased.

Paint the open wounds and sores with Snakebite Leather and then wash these areas with Red Ink. Don't worry if some of the ink overruns, as it will only add to the wounded, diseased look of the model.

Highlight the facial features, outer flaps of broken skin and pustules with Bleached Bone followed by Skull White.

Paint the single eye with Blood Red and then Skull White. Leave red around the edge of the eye.

To finish off the Daemon, dot the eye with a Chaos Black pupil and wash the sword with Brown Ink.







## CHAOS CREATURES



**Beast of Nurgle**

The Beast of Nurgle is a large, grotesque creature with a long, twisted body and a head that is a mass of rot and decay. It is the embodiment of the Plague God and is often found in the most desolate and corrupted of lands.



**Spawn of Chaos Head**  
991500101



**Spawn of Chaos Box (1)**  
83-14

**Spawn of Chaos Feet**  
991500105



**Spawn of Chaos Left Arm**  
991500104



**Spawn of Chaos Right Arm**  
991500102



**Spawn of Chaos Sprue 1**  
991500106



**Spawn of Chaos Sprue 2**  
991500107



**Spawn of Chaos Body**  
991500103



**Chaos Warhound Body 1**  
991501701



**Warhounds of Chaos Box (10)**  
83-29



**Chaos Warhound Body 2**  
991501703

**Chaos Warhound Head 4**  
991501709



**Legs Sprue 3**  
991501706



**Legs Sprue 1**  
991501702



**Legs Sprue 2**  
991501704



**Chaos Warhound Body 3**  
991501705



**Chaos Warhound Body 4**  
991501707



**Legs Sprue 4**  
991501708



**Getting Started**

|          |                                   |      |
|----------|-----------------------------------|------|
| 43-01-60 | Warhammer Armies: Hordes of Chaos | \$20 |
| 63-01-60 | Codex: Chaos Space Marines        | \$20 |

**Boxed Sets & Blister Packs -****Greater Daemons**

|       |                          |      |
|-------|--------------------------|------|
| 83-08 | Great Unclean One        | \$45 |
|       | Box includes 1 model     |      |
| 83-10 | Keeper of Secrets        | \$45 |
|       | Box includes 1 model     |      |
| 83-07 | Lord of Change           | \$45 |
|       | Box includes 1 model     |      |
| 83-09 | Bloodthirster of Khorne  | \$45 |
|       | Box includes 1 model     |      |
| 83-37 | Daemon Prince of Chaos   | \$25 |
|       | Blister includes 1 model |      |

**Boxed Sets & Blister Packs -****Lesser Daemons**

|       |                                    |      |
|-------|------------------------------------|------|
| 83-27 | Bloodletters of Khorne             | \$40 |
|       | Box includes 1 random model        |      |
| 83-71 | Bloodletter Champion               | \$8  |
|       | Blister includes 1 model           |      |
| 83-70 | Bloodletter Musician & Standard    | \$9  |
|       | Blister includes 2 models          |      |
| 83-28 | Flesh Hounds of Khorne             | \$25 |
|       | Box includes 5 random models       |      |
| 83-32 | Chaos Furies                       | \$40 |
|       | Box includes 10 random models      |      |
| 83-30 | Daemonettes of Slaanesh            | \$40 |
|       | Box includes 10 random models      |      |
| 83-45 | Daemonettes on Steeds of Slaanesh  | \$9  |
|       | Blister includes 1 model           |      |
| 83-33 | Horrors of Tzeentch                | \$40 |
|       | Box includes 10 random models      |      |
| 83-46 | Flamers of Tzeentch                | \$9  |
|       | Blister includes 2 random models   |      |
| 83-31 | Screamers of Tzeentch              | \$40 |
|       | Box includes 5 random models       |      |
| 83-28 | Pigquebearers of Nurgle            | \$40 |
|       | Box includes 10 random models      |      |
| 83-51 | Nurglings                          | \$10 |
|       | Blister includes 8 models (2 bees) |      |

**Boxed Sets & Blister Packs -****More Creatures**

|       |                               |      |
|-------|-------------------------------|------|
| 83-14 | Spawn of Chaos                | \$20 |
|       | Box includes 1 model          |      |
| 83-29 | Warhounds of Chaos            | \$40 |
|       | Box includes 10 random models |      |

**Metal Bitz - Greater Daemons****Great Unclean One**

|           |                                |      |
|-----------|--------------------------------|------|
| 020103101 | Gri Unclean One Upper Torso    | \$12 |
| 020103102 | Gri Unclean One Lower Torso    | \$10 |
| 020103103 | Gri Unclean One Head 1         | \$5  |
| 020103104 | Gri Unclean One Right Arm      | \$5  |
| 020103105 | Gri Unclean One Left Leg       | \$5  |
| 020103106 | Gri Unclean One Right Leg      | \$5  |
| 020103107 | Gri Unclean One Left Arm       | \$4  |
| 020103108 | Gri Unclean One Left Hand      | \$4  |
| 020103109 | Gri Unclean One Chain & Skulls | \$3  |
| 020103110 | Gri Unclean One Tongue         | \$2  |
| 020103111 | Gri Unclean One Tongue Tip     | \$2  |
| 991500810 | Gri Unclean One Head 2         | \$5  |

**Keeper of Secrets**

|           |                              |        |
|-----------|------------------------------|--------|
| 020110801 | Keeper of Secrets Head       | \$7    |
| 020110802 | Keeper of Secrets Body       | \$8    |
| 020110803 | Keeper of Secrets Left Leg   | \$4    |
| 020110804 | Keeper of Secrets Right Leg  | \$4    |
| 020110805 | Keeper of Secrets Loincloth  | \$3 50 |
| 020110806 | Keeper of Secrets Tail Piece | \$3 50 |
| 020110807 | Keeper of Secrets Left Arm   | \$5    |
| 020110808 | Keeper of Secrets Sword Arm  | \$7    |
| 020110809 | Keeper of Secrets Claw 1     | \$7    |
| 020110810 | Keeper of Secrets Claw 2     | \$7    |

|           |                               |     |
|-----------|-------------------------------|-----|
| 991501111 | Keeper of Secrets Loincloth 2 | \$2 |
| 991501112 | Keeper of Secrets Loincloth 3 | \$2 |
| 991501113 | Keeper of Secrets Right Horn  | \$1 |
| 991501114 | Keeper of Secrets Head 2      | \$5 |
| 991501115 | Keeper of Secrets Left Horn   | \$1 |

**Lord of Change**

|           |                             |     |
|-----------|-----------------------------|-----|
| 020103601 | Lord of Change Body         | \$5 |
| 020103602 | Lord of Change Neck         | \$3 |
| 020103603 | Lord of Change Head         | \$2 |
| 020103604 | Lord of Change Staff Top 1  | \$2 |
| 020103605 | Lord of Change Right Leg    | \$3 |
| 020103606 | Lord of Change Right Arm    | \$5 |
| 020103607 | Lord of Change Sleeve       | \$3 |
| 020103608 | Lord of Change Staff 1      | \$6 |
| 020103609 | Lord of Change Tabard Front | \$3 |
| 020103610 | Lord of Change Tabard Back  | \$3 |
| 020103611 | Lord of Change Left Leg     | \$3 |
| 020103612 | Lord of Change Claws        | \$1 |
| 020103613 | Lord of Change Left Wing    | \$8 |
| 020103615 | Lord of Change Right Wing   | \$8 |
| 991501315 | Lord of Change Staff 2      | \$6 |
| 991501316 | Lord of Change Staff Top 2  | \$2 |
| 991501317 | Lord of Change Neck 2       | \$3 |
| 991501318 | Lord of Change Head 2       | \$2 |

**Bloodthirster of Khorne**

|           |                              |     |
|-----------|------------------------------|-----|
| 020106401 | Bloodthirster Head 1         | \$5 |
| 020106402 | Bloodthirster Body 1         | \$9 |
| 020106403 | Bloodthirster Legs           | \$9 |
| 020106404 | Bloodthirster Whip of Khorne | \$1 |
| 020106405 | Bloodthirster Tabard         | \$3 |
| 020106406 | Bloodthirster Axe of Khorne  | \$5 |
| 020106407 | Bloodthirster Whip Hand      | \$3 |
| 020106408 | Bloodthirster Left Wing      | \$9 |
| 020106409 | Bloodthirster Right Wing     | \$9 |
| 991500510 | Bloodthirster Right Horn     | \$2 |
| 991500511 | Bloodthirster Head 2         | \$5 |
| 991500512 | Bloodthirster Left Horn      | \$2 |
| 991500513 | Bloodthirster Body 2         | \$9 |

**Daemon Princes**

|           |                           |     |
|-----------|---------------------------|-----|
| 020104801 | Daemon Prince Legs 1      | \$4 |
| 020104802 | Daemon Prince Legs 2      | \$4 |
| 020104803 | Daemon Prince Torso 1     | \$3 |
| 020104804 | Daemon Prince Torso 2     | \$3 |
| 020104805 | Daemon Prince Head 1      | \$1 |
| 020104806 | Daemon Prince Head 1 Hair | \$2 |
| 020104807 | Daemon Prince Head 2      | \$1 |
| 020104808 | Daemon Prince Left Arm 1  | \$2 |
| 020104809 | Daemon Prince Left Arm 2  | \$2 |
| 020104810 | Daemon Prince Axe         | \$3 |
| 020104811 | Daemon Prince Sword       | \$3 |
| 020104812 | Daemon Prince Right Arm 1 | \$3 |
| 020104813 | Daemon Prince Right Arm 2 | \$3 |
| 020104814 | Daemon Prince Tail 1      | \$2 |
| 020104815 | Daemon Prince Tail 2      | \$2 |
| 020104816 | Daemon Prince Right Wing  | \$4 |
| 020104817 | Daemon Prince Left Wing   | \$4 |

**Metal Bitz - Lesser Daemons****Bloodletter**

|           |                           |     |
|-----------|---------------------------|-----|
| 991500301 | Bloodletter Body 1        | \$4 |
| 991500302 | Bloodletter Axe 1         | \$2 |
| 991500303 | Bloodletter Body 2        | \$4 |
| 991500304 | Bloodletter Axe 2         | \$2 |
| 991500305 | Bloodletter Body 3        | \$4 |
| 991500306 | Bloodletter Axe 3         | \$2 |
| 991500307 | Bloodletter Body 4        | \$4 |
| 991500308 | Bloodletter Axe 4         | \$2 |
| 991500309 | Bloodletter Body 5        | \$4 |
| 991500310 | Bloodletter Axe 5         | \$2 |
| 991500311 | Bloodletter Body 6        | \$4 |
| 991500312 | Bloodletter Axe 6         | \$2 |
| 991500401 | Bloodletter Musician Body | \$4 |
| 991500402 | Bloodletter Musician Axe  | \$2 |

**PRICE LIST**

|           |                           |        |
|-----------|---------------------------|--------|
| 991500403 | Bloodletter Standard Body | \$4    |
| 991500404 | Bloodletter Standard      | \$2    |
| 991500601 | Bloodletter Champion Body | \$7 50 |
| 991500602 | Bloodletter Champion Axe  | \$2 50 |

**Flesh Hounds**

|           |                         |     |
|-----------|-------------------------|-----|
| 991500201 | Flesh Hound Body 1      | \$3 |
| 991500202 | Flesh Hound Leg Sprue 1 | \$2 |
| 991500203 | Flesh Hound Body 2      | \$3 |
| 991500204 | Flesh Hound Leg Sprue 2 | \$2 |
| 991500205 | Flesh Hound Body 3      | \$3 |
| 991500206 | Flesh Hound Leg Sprue 3 | \$2 |
| 991500207 | Flesh Hound Body 4      | \$3 |
| 991500208 | Flesh Hound Leg Sprue 4 | \$2 |
| 991500209 | Flesh Hound Head 1      | \$2 |
| 991500210 | Flesh Hound Head 2      | \$2 |
| 991500211 | Flesh Hound Head 3      | \$2 |
| 991500212 | Flesh Hound Head 4      | \$2 |

**Chaos Fury**

|           |                   |     |
|-----------|-------------------|-----|
| 991501201 | Chaos Fury 1      | \$3 |
| 991501202 | Chaos Fury 2      | \$3 |
| 991501203 | Chaos Fury 3      | \$3 |
| 991501204 | Chaos Fury 4      | \$3 |
| 991501205 | Chaos Fury Wing 1 | \$1 |
| 991501206 | Chaos Fury Wing 2 | \$1 |

**Daemonettes of Slaanesh**

|           |                  |     |
|-----------|------------------|-----|
| 991501001 | Daemonette 1     | \$4 |
| 991501002 | Daemonette 2     | \$4 |
| 991501003 | Daemonette 3     | \$4 |
| 991501004 | Daemonette Arm 1 | \$1 |
| 991501005 | Daemonette Arm 2 | \$1 |
| 991501006 | Daemonette Arm 3 | \$1 |
| 991501007 | Daemonette 4     | \$4 |
| 991501008 | Daemonette 5     | \$4 |
| 991501009 | Daemonette 6     | \$4 |
| 991501010 | Daemonette 7     | \$4 |
| 991501011 | Daemonette Arm 4 | \$1 |
| 991501012 | Daemonette Arm 5 | \$1 |
| 991501013 | Daemonette Arm 6 | \$1 |

**Daemonettes on Steeds of Slaanesh**

|           |                        |     |
|-----------|------------------------|-----|
| 991501801 | Mid Daemonette 1       | \$8 |
| 991501802 | Mid Daemonette Sprue 1 | \$2 |
| 991501803 | Mid Daemonette 2       | \$8 |
| 991501804 | Mid Daemonette Sprue 2 | \$2 |
| 991501805 | Mid Daemonette 3       | \$8 |
| 991501806 | Mid Daemonette Sprue 3 | \$2 |
| 991501807 | Mid Daemonette 4       | \$8 |
| 991501808 | Mid Daemonette Sprue 4 | \$2 |

**Horrors of Tzeentch**

|           |                    |     |
|-----------|--------------------|-----|
| 991501401 | Horror 1           | \$4 |
| 991501402 | Horror 2           | \$4 |
| 991501403 | Horror 3           | \$4 |
| 991501404 | Horror 4           | \$4 |
| 991501405 | Horror Arm Sprue 1 | \$1 |
| 991501406 | Horror Arm Sprue 2 | \$1 |
| 991501407 | Horror Arm Sprue 3 | \$1 |
| 991501408 | Horror 5           | \$4 |
| 991501409 | Horror 6           | \$4 |
| 991501410 | Horror 7           | \$4 |
| 991501411 | Horror 8           | \$4 |
| 991501412 | Horror Arm Sprue 4 | \$1 |
| 991501413 | Horror Arm Sprue 5 | \$1 |
| 991501414 | Horror Arm Sprue 6 | \$1 |

**Flamers of Tzeentch**

|           |               |     |
|-----------|---------------|-----|
| 991501601 | Flamer Body 1 | \$4 |
| 991501602 | Flamer Body 2 | \$4 |
| 991501603 | Flamer Body 3 | \$4 |





## PRICE LIST

|           |                    |     |
|-----------|--------------------|-----|
| 991501604 | Flamer Body 4      | \$4 |
| 991501605 | Flamer Arm Sprue 1 | \$1 |
| 991501606 | Flamer Arm Sprue 2 | \$1 |
| 991501607 | Flamer Arm Sprue 3 | \$1 |
| 991501608 | Flamer Arm Sprue 4 | \$1 |

### Screamers of Tzeentch

|           |                 |     |
|-----------|-----------------|-----|
| 991501501 | Screamer Body 1 | \$6 |
| 991501502 | Screamer Tail 1 | \$4 |
| 991501503 | Screamer Body 2 | \$6 |
| 991501504 | Screamer Tail 2 | \$4 |
| 991501505 | Screamer Body 3 | \$6 |
| 991501506 | Screamer Tail 3 | \$4 |

### Plaguebearer

|           |                |     |
|-----------|----------------|-----|
| 991500701 | Plaguebearer 1 | \$4 |
| 991500702 | Plaguebearer 2 | \$4 |
| 991500703 | Plaguebearer 3 | \$4 |
| 991500704 | Plaguebearer 4 | \$4 |
| 991500705 | Plaguebearer 5 | \$4 |
| 991500706 | Plaguebearer 6 | \$4 |
| 991500707 | Plaguebearer 7 | \$4 |
| 991500708 | Plaguebearer 8 | \$4 |

### Nurgling

|           |            |     |
|-----------|------------|-----|
| 991500901 | Nurgling 1 | \$2 |
| 991500902 | Nurgling 2 | \$2 |
| 991500903 | Nurgling 3 | \$2 |
| 991500904 | Nurgling 4 | \$2 |
| 991500905 | Nurgling 5 | \$2 |
| 991500906 | Nurgling 6 | \$2 |
| 991500907 | Nurgling 7 | \$2 |
| 991500908 | Nurgling 8 | \$2 |

### Metal Blitz - Chaos Creatures

#### Bloodletter

|           |                      |     |
|-----------|----------------------|-----|
| 991501701 | Warhound Body 1      | \$4 |
| 991501702 | Warhound Leg Sprue 1 | \$2 |
| 991501703 | Warhound Body 2      | \$4 |
| 991501704 | Warhound Leg Sprue 2 | \$2 |
| 991501705 | Warhound Body 3      | \$4 |
| 991501706 | Warhound Leg Sprue 3 | \$2 |
| 991501707 | Warhound Body 4      | \$4 |
| 991501708 | Warhound Leg Sprue 4 | \$2 |
| 991501709 | Warhound Head 4      | \$3 |

#### Chaos Spawn

|           |                    |      |
|-----------|--------------------|------|
| 991500101 | Spawn Head         | \$2  |
| 991500102 | Spawn Tentacle     | \$3  |
| 991500103 | Spawn Body         | \$10 |
| 991500104 | Spawn Arm          | \$4  |
| 991500105 | Spawn Feet         | \$2  |
| 991500106 | Spawn Claw Sprue 1 | \$3  |
| 991500107 | Spawn Claw Sprue 2 | \$3  |

### Classic/Collector's Range

#### Metal Blitz - Greater Daemon

##### Daemon Prince Azazel

|           |                      |      |
|-----------|----------------------|------|
| M00035    | Daemon Prince Azazel | \$30 |
| 020107801 | Azazel Head          |      |
| 020107802 | Azazel Torso         |      |
| 020107803 | Azazel Left Leg      |      |
| 020107804 | Azazel Right Leg     |      |
| 020107805 | Azazel Sword Arm     |      |
| 020107806 | Azazel Claw Arm      |      |
| 020107807 | Azazel Tail          |      |
| 020107808 | Azazel Left Wing     |      |
| 020107809 | Azazel Right Wing    |      |

#### Metal Blitz - Lesser Daemon

##### Bloodletters of Khorne

### Flesh Hounds of Khorne

|          |                          |  |
|----------|--------------------------|--|
| 02010803 | Flesh Hound 2 Head       |  |
| 02010804 | Flesh Hound 2 Tail       |  |
| 02010805 | Flesh Hound 2 Ruff       |  |
| 02010806 | Flesh Hound 3 Left Body  |  |
| 02010807 | Flesh Hound 3 Right Body |  |
| 02010808 | Flesh Hound 3 Head       |  |
| 02010809 | Flesh Hound 3 Tail       |  |
| 02010810 | Flesh Hound 1 Left Body  |  |
| 02010811 | Flesh Hound 1 Right Body |  |
| 02010812 | Flesh Hound 1 Head       |  |

### Daemonettes of Slaanesh

|          |              |  |
|----------|--------------|--|
| 02010807 | Daemonette 7 |  |
| 02010808 | Daemonette 8 |  |

### Mounted Daemonettes of Slaanesh

|           |                           |  |
|-----------|---------------------------|--|
| 020101501 | Daemonette Rider Body 3   |  |
| 020101502 | Daemonette Rider Body 2   |  |
| 020101503 | Daemonette Rider Body 1   |  |
| 020101504 | Daemonette Rider Body 4   |  |
| 020101505 | Daemonette Rider Body 5   |  |
| 020101506 | Daemonette Rider Body 6   |  |
| 020101507 | Daemonette Rider Body 7   |  |
| 020101508 | Daemonette Rider Body 8   |  |
| 020101509 | Daemonette Rider Body 9   |  |
| 020101510 | Daemonette Rider Body 10  |  |
| 020101511 | Daemonette Rider Body 11  |  |
| 020101512 | Daemonette Rider Body 12  |  |
| 020101513 | Daemonette Rider Body 13  |  |
| 020101514 | Daemonette Rider Body 14  |  |
| 020101515 | Daemonette Rider Body 15  |  |
| 020101516 | Daemonette Rider Body 16  |  |
| 020101517 | Daemonette Rider Body 17  |  |
| 020101518 | Daemonette Rider Body 18  |  |
| 020101519 | Daemonette Rider Body 19  |  |
| 020101520 | Daemonette Rider Body 20  |  |
| 020101521 | Daemonette Rider Body 21  |  |
| 020101522 | Daemonette Rider Body 22  |  |
| 020101523 | Daemonette Rider Body 23  |  |
| 020101524 | Daemonette Rider Body 24  |  |
| 020101525 | Daemonette Rider Body 25  |  |
| 020101526 | Daemonette Rider Body 26  |  |
| 020101527 | Daemonette Rider Body 27  |  |
| 020101528 | Daemonette Rider Body 28  |  |
| 020101529 | Daemonette Rider Body 29  |  |
| 020101530 | Daemonette Rider Body 30  |  |
| 020101531 | Daemonette Rider Body 31  |  |
| 020101532 | Daemonette Rider Body 32  |  |
| 020101533 | Daemonette Rider Body 33  |  |
| 020101534 | Daemonette Rider Body 34  |  |
| 020101535 | Daemonette Rider Body 35  |  |
| 020101536 | Daemonette Rider Body 36  |  |
| 020101537 | Daemonette Rider Body 37  |  |
| 020101538 | Daemonette Rider Body 38  |  |
| 020101539 | Daemonette Rider Body 39  |  |
| 020101540 | Daemonette Rider Body 40  |  |
| 020101541 | Daemonette Rider Body 41  |  |
| 020101542 | Daemonette Rider Body 42  |  |
| 020101543 | Daemonette Rider Body 43  |  |
| 020101544 | Daemonette Rider Body 44  |  |
| 020101545 | Daemonette Rider Body 45  |  |
| 020101546 | Daemonette Rider Body 46  |  |
| 020101547 | Daemonette Rider Body 47  |  |
| 020101548 | Daemonette Rider Body 48  |  |
| 020101549 | Daemonette Rider Body 49  |  |
| 020101550 | Daemonette Rider Body 50  |  |
| 020101551 | Daemonette Rider Body 51  |  |
| 020101552 | Daemonette Rider Body 52  |  |
| 020101553 | Daemonette Rider Body 53  |  |
| 020101554 | Daemonette Rider Body 54  |  |
| 020101555 | Daemonette Rider Body 55  |  |
| 020101556 | Daemonette Rider Body 56  |  |
| 020101557 | Daemonette Rider Body 57  |  |
| 020101558 | Daemonette Rider Body 58  |  |
| 020101559 | Daemonette Rider Body 59  |  |
| 020101560 | Daemonette Rider Body 60  |  |
| 020101561 | Daemonette Rider Body 61  |  |
| 020101562 | Daemonette Rider Body 62  |  |
| 020101563 | Daemonette Rider Body 63  |  |
| 020101564 | Daemonette Rider Body 64  |  |
| 020101565 | Daemonette Rider Body 65  |  |
| 020101566 | Daemonette Rider Body 66  |  |
| 020101567 | Daemonette Rider Body 67  |  |
| 020101568 | Daemonette Rider Body 68  |  |
| 020101569 | Daemonette Rider Body 69  |  |
| 020101570 | Daemonette Rider Body 70  |  |
| 020101571 | Daemonette Rider Body 71  |  |
| 020101572 | Daemonette Rider Body 72  |  |
| 020101573 | Daemonette Rider Body 73  |  |
| 020101574 | Daemonette Rider Body 74  |  |
| 020101575 | Daemonette Rider Body 75  |  |
| 020101576 | Daemonette Rider Body 76  |  |
| 020101577 | Daemonette Rider Body 77  |  |
| 020101578 | Daemonette Rider Body 78  |  |
| 020101579 | Daemonette Rider Body 79  |  |
| 020101580 | Daemonette Rider Body 80  |  |
| 020101581 | Daemonette Rider Body 81  |  |
| 020101582 | Daemonette Rider Body 82  |  |
| 020101583 | Daemonette Rider Body 83  |  |
| 020101584 | Daemonette Rider Body 84  |  |
| 020101585 | Daemonette Rider Body 85  |  |
| 020101586 | Daemonette Rider Body 86  |  |
| 020101587 | Daemonette Rider Body 87  |  |
| 020101588 | Daemonette Rider Body 88  |  |
| 020101589 | Daemonette Rider Body 89  |  |
| 020101590 | Daemonette Rider Body 90  |  |
| 020101591 | Daemonette Rider Body 91  |  |
| 020101592 | Daemonette Rider Body 92  |  |
| 020101593 | Daemonette Rider Body 93  |  |
| 020101594 | Daemonette Rider Body 94  |  |
| 020101595 | Daemonette Rider Body 95  |  |
| 020101596 | Daemonette Rider Body 96  |  |
| 020101597 | Daemonette Rider Body 97  |  |
| 020101598 | Daemonette Rider Body 98  |  |
| 020101599 | Daemonette Rider Body 99  |  |
| 020101600 | Daemonette Rider Body 100 |  |

### Fiends of Slaanesh

|           |         |  |
|-----------|---------|--|
| 020101901 | Fiend 1 |  |
| 020101902 | Fiend 2 |  |
| 020101903 | Fiend 3 |  |
| 020101904 | Fiend 4 |  |
| 020101905 | Fiend 5 |  |
| 020101906 | Fiend 6 |  |
| 020101907 | Fiend 7 |  |
| 020101908 | Fiend 8 |  |

### Horrors of Tzeentch

|           |           |     |
|-----------|-----------|-----|
| 020104901 | Horror 1  | \$4 |
| 020104902 | Horror 2  | \$4 |
| 020104903 | Horror 3  | \$3 |
| 020104904 | Horror 4  | \$3 |
| 020104905 | Horror 5  |     |
| 020104906 | Horror 6  |     |
| 020104907 | Horror 7  |     |
| 020104908 | Horror 8  |     |
| 020104909 | Horror 9  |     |
| 020104910 | Horror 10 |     |
| 020104911 | Horror 11 |     |
| 020104912 | Horror 12 |     |
| 020104913 | Horror 13 |     |
| 020104914 | Horror 14 |     |
| 020104915 | Horror 15 |     |
| 020104916 | Horror 16 |     |
| 020104917 | Horror 17 |     |
| 020104918 | Horror 18 |     |
| 020104919 | Horror 19 |     |
| 020104920 | Horror 20 |     |
| 020104921 | Horror 21 |     |
| 020104922 | Horror 22 |     |
| 020104923 | Horror 23 |     |
| 020104924 | Horror 24 |     |
| 020104925 | Horror 25 |     |
| 020104926 | Horror 26 |     |
| 020104927 | Horror 27 |     |
| 020104928 | Horror 28 |     |
| 020104929 | Horror 29 |     |
| 020104930 | Horror 30 |     |
| 020104931 | Horror 31 |     |
| 020104932 | Horror 32 |     |
| 020104933 | Horror 33 |     |
| 020104934 | Horror 34 |     |
| 020104935 | Horror 35 |     |
| 020104936 | Horror 36 |     |
| 020104937 | Horror 37 |     |
| 020104938 | Horror 38 |     |
| 020104939 | Horror 39 |     |
| 020104940 | Horror 40 |     |
| 020104941 | Horror 41 |     |
| 020104942 | Horror 42 |     |
| 020104943 | Horror 43 |     |
| 020104944 | Horror 44 |     |
| 020104945 | Horror 45 |     |
| 020104946 | Horror 46 |     |
| 020104947 | Horror 47 |     |
| 020104948 | Horror 48 |     |
| 020104949 | Horror 49 |     |
| 020104950 | Horror 50 |     |

### Flamers of Tzeentch

|           |                    |  |
|-----------|--------------------|--|
| 020101201 | Flamer Body 1      |  |
| 020101202 | Flamer Body 2      |  |
| 020101203 | Flamer Left Arm 1  |  |
| 020101204 | Flamer Right Arm 2 |  |
| 020101205 | Flamer Left Arm 2  |  |
| 020101206 | Flamer Right Arm 1 |  |
| 020101207 | Flamer Body 3      |  |
| 020101208 | Flamer Body 4      |  |
| 020101209 | Flamer Right Arm 3 |  |
| 020101210 | Flamer Right Arm 4 |  |
| 020101211 | Flamer Left Arm 4  |  |
| 020101212 | Flamer Left Arm 3  |  |

### Plaguebearers of Nurgle

|           |                 |     |
|-----------|-----------------|-----|
| 020108101 | Plaguebearer 1  | \$4 |
| 020108102 | Plaguebearer 2  | \$4 |
| 020108103 | Plaguebearer 3  | \$4 |
| 020108104 | Plaguebearer 4  | \$4 |
| 020108105 | Plaguebearer 5  | \$4 |
| 020108106 | Plaguebearer 6  | \$4 |
| 020108107 | Plaguebearer 7  | \$4 |
| 020108108 | Plaguebearer 8  | \$4 |
| 020108109 | Plaguebearer 9  | \$4 |
| 020108110 | Plaguebearer 10 | \$4 |
| 020108111 | Plaguebearer 11 | \$4 |
| 020108112 | Plaguebearer 12 | \$4 |
| 020108113 | Plaguebearer 13 | \$4 |
| 020108114 | Plaguebearer 14 | \$4 |
| 020108115 | Plaguebearer 15 | \$4 |
| 020108116 | Plaguebearer 16 | \$4 |
| 020108117 | Plaguebearer 17 | \$4 |
| 020108118 | Plaguebearer 18 | \$4 |
| 020108119 | Plaguebearer 19 | \$4 |
| 020108120 | Plaguebearer 20 | \$4 |
| 020108121 | Plaguebearer 21 | \$4 |
| 020108122 | Plaguebearer 22 | \$4 |
| 020108123 | Plaguebearer 23 | \$4 |
| 020108124 | Plaguebearer 24 | \$4 |
| 020108125 | Plaguebearer 25 | \$4 |
| 020108126 | Plaguebearer 26 | \$4 |
| 020108127 | Plaguebearer 27 | \$4 |
| 020108128 | Plaguebearer 28 | \$4 |
| 020108129 | Plaguebearer 29 | \$4 |
| 020108130 | Plaguebearer 30 | \$4 |
| 020108131 | Plaguebearer 31 | \$4 |
| 020108132 | Plaguebearer 32 | \$4 |
| 020108133 | Plaguebearer 33 | \$4 |
| 020108134 | Plaguebearer 34 | \$4 |
| 020108135 | Plaguebearer 35 | \$4 |
| 020108136 | Plaguebearer 36 | \$4 |
| 020108137 | Plaguebearer 37 | \$4 |
| 020108138 | Plaguebearer 38 | \$4 |
| 020108139 | Plaguebearer 39 | \$4 |
| 020108140 | Plaguebearer 40 | \$4 |
| 020108141 | Plaguebearer 41 | \$4 |
| 020108142 | Plaguebearer 42 | \$4 |
| 020108143 | Plaguebearer 43 | \$4 |
| 020108144 | Plaguebearer 44 | \$4 |
| 020108145 | Plaguebearer 45 | \$4 |
| 020108146 | Plaguebearer 46 | \$4 |
| 020108147 | Plaguebearer 47 | \$4 |
| 020108148 | Plaguebearer 48 | \$4 |
| 020108149 | Plaguebearer 49 | \$4 |
| 020108150 | Plaguebearer 50 | \$4 |

### Metal Blitz - Chaos Creatures

#### Chaos Warhounds

|           |             |     |
|-----------|-------------|-----|
| 020108101 | Warhound 1  | \$4 |
| 020108102 | Warhound 2  | \$4 |
| 020108103 | Warhound 3  | \$4 |
| 020108104 | Warhound 4  | \$4 |
| 020108105 | Warhound 5  | \$4 |
| 020108106 | Warhound 6  | \$4 |
| 020108107 | Warhound 7  | \$4 |
| 020108108 | Warhound 8  | \$4 |
| 020108109 | Warhound 9  | \$4 |
| 020108110 | Warhound 10 | \$4 |
| 020108111 | Warhound 11 | \$4 |
| 020108112 | Warhound 12 | \$4 |
| 020108113 | Warhound 13 | \$4 |
| 020108114 | Warhound 14 | \$4 |
| 020108115 | Warhound 15 | \$4 |
| 020108116 | Warhound 16 | \$4 |
| 020108117 | Warhound 17 | \$4 |
| 020108118 | Warhound 18 | \$4 |
| 020108119 | Warhound 19 | \$4 |
| 020108120 | Warhound 20 | \$4 |



|           |                         |        |
|-----------|-------------------------|--------|
| 020104915 | Chaos Spawn Right Leg 1 | \$0.50 |
| 020104916 | Chaos Spawn Right Leg 2 | \$0.50 |
| 020104917 | Chaos Spawn Right Leg 3 | \$0.50 |
| 020104918 | Chaos Spawn Right Leg 4 | \$0.50 |
| 020104919 | Chaos Spawn Left Leg 1  | \$0.50 |
| 020104920 | Chaos Spawn Left Leg 2  | \$0.50 |
| 020104921 | Chaos Spawn Left Leg 3  | \$0.50 |
| 020104922 | Chaos Spawn Left Leg 4  | \$0.50 |

|          |                       |     |
|----------|-----------------------|-----|
| 73214-1E | Lord of Change Head 5 | \$1 |
| 73214-2A | Lord of Change Tail 1 | \$1 |
| 73214-2B | Lord of Change Tail 2 | \$1 |
| 73214-3  | Lord of Change Wings  | \$2 |
| 73214-4  | Lord of Change Body 1 | \$2 |
| 73214-6  | Lord of Change Body 2 | \$2 |
| 73214-7  | Lord of Change Legs 2 | \$2 |

|          |                          |        |
|----------|--------------------------|--------|
| 73226-38 | Blue Horror Wallspasm    | \$1    |
| 73226-39 | Blue Horror Howlrother   | \$1    |
| 73226-40 | Blue Horror Mangobbler   | \$3.50 |
| 73226-41 | Blue Horror Windsqueezer | \$3.50 |
| 73226-42 | Blue Horror Gruntwobbler | \$3.50 |
| 73226-43 | Blue Horror Tendonbitter | \$3.50 |
| 73226-44 | Blue Horror Vexbubler    | \$3.50 |
| 73226-45 | Blue Horror Fluxpaper    | \$3.50 |
| 73226-46 | Blue Horror Blasdropper  | \$3.50 |
| 73226-47 | Blue Horror Clapbubble   | \$3.50 |

### Metal Bitz – Chaos Classic Range

#### Bloodthirster of Khorne

|          |                         |      |
|----------|-------------------------|------|
| MO0174   | Bloodthirster of Khorne | \$45 |
| 73214-19 | Bloodthirster Horns 1   | \$3  |
| 73214-54 | Bloodthirster Horns 2   | \$3  |
| 73214-55 | Bloodthirster Horns 3   | \$3  |
| 73214-56 | Bloodthirster Horns 4   | \$3  |
| 73214-12 | Bloodthirster Head 1    | \$3  |
| 73214-18 | Bloodthirster Head 2    | \$3  |
| 73214-13 | Bloodthirster Head 3    | \$3  |
| 73214-9  | Bloodthirster Head 4    | \$3  |
| 73214-11 | Bloodthirster Head 5    | \$3  |
| 73214-10 | Bloodthirster Head 6    | \$3  |
| 73214-8  | Bloodthirster Head 7    | \$3  |

#### Keeper of Secrets

|          |                           |      |
|----------|---------------------------|------|
| MO0172   | Keeper of Secrets         | \$45 |
| 73214-1  | Keeper of Secrets Head 1  | \$3  |
| 73214-2  | Keeper of Secrets Head 2  | \$3  |
| 73214-3  | Keeper of Secrets Head 3  | \$3  |
| 73214-4  | Keeper of Secrets Head 4  | \$3  |
| 73214-5  | Keeper of Secrets Head 5  | \$3  |
| 73214-6  | Keeper of Secrets Head 6  | \$3  |
| 73214-7  | Keeper of Secrets Head 7  | \$3  |
| 73214-8  | Keeper of Secrets Head 8  | \$3  |
| 73214-9  | Keeper of Secrets Head 9  | \$3  |
| 73214-10 | Keeper of Secrets Head 10 | \$3  |
| 73214-11 | Keeper of Secrets Head 11 | \$3  |
| 73214-12 | Keeper of Secrets Head 12 | \$3  |
| 73214-13 | Keeper of Secrets Head 13 | \$3  |
| 73214-14 | Keeper of Secrets Head 14 | \$3  |
| 73214-15 | Keeper of Secrets Head 15 | \$3  |
| 73214-16 | Keeper of Secrets Head 16 | \$3  |
| 73214-17 | Keeper of Secrets Head 17 | \$3  |
| 73214-18 | Keeper of Secrets Head 18 | \$3  |
| 73214-19 | Keeper of Secrets Head 19 | \$3  |
| 73214-20 | Keeper of Secrets Head 20 | \$3  |
| 73214-21 | Keeper of Secrets Head 21 | \$3  |
| 73214-22 | Keeper of Secrets Head 22 | \$3  |
| 73214-23 | Keeper of Secrets Head 23 | \$3  |
| 73214-24 | Keeper of Secrets Head 24 | \$3  |

#### Lord of Change

|          |                       |      |
|----------|-----------------------|------|
| MO0175   | Lord of Change        | \$45 |
| 73214-1A | Lord of Change Head 1 | \$3  |
| 73214-1B | Lord of Change Head 2 | \$3  |

#### Great Unclean One

|           |                              |      |
|-----------|------------------------------|------|
| MO0173    | Great Unclean One            | \$45 |
| 73214-44A | Great Unclean One Horns 2    | \$2  |
| 73214-44B | Great Unclean One Horns 3    | \$1  |
| 73214-38  | Great Unclean One Horns 5    | \$1  |
| 73214-31  | Great Unclean One Legs       | \$4  |
| 73214-32  | Great Unclean One Back       | \$4  |
| 73214-40  | Great Unclean One Shoulder 1 | \$4  |

|          |                              |     |
|----------|------------------------------|-----|
| 73214-42 | Great Unclean One Left Arm 1 | \$2 |
|----------|------------------------------|-----|

#### Daemonettes of Slaanesh

#### Horrors of Tzeentch

#### 73226-35B Pink Horror Squawker

|    |                       |        |
|----|-----------------------|--------|
| 37 | Blue Horror Doomecker | \$3.50 |
|----|-----------------------|--------|

|          |                         |        |
|----------|-------------------------|--------|
| 73226-50 | Blue Horror Brulagobler | \$3.50 |
|----------|-------------------------|--------|

#### Plaguebearers of Nurgle

|          |                           |     |
|----------|---------------------------|-----|
| 73226-1  | Plaguebearer Vomulgrat    | \$5 |
| 73226-2  | Plaguebearer Plagutscum   | \$5 |
| 73226-3  | Plaguebearer Pokspreader  | \$5 |
| 73226-4  | Plaguebearer Doombrat     | \$5 |
| 73226-5  | Plaguebearer Maggotgut    | \$5 |
| 73226-6  | Plaguebearer Sporeslither | \$5 |
| 73226-7  | Plaguebearer Sporeslither | \$5 |
| 73226-8  | Plaguebearer Sporeslither | \$5 |
| 73226-9  | Plaguebearer Sporeslither | \$5 |
| 73226-10 | Plaguebearer Sporeslither | \$5 |
| 73226-11 | Plaguebearer Sporeslither | \$5 |
| 73226-12 | Plaguebearer Sporeslither | \$5 |
| 73226-13 | Plaguebearer Sporeslither | \$5 |
| 73226-14 | Plaguebearer Sporeslither | \$5 |
| 73226-15 | Plaguebearer Sporeslither | \$5 |
| 73226-16 | Plaguebearer Sporeslither | \$5 |
| 73226-17 | Plaguebearer Sporeslither | \$5 |
| 73226-18 | Plaguebearer Sporeslither | \$5 |
| 73226-19 | Plaguebearer Sporeslither | \$5 |
| 73226-20 | Plaguebearer Sporeslither | \$5 |
| 73226-21 | Plaguebearer Sporeslither | \$5 |
| 73226-22 | Plaguebearer Sporeslither | \$5 |
| 73226-23 | Plaguebearer Sporeslither | \$5 |
| 73226-24 | Plaguebearer Sporeslither | \$5 |
| 73226-25 | Plaguebearer Sporeslither | \$5 |
| 73226-26 | Plaguebearer Sporeslither | \$5 |
| 73226-27 | Plaguebearer Sporeslither | \$5 |
| 73226-28 | Plaguebearer Sporeslither | \$5 |
| 73226-29 | Plaguebearer Sporeslither | \$5 |
| 73226-30 | Plaguebearer Sporeslither | \$5 |
| 73226-31 | Plaguebearer Sporeslither | \$5 |
| 73226-32 | Plaguebearer Sporeslither | \$5 |
| 73226-33 | Plaguebearer Sporeslither | \$5 |
| 73226-34 | Plaguebearer Sporeslither | \$5 |
| 73226-35 | Plaguebearer Sporeslither | \$5 |
| 73226-36 | Plaguebearer Sporeslither | \$5 |
| 73226-37 | Plaguebearer Sporeslither | \$5 |
| 73226-38 | Plaguebearer Sporeslither | \$5 |
| 73226-39 | Plaguebearer Sporeslither | \$5 |
| 73226-40 | Plaguebearer Sporeslither | \$5 |
| 73226-41 | Plaguebearer Sporeslither | \$5 |
| 73226-42 | Plaguebearer Sporeslither | \$5 |
| 73226-43 | Plaguebearer Sporeslither | \$5 |
| 73226-44 | Plaguebearer Sporeslither | \$5 |
| 73226-45 | Plaguebearer Sporeslither | \$5 |
| 73226-46 | Plaguebearer Sporeslither | \$5 |
| 73226-47 | Plaguebearer Sporeslither | \$5 |
| 73226-48 | Plaguebearer Sporeslither | \$5 |
| 73226-49 | Plaguebearer Sporeslither | \$5 |
| 73226-50 | Plaguebearer Sporeslither | \$5 |

#### Beast of Nurgle

#### Palanquin of Nurgle

|          |                     |        |
|----------|---------------------|--------|
| MO0176   | Palanquin of Nurgle | \$20   |
| 73214-25 | Palanquin Banner 1  | \$1.25 |
| 73214-26 | Palanquin Banner 2  | \$1.25 |
| 73214-27 | Palanquin Banner 3  | \$1.25 |
| 73214-28 | Palanquin Banner 4  | \$1.25 |
| 73214-29 | Palanquin Banner 5  | \$1.25 |
| 73214-30 | Palanquin Banner 6  | \$1.25 |
| 73214-31 | Palanquin Banner 7  | \$1.25 |
| 73214-32 | Palanquin Banner 8  | \$1.25 |
| 73214-33 | Palanquin Banner 9  | \$1.25 |
| 73214-34 | Palanquin Banner 10 | \$1.25 |
| 73214-35 | Palanquin Banner 11 | \$1.25 |
| 73214-36 | Palanquin Banner 12 | \$1.25 |
| 73214-37 | Palanquin Banner 13 | \$1.25 |
| 73214-38 | Palanquin Banner 14 | \$1.25 |
| 73214-39 | Palanquin Banner 15 | \$1.25 |
| 73214-40 | Palanquin Banner 16 | \$1.25 |
| 73214-41 | Palanquin Banner 17 | \$1.25 |
| 73214-42 | Palanquin Banner 18 | \$1.25 |
| 73214-43 | Palanquin Banner 19 | \$1.25 |
| 73214-44 | Palanquin Banner 20 | \$1.25 |
| 73214-45 | Palanquin Banner 21 | \$1.25 |
| 73214-46 | Palanquin Banner 22 | \$1.25 |
| 73214-47 | Palanquin Banner 23 | \$1.25 |
| 73214-48 | Palanquin Banner 24 | \$1.25 |
| 73214-49 | Palanquin Banner 25 | \$1.25 |
| 73214-50 | Palanquin Banner 26 | \$1.25 |
| 73214-51 | Palanquin Banner 27 | \$1.25 |
| 73214-52 | Palanquin Banner 28 | \$1.25 |
| 73214-53 | Palanquin Banner 29 | \$1.25 |
| 73214-54 | Palanquin Banner 30 | \$1.25 |
| 73214-55 | Palanquin Banner 31 | \$1.25 |
| 73214-56 | Palanquin Banner 32 | \$1.25 |
| 73214-57 | Palanquin Banner 33 | \$1.25 |
| 73214-58 | Palanquin Banner 34 | \$1.25 |
| 73214-59 | Palanquin Banner 35 | \$1.25 |
| 73214-60 | Palanquin Banner 36 | \$1.25 |
| 73214-61 | Palanquin Banner 37 | \$1.25 |
| 73214-62 | Palanquin Banner 38 | \$1.25 |
| 73214-63 | Palanquin Banner 39 | \$1.25 |
| 73214-64 | Palanquin Banner 40 | \$1.25 |
| 73214-65 | Palanquin Banner 41 | \$1.25 |
| 73214-66 | Palanquin Banner 42 | \$1.25 |
| 73214-67 | Palanquin Banner 43 | \$1.25 |
| 73214-68 | Palanquin Banner 44 | \$1.25 |
| 73214-69 | Palanquin Banner 45 | \$1.25 |
| 73214-70 | Palanquin Banner 46 | \$1.25 |
| 73214-71 | Palanquin Banner 47 | \$1.25 |
| 73214-72 | Palanquin Banner 48 | \$1.25 |
| 73214-73 | Palanquin Banner 49 | \$1.25 |
| 73214-74 | Palanquin Banner 50 | \$1.25 |
| 73214-75 | Palanquin Banner 51 | \$1.25 |
| 73214-76 | Palanquin Banner 52 | \$1.25 |
| 73214-77 | Palanquin Banner 53 | \$1.25 |
| 73214-78 | Palanquin Banner 54 | \$1.25 |
| 73214-79 | Palanquin Banner 55 | \$1.25 |
| 73214-80 | Palanquin Banner 56 | \$1.25 |
| 73214-81 | Palanquin Banner 57 | \$1.25 |
| 73214-82 | Palanquin Banner 58 | \$1.25 |
| 73214-83 | Palanquin Banner 59 | \$1.25 |
| 73214-84 | Palanquin Banner 60 | \$1.25 |
| 73214-85 | Palanquin Banner 61 | \$1.25 |
| 73214-86 | Palanquin Banner 62 | \$1.25 |
| 73214-87 | Palanquin Banner 63 | \$1.25 |
| 73214-88 | Palanquin Banner 64 | \$1.25 |
| 73214-89 | Palanquin Banner 65 | \$1.25 |
| 73214-90 | Palanquin Banner 66 | \$1.25 |
| 73214-91 | Palanquin Banner 67 | \$1.25 |
| 73214-92 | Palanquin Banner 68 | \$1.25 |
| 73214-93 | Palanquin Banner 69 | \$1.25 |
| 73214-94 | Palanquin Banner 70 | \$1.25 |
| 73214-95 | Palanquin Banner 71 | \$1.25 |
| 73214-96 | Palanquin Banner 72 | \$1.25 |
| 73214-97 | Palanquin Banner 73 | \$1.25 |
| 73214-98 | Palanquin Banner 74 | \$1.25 |
| 73214-99 | Palanquin Banner 75 | \$1.25 |

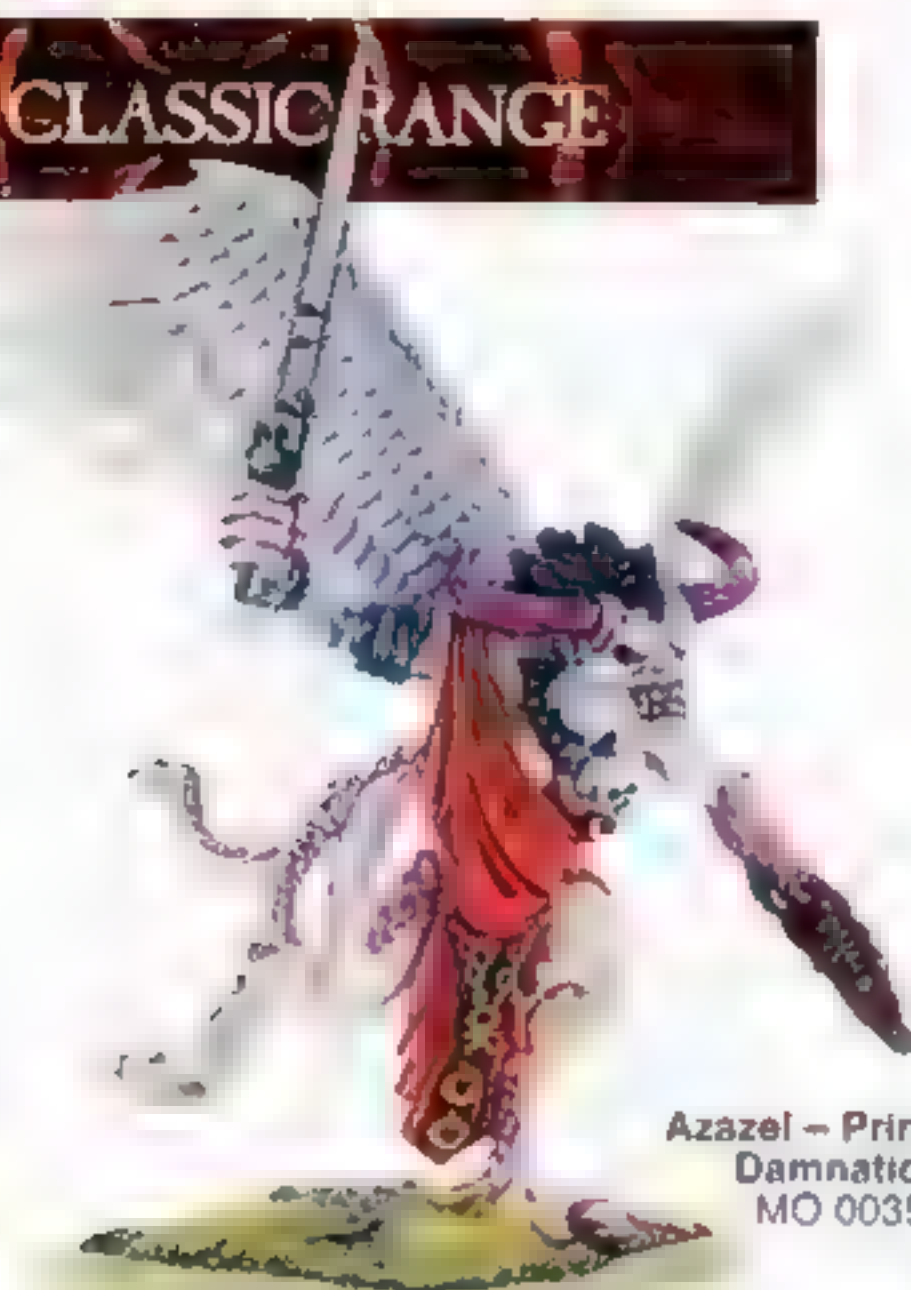


Left to Right: A selection of Khorne Daemons from Sean Forbes's Chaos army





## CLASSIC RANGE



**Azazel - Prince of Damnation**  
MO 0035



**Azazel's Head**  
020107801



**Azazel's Left Leg**  
020107803



**Azazel's Right Leg**  
020107804



**Azazel's Sword Arm**  
020107805



**Azazel's Left Wing**  
020107808



**Azazel's Right Wing**  
020107809



**Azazel's Torso**  
020107802



**Azazel's Claw Arm**  
020107806



**Azazel's Tail**  
020107807

*In the horizon stood a terrifying shape  
a symbol of death and of a world beyond the grave.  
It was the tomb of a great lord of ancient times,  
whose name the world once trembled.*

### MAKING A SUMMONING CIRCLE

Unlike mortal armies, the Daemonic hordes have to be summoned, called from ether to do their Lord's bidding.

Al over the Warhammer world, summoning circles lay hidden. From the Chaos Wastes, to the deep woods of the Old World, to the dark jungles of Lustria, and even to the cities of man, these circles can be found.

In the dark universe of Warhammer 40,000, vile Culs of Chaos create these devices, hidden away from the prying eyes of the Inquisition. The circles are used to curry favor and to call the cult's patron Daemons to battle.

Whichever game system you use, the summoning circle is an effective and simple piece of terrain to build. You can use it for a special Daemonhunter scenario or centerpiece to a themed gaming table. It can add extra depth to your games.



**Step 1.** Cut a circular base out of hardboard and then sand the edges. Next, cut another circle out of foamcore and attach it to your hardboard base with white glue. Trim down the edges of the foamcore with your hobby knife. Use filler or spackle to smooth any gaps on the edges.

**Step 2.** Using a sharp pencil, carefully draw out the design of your summoning circle. Then, using a hobby knife, cut a V-shaped groove along these lines. Apply white glue to the base's edges and sprinkle with sand. Make sure to cover all exposed foam with sand.

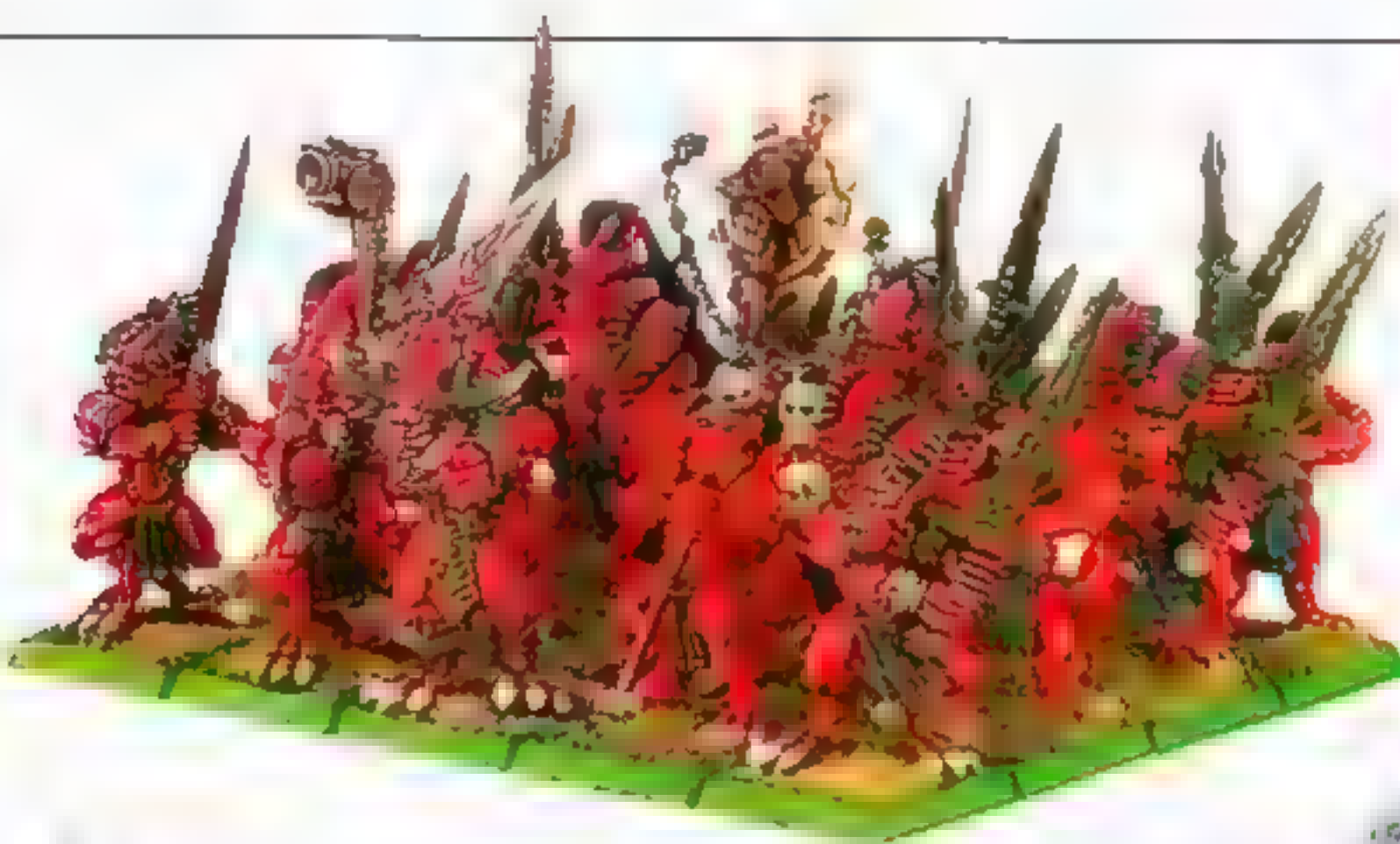
**Step 3.** Undercoat your summoning circle with Chaos Black spray. Drybrush the inside of the circle with Dark Flesh, then Blood Red, and

finally Fiery Orange. Drybrush the sand on the outside edge with Dark Flesh, followed by Bubonic Brown, and finally Bleached Bone. Use white glue to affix light brown static grass to areas of the outside edge, and your summoning circle is ready for gaming.

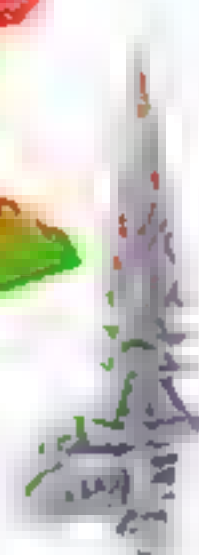




# CLASSIC RANGE



**Bloodletter  
Champion Head**  
020107002



**Bloodletter  
Champion  
Left Arm**  
020107004



**Bloodletter  
Champion Body**  
020107001



**Bloodletter  
Champion  
Sword Arm**  
020107003

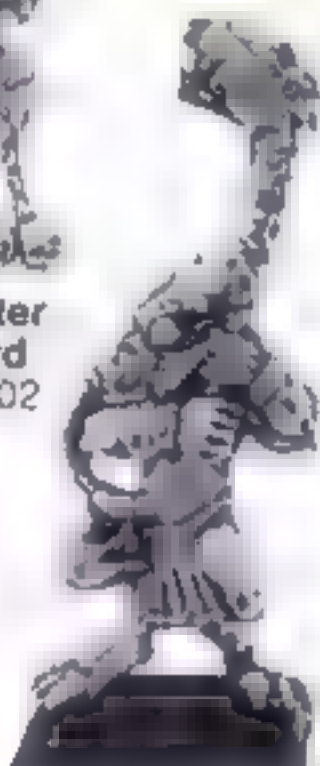
## Classic Bloodletters of Khorne



**Bloodletter Standard  
Bearer Body**  
020106901



**Bloodletter  
Standard**  
020106902



**Bloodletter  
w/ Bloodhorn**  
020106903



**Bloodletter 1**  
020100904



**Bloodletter 2**  
020100903



**Bloodletter 3**  
020100902

*Ahead, I saw a wall lined  
with pinnacles and column  
arches of haud and carved  
bone, bruzen steps, hideous  
shrieking mouths, and  
Daemons bound with the  
blu kest iron. Its base was  
piled with boulders and skulls.  
The wall lay unbroken in its  
awful perfection from horizon  
to horizon.*



**Bloodletter 4**  
020100901



**Bloodletter 5**  
020100905



**Bloodletter 6**  
020100906



**Bloodletter 7**  
020100907

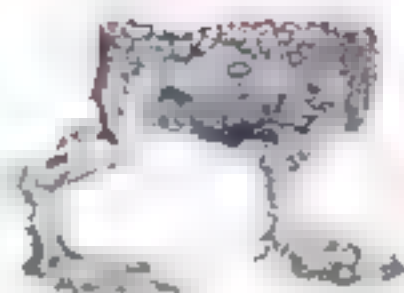




## CLASSIC RANGE



**Flesh Hound  
Left Body 2**  
020100801



**Flesh Hound  
Right Body 2**  
020100802



**Classic Flesh Hounds of Khorne**



**Flesh Hound  
Left Body 3**  
020100806



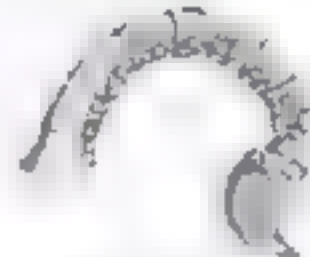
**Flesh Hound  
Right Body 3**  
020100807



**Flesh Hound  
Head 3**  
020100808



**Flesh Hound  
Tail 3**  
020100809



**Flesh Hound  
Tail 2**  
020100804



**Flesh Hound  
Head 2**  
020100803



**Flesh Hound  
Ruff 2**  
020100805



**Flesh Hound  
Left Body 1**  
020100810



**Flesh Hound  
Right Body 1**  
020100811



**Flesh Hound  
Head 1**  
020100812



**Flesh Hound  
Tail 1**  
020100813



**Flesh Hound  
Ruff 1**  
020100814

*A thousand packs of Flesh Hounds chase their prey across the Chaos Wastes and throughout the Realm of Chaos. Their blood-red eyes glow with an inner fire, and their fanged maws with the fire of Khorne.*

### PAINTING DAEMONS OF KHORNE

With skin the color of dried blood, the Daemons of Khorne are death personified and are fairly easy to paint too. Here are few hints and tips.

Undercoat your Bloodletter with Chaos Black paint and then basecoat it with Red Gore. Wash the skin with Black Ink, and then highlight with Red Gore followed by Blood Red.

Paint a final highlight of Vomit Brown onto the skin, before glazing it with watered-down Red Ink. The glaze will enrich the color of the skin and give the Bloodletter a slightly wet appearance which suggests that he is drenched in the blood of his enemies.

dried blood, the



**Brown Ink** Make sure to pick out areas like the teeth and skulls with Skull White to make them stand out even more.

Basecoat the fur on the Bloodletter's back and legs with Chaos Black. Drybrush these areas with a mix of two parts Vomit Brown and one part Chaos Black. Give these areas a second drybrush with four parts Vomit Brown to one part

**Chaos Black**

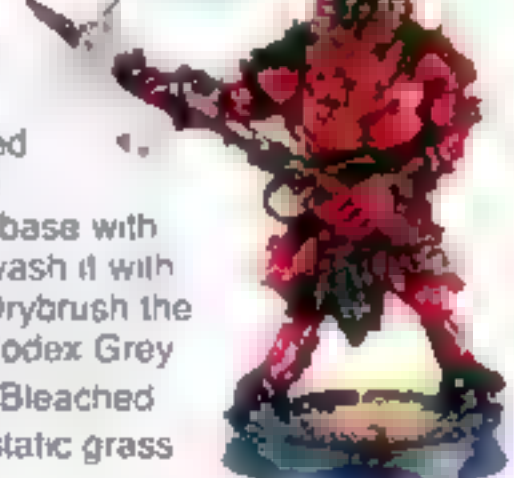
Basecoat the horns, hooves, spikes, and skulls with Scorched Brown. Use Vomit Brown to pick out the raised edges. To finish off these areas, glaze them with a thin wash of



with Red Ink glaze to give it a blood-soaked appearance. Cover your base with sand, and wash it with Black Ink. Drybrush the base with Codex Grey followed by Bleached Bone. Add static grass.

Next basecoat all the metallic areas with Tin Bitz and then highlight them with Boltgun Metal. Give your axe head a sharper look by highlighting its edge with Mithril Silver.

Highlight the loin cloth by painting Vomit Brown onto the edges. Glaze the loin cloth





# CLASSIC RANGE



Classic Daemonettes of Slaanesh



Daemonette 1  
020101003



Daemonette 2  
020101004



Daemonette 3  
020101002



Daemonette 4  
020101001



Daemonette 5  
020101005



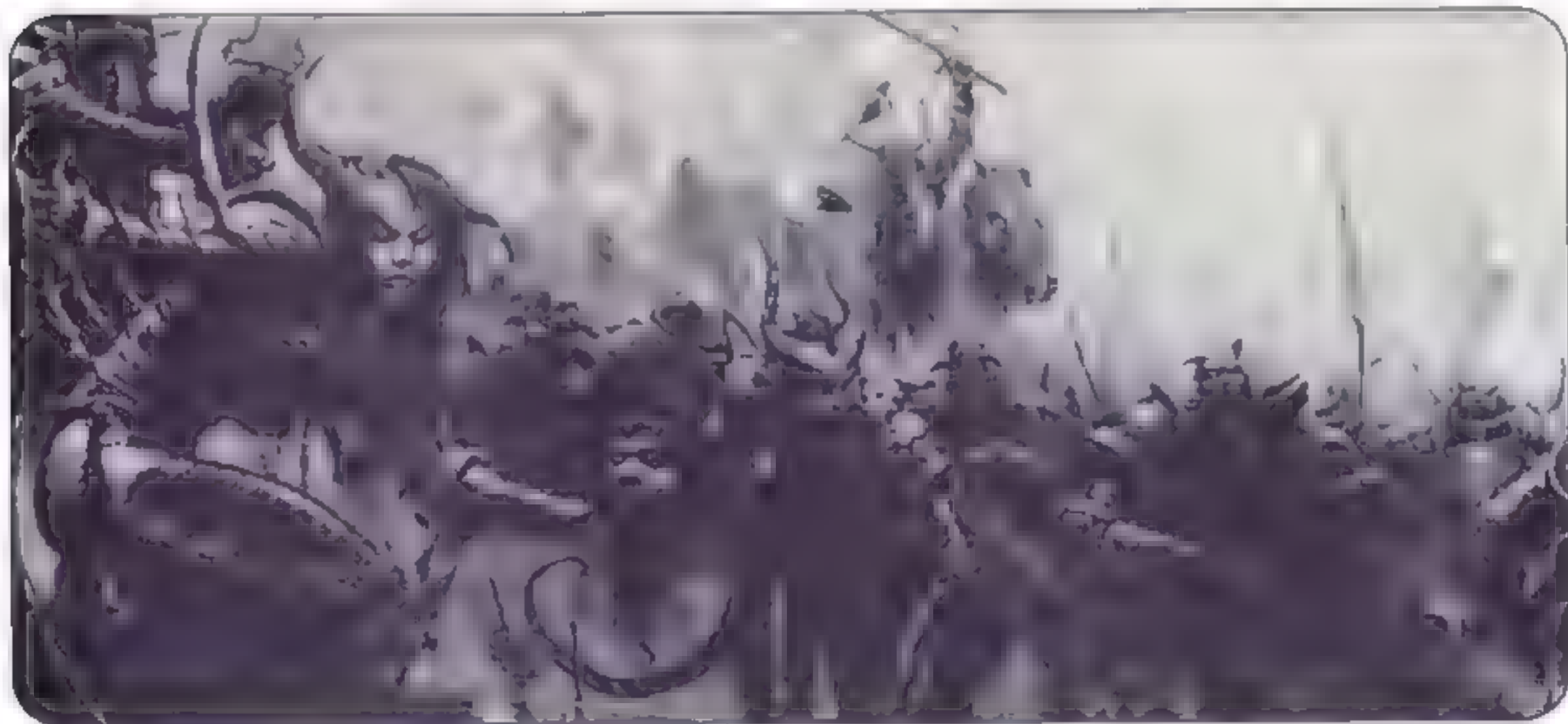
Daemonette 6  
020101006



Daemonette 7  
020101007



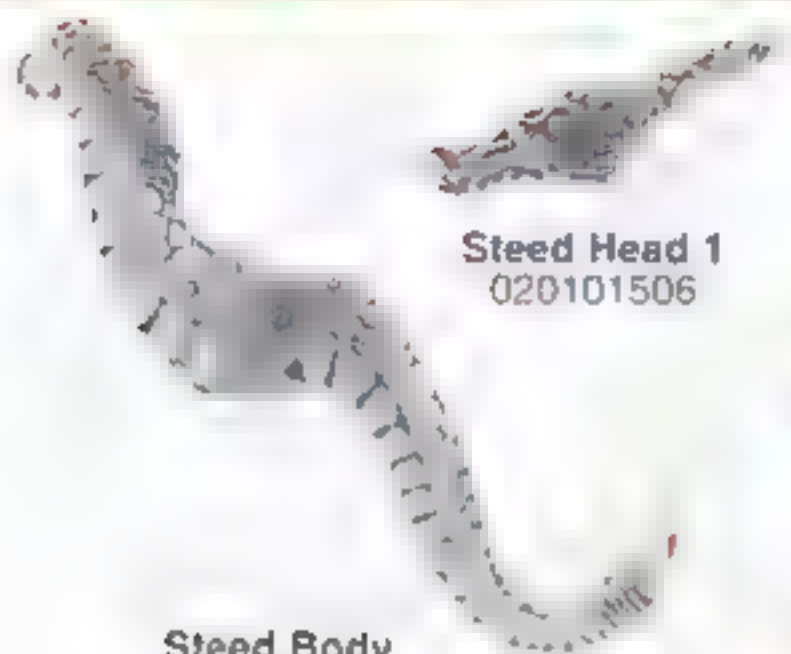
Daemonette 8  
020101008







## CLASSIC RANGE



**Steed Head 1**  
020101506

**Steed Body**  
020101509



**Steed Jaw**  
020101507



**Steed Head 2**  
020101508



**Steed Right Leg 1**  
020101512



**Steed Right Leg 2**  
020101510



**Steed Left Leg 1**  
020101513



**Steed Left Leg 2**  
020101511



**Daemonette Body 1**  
020101503



**Daemonette Body 2**  
020101502



**Daemonette Body 3**  
020101501



**Daemonette Body 4**  
020101504



**Daemonette Rider Legs**  
020101505

### Classic Daemonettes on Steeds of Slaanesh



### Classic Fiends of Slaanesh



**Fiend Left Side**  
020101901



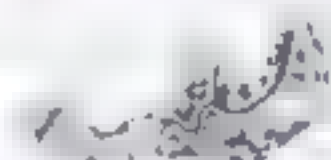
**Fiend Right Side**  
020101902



**Fiend Head 1**  
020101904



**Fiend Head 2**  
020101903



**Fiend Right Claw 1**  
020101905



**Fiend Right Claw 2**  
020101906



**Fiend Left Claw 1**  
020101908



**Fiend Left Claw 2**  
020101907



# CLASSIC RANGE

For more information  
contact us on the  
Madly...  
these Darts...  
du...  
du...



## Classic Horrors of Tzeentch



**Pink Horror 1**  
020104601



**Pink Horror 3**  
020104603



**Pink Horror 2**  
020104602



**Blue Horror 1**  
020104701



**Blue Horror 2**  
020104702



**Blue Horror 3**  
020104703



**Blue Horror 4**  
020104704



**Pink Horror 4**  
020104604



**Horror Tail 1**  
020104605



**Horror Tail 2**  
020104606



**Horror Tail 3**  
020104607



**Horror Tail 4**  
020104608



**Flamer 1**  
020101201



## Classic Flamers of Tzeentch



**Flamer 2**  
020101202



**Flamer 3**  
020101207



**Flamer 4**  
020101208



**Right Arm 1**  
020101206



**Left Arm 3**  
020101212



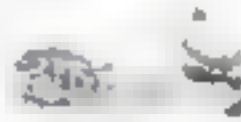
**Left Arm 2**  
020101205



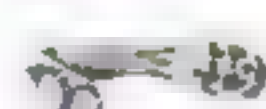
**Right Arm 3**  
020101209



**Right Arm 2**  
020101204



**Left Arm 4**  
020101211



**Left Arm 1**  
020101203



**Right Arm 2**  
020101210





## CLASSIC RANGE



**Plaguebearer 1**  
020101603



**Plaguebearer 2**  
020101604



**Classic Plaguebearers of Nurgle**



**Plaguebearer 3**  
020101602

**Plaguebearer 4**  
020101601



**Plaguebearer 5**  
020101605



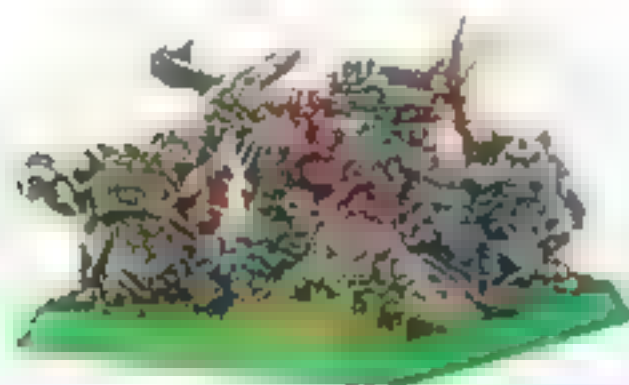
**Plaguebearer 6**  
020101606



**Plaguebearer 7**  
020101607



**Plaguebearer 8**  
020101608



**Classic Nurglings**



**Nurgling 1**  
020102201



**Nurgling 2**  
020102202

*(also available in)*

*metallic paint*

*dark grey*

*black*

*white*



**Nurgling 3**  
020102203



**Nurgling 4**  
020102204



**Nurgling 5**  
020102205



**Nurgling 6**  
020102206



**Nurgling 7**  
020102207



**Nurgling 8**  
020102208



**Nurgling 9**  
020102209







## CLASSIC RANGE



Chaos Hound  
Left Body 1  
020108101



Chaos Hound  
Tail 1  
020108103

### Classic Chaos Warhounds



Chaos Hound Head 2  
020108104



Chaos Hound  
Right Body 2  
020108105



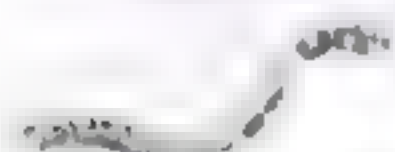
Chaos Hound  
Left Body 2  
020108106



Chaos Hound  
Right Body 1  
020108102



Chaos Hound Head 4  
020108112



Chaos Hound Tail 2  
020108115



Chaos Hound Head 3  
020108108



Chaos Hound  
Right Body 3  
020108109



Chaos Hound  
Left Body 4  
020108110



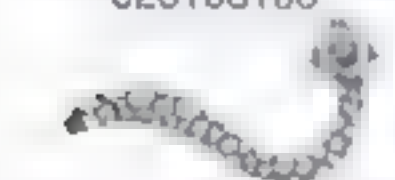
Chaos Hound  
Right Body 4  
020108113



Chaos Hound  
Left Body 4  
020108114



Chaos  
Hound Tail 4  
020108107



Chaos Hound Tail 3  
020108111



### Classic Chaos Harpies



Harpy Body 1  
029900801



Harpy Body 2  
029900802



Harpy Body 3  
029900804

*Note: These models  
make excellent  
Chaos Furies*



Harpy Wings  
029900803

*Harpies are truly chaotic creatures, psychopathic and dangerous,  
without any order among themselves save the rule of the strongest.  
The men of the Old World believe flights of Harpies are an ill omen.*

*Horde of Chaos*







## CLASSIC RANGE



**Chaos Spawn Body 1**  
020104901



**Chaos Spawn Body 2**  
020104902



**Chaos Spawn Neck Joint**  
020104903



**Chaos Spawn Tail Joint**  
020104904



**Classic Chaos Spawn**



**Chaos Spawn Head 1**  
020104905



**Chaos Spawn Head 2**  
020104906



**Chaos Spawn Head 3**  
020104907



**Chaos Spawn Head 4**  
020104908



**Chaos Spawn Head 5**  
020104909



**Chaos Spawn Head 6**  
020104910



**Chaos Spawn Head 7**  
020104911

*The fate of a Spawn is to die on the field of battle by axe or sword in the wilds or by the Chaos energy moving through its horribly twisted flesh.*



**Chaos Spawn Head 8**  
020104924



**Chaos Spawn Tail 1**  
020104912



**Chaos Spawn Tail 2**  
020104913



**Chaos Spawn Tail 3**  
020104914



**Chaos Spawn Tail 4**  
020104915



**Chaos Spawn Tail 5**  
020104916



**Chaos Spawn Right Leg 1**  
020104917



**Chaos Spawn Right Leg 2**  
020104918



**Chaos Spawn Right Leg 3**  
020104919



**Chaos Spawn Right Leg 4**  
020104920



**Chaos Spawn Left Leg 1**  
020104921



**Chaos Spawn Left Leg 2**  
020104922

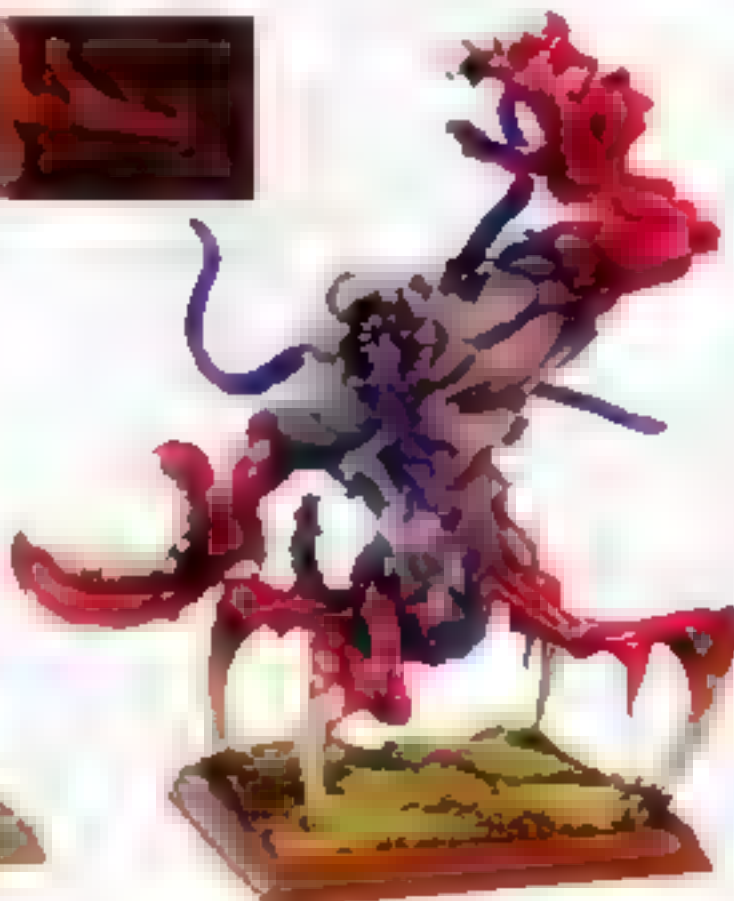


**Chaos Spawn Left Leg 3**  
020104923

## SHOWCASE

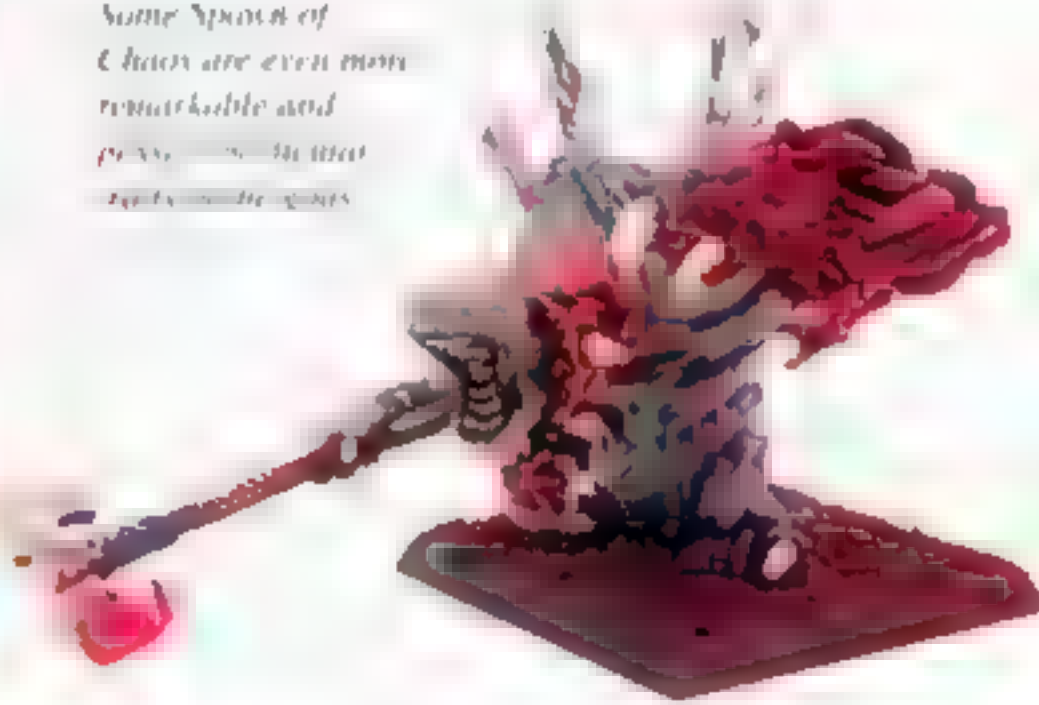


**Beast of Nurgle**



**Fiend of Slaanesh**

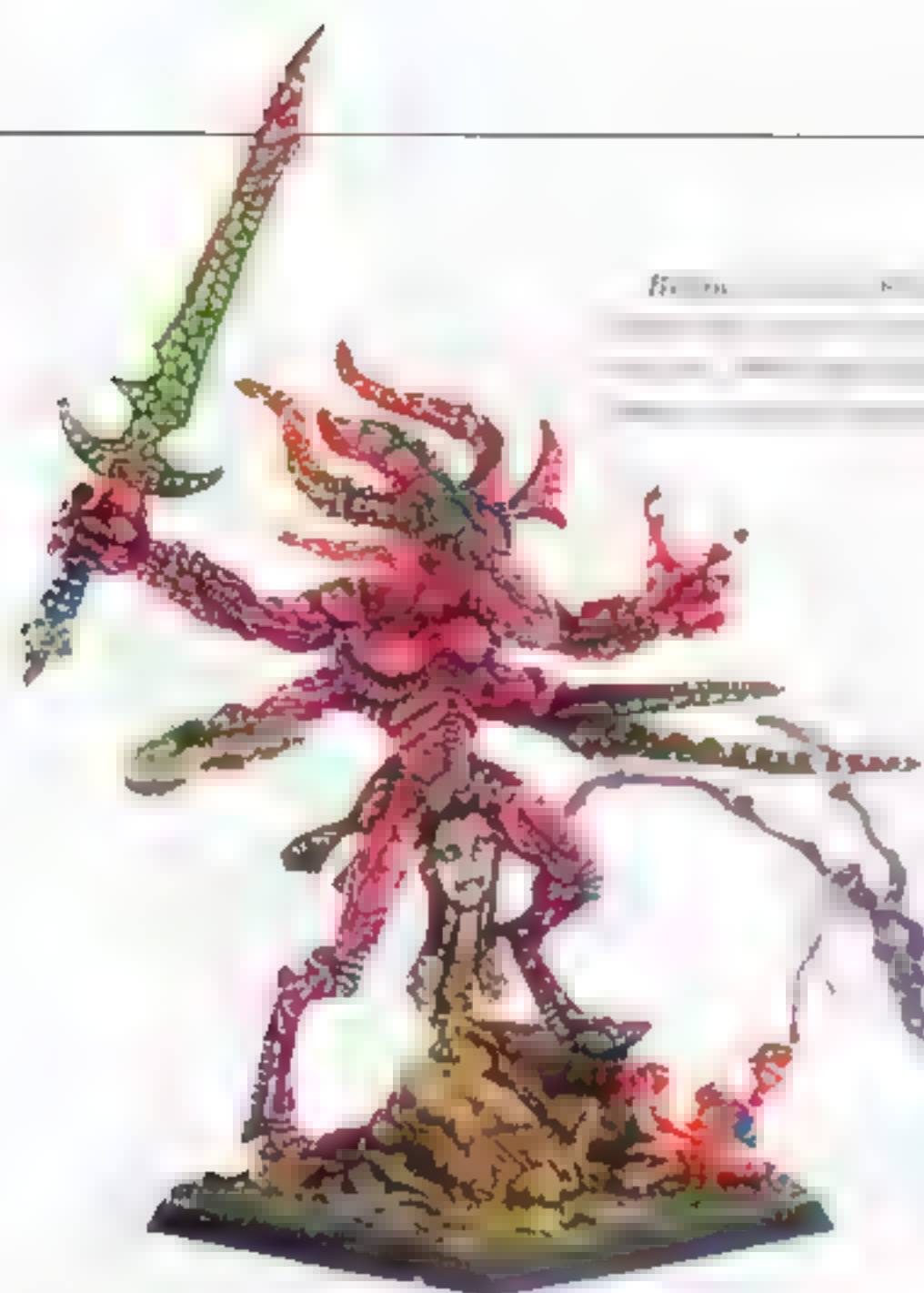
*Some Spawn of Chaos are even more remarkable and powerful than the Blood Wyrms of Khorne.*



**Blood Wurm of Khorne**



# SHOWCASE



Right: 10" x 10"

1. 10" x 10"

2. 10" x 10"

3. 10" x 10"

4. 10" x 10"

5. 10" x 10"

6. 10" x 10"







## COLLECTOR'S RANGE



**Bloodthirster  
Axe 1**  
73214/18



**Bloodthirster  
Axe 2**  
73214/14



**Bloodthirster Whip**  
73214/9



**Bloodthirster  
Head 5**  
73214/12



**Bloodthirster  
Head 1**  
73214/19



**Bloodthirster  
Head 3**  
73214/55



**Bloodthirster  
Head 2**  
73214/54



**Bloodthirster  
Head 4**  
73214/56



MO  
0174

**Collector's Bloodthirster**



MO  
0172

**Collector's Keeper of Secrets**



**Bloodthirster  
Body 1**  
73214/17



**Bloodthirster  
Body 2**  
73214/10



**Bloodthirster  
Wings**  
73214/8



**Keeper of Secrets  
Right Arm 1**  
73214/27



**Keeper of Secrets  
Right Arm 2**  
73214/23



**Keeper of Secrets Body 1**  
73214/20



**Keeper of  
Secrets Head 1**  
73214/53



**Keeper of  
Secrets Head 2**  
73214/51



**Keeper of  
Secrets Legs 1**  
73214/21



**Keeper of  
Secrets  
Left Arm 1**  
73214/24



**Keeper of Secrets Legs 2**  
73214/25



**Keeper of  
Secrets Body 2**  
73214/28



**Keeper of  
Secrets Head 4**  
73214/52



**Keeper of  
Secrets Head 5**  
73214/26



# COLLECTOR'S RANGE



Lord of Change  
Tail 1  
73214/2A



Lord of Change  
Head 1  
73214/1A



Lord of Change  
Head 2  
73214/1B



Lord of Change  
Head 3  
73214/1C



Lord of Change  
Head 5  
73214/1E



Lord of Change  
Tail 2  
73214/2B



Lord of Change  
Head 4  
73214/1D



Lord of Change Body 1  
73214/4



Lord of Change Wings  
73214/3



Lord of Change Body 3  
73214/5



Collector's Lord of Change  
MO 0175



Lord of Change Body 2  
73214/6



Lord of Change  
Legs 2  
73214/7



Great Unclean One  
Horns 2  
73214/44A



Great Unclean One  
Horns 4  
73214/44B



Great Unclean One  
Left Arm 1  
73214/42



Great Unclean One  
Right Arm 2  
73214/35



Great Unclean One  
Horns 5  
73214/38



Collector's  
Great Unclean One  
MO 173



Great Unclean One  
Bank  
73214/32



Great Unclean One  
Legs with Nurglings  
73214/31



Great Unclean One  
Head 3  
73214/43A



Great Unclean One  
Head 5  
73214/43B



Great Unclean One  
Belly 1  
73214/39



Great Unclean One  
Belly 3  
73214/33



Great Unclean One  
Shoulder 1  
73214/40



Great Unclean One  
Shoulder 2  
73214/34





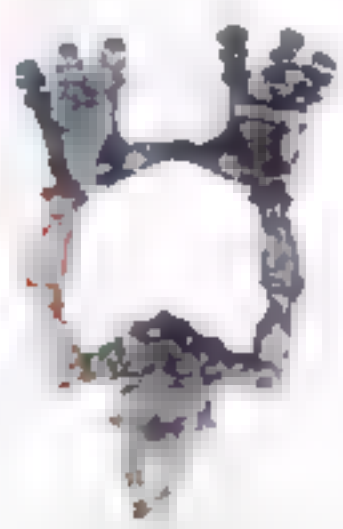
## COLLECTOR'S RANGE



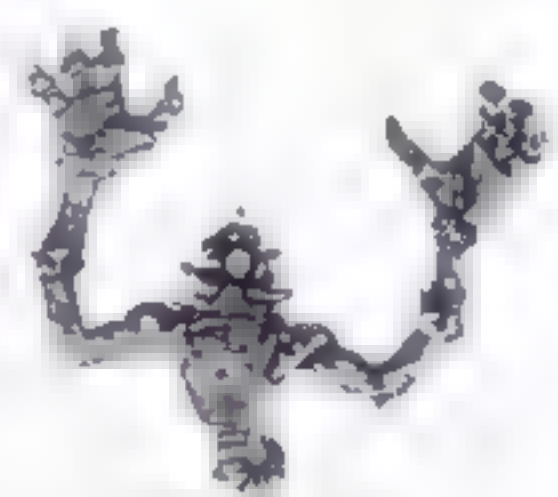
**Daemonette  
Gristlewhip**  
73226/54



**Daemonette  
Fleshthrob**  
73226/53



**Pink Horror  
Squealer**  
73226/33A



**Pink Horror  
Screamer**  
73226/33B



**Pink Horror  
Shrieker**  
73226/33C



**Pink Horror  
Wheeler**  
73226/34A



**Pink Horror  
Twister**  
73226/34B



**Pink Horror  
Howler**  
73226/34C



**Pink Horror  
Wailer**  
73226/35A



**Pink Horror Legs 1**  
73226/32A



**Pink Horror  
Squawker**  
73226/35B



**Pink Horror  
Piercer**  
73226/36A



**Pink Horror  
Spinner**  
73226/36B



**Pink Horror  
Screecher**  
73226/36C



**Pink Horror  
Legs 2**  
73226/32B



**Pink Horror  
Legs 3**  
73226/32C



**Blue Horror  
Blastdrooler**  
73226/46



**Blue Horror  
Wailspasm**  
73226/38



**Blue Horror  
Howlfrother**  
73226/39



**Blue Horror  
Madgobbler**  
73226/40



**Blue Horror  
Windsqueezer**  
73226/41



## COLLECTOR'S RANGE



Blue Horror  
Gruntwobble  
73226/42



Blue Horror  
Toadnibble  
73226/43



Blue Horror  
Vexburbler  
73226/44



Blue Horror  
Fluxreaper  
73226/45



Blue Horror  
Brulegobble  
73226/50



Blue Horror  
Doomscratcher  
73226/51



Blue Horror  
Clapbubble  
73226/47



Blue Horror  
Warpgrunter  
73226/48



Blue Horror  
Nibblethrust  
73226/49



Blue Horror  
Doomcackle  
73226/37



Plaguebearer  
Plaguescum  
73226/2



Plaguebearer  
Vomitgrot  
73226/1



Plaguebearer  
Doomblight  
73226/4



Plaguebearer  
Maggotgut  
73226/5



Plaguebearer  
Putridsore  
73226/6



Plaguebearer  
Leperflesh  
73226/7



Plaguebearer  
Poxspreader  
73226/3



Plaguebearer  
Wormrot  
73226/8



Plaguebearer  
Woundticker  
73226/55



Plaguebearer  
Sporestench  
73226/56



Plaguebearer  
Snotsprayer  
73226/57





## COLLECTOR'S RANGE



**Beast of Nurgle  
Middle Tentacles**  
73240/5



**Beast of Nurgle  
Back Tentacles**  
73240/7



**Beast of Nurgle  
Right Side**  
73240/1



**Collector's Beast of Nurgle**



**Beast of Nurgle  
Left Foot**  
73240/3



**Beast of Nurgle  
Right Foot**  
73240/4



**Beast of Nurgle  
Left Side**  
73240/2



**Beast of Nurgle  
Front Tentacles**  
73240/6



MO  
0435

**Collector's Palanquin of Nurgle**



**Palanquin  
Champion**  
73194/7



**Palanquin  
Renegade 1**  
73194/8



**Palanquin  
Renegade 2**  
73194/10



**Palanquin  
Banner 1**  
73194/6



**Palanquin  
Banner 2**  
73194/5

*Bloated by disease and held aloft by a bed of squabbling infectious nurglings, the Palanquin is only gifted to the favored Champions of Father Nurgle*



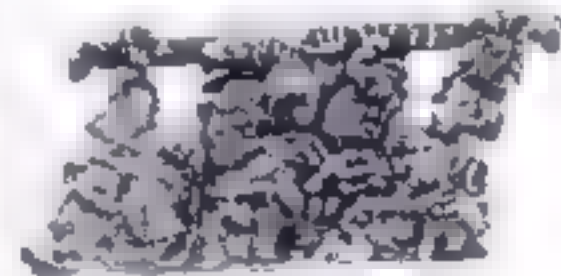
**Palanquin  
Throne Seat**  
73194.4



**Palanquin  
Throne Back**  
73194.3



**Palanquin  
Platform**  
73194.2

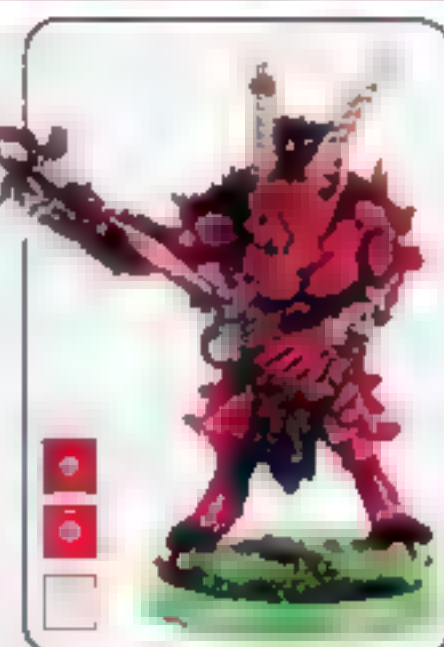
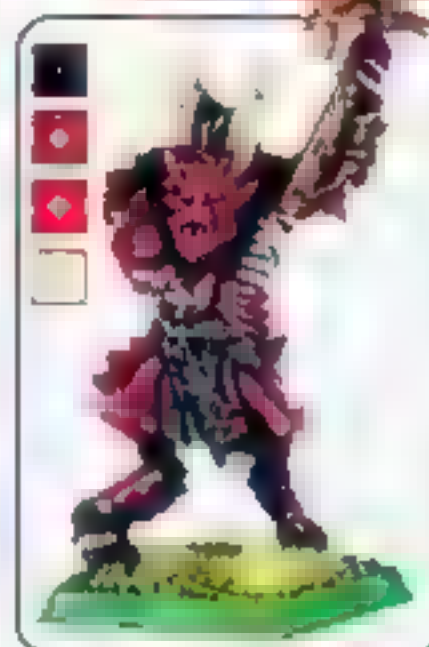


**Palanquin  
Nurgling Bearers**  
73194.1

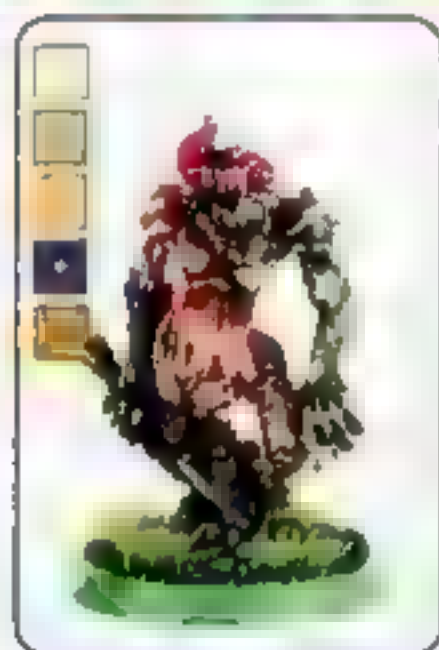
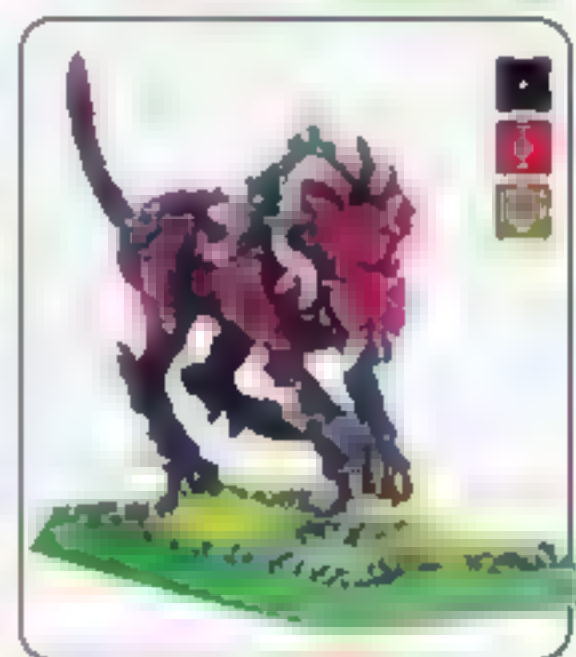




## COLORS OF WAR



For the Chaos Khorn  
 we used the Black  
 When painting these  
 Daemons we used the  
 1st wheel of the Khorn  
 Red and Green Black  
 and the 2nd wheel  
 Brown Black and  
 Brown Black  
 Quick tip: I used the  
 1st wheel of the  
 Khorn to paint the  
 1st wheel of the



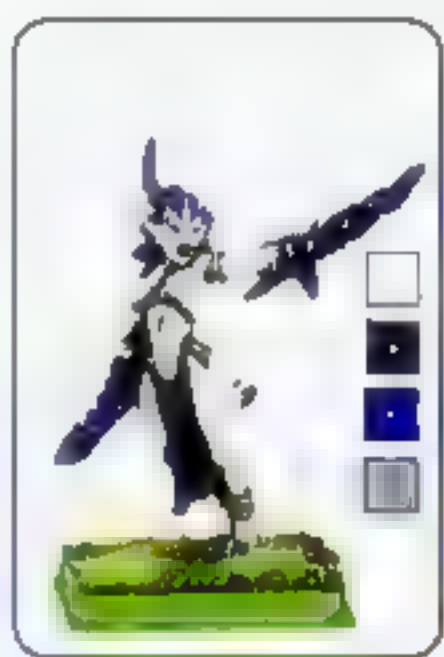
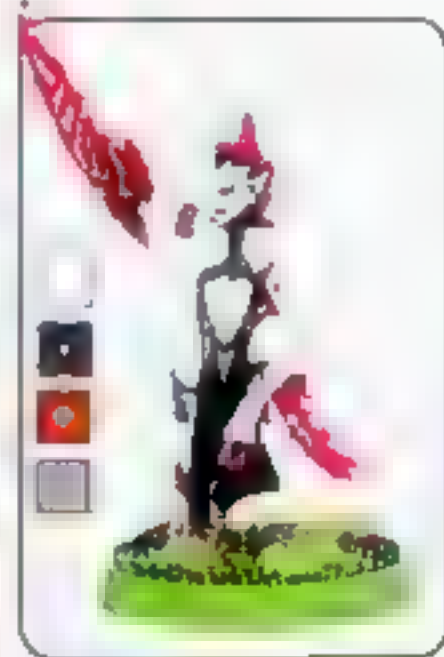
Aggravated by the strong and single Daemons, the 1st and 2nd wheels of the Khorn to paint the  
 patches of different colors. The 1st wheel of the Khorn is used to paint the 1st wheel of the  
 Khorn and the 2nd wheel of the Khorn is used to paint the 2nd wheel of the Khorn.



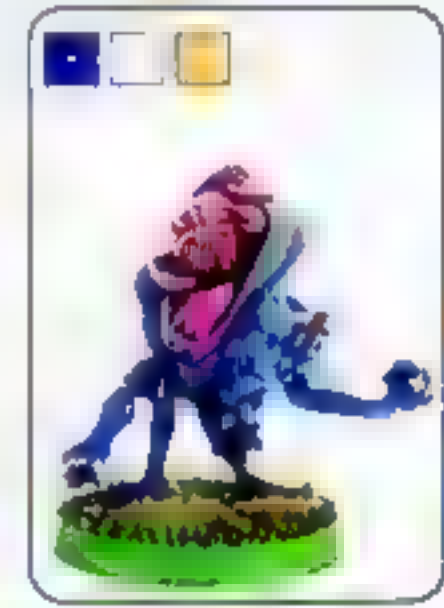
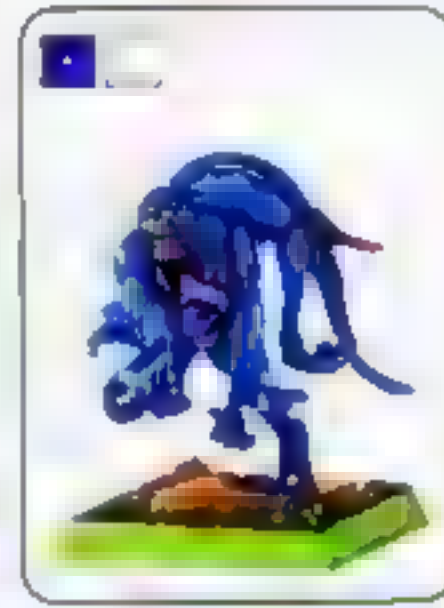
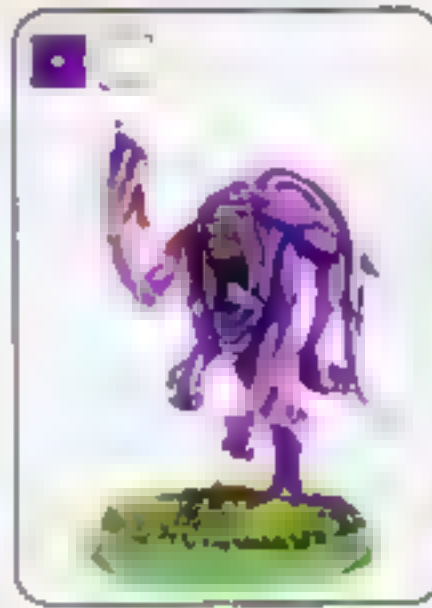
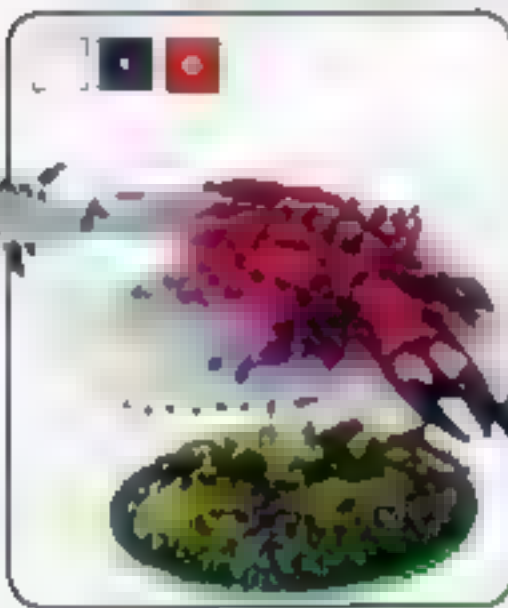


## COLORS OF WAR

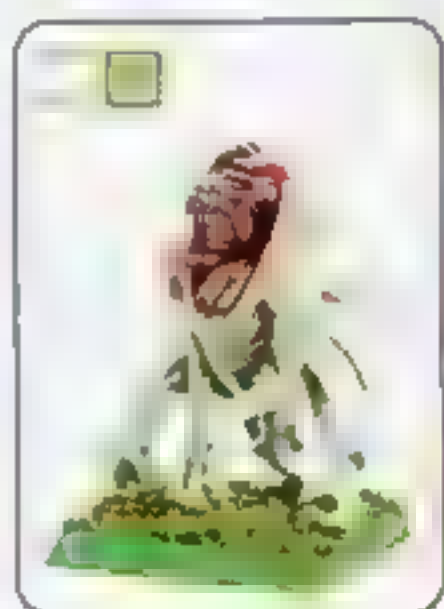
The new army of the Chaos army is the perfect addition to your collection of miniatures. The new Chaos army is the perfect addition to your collection of miniatures.



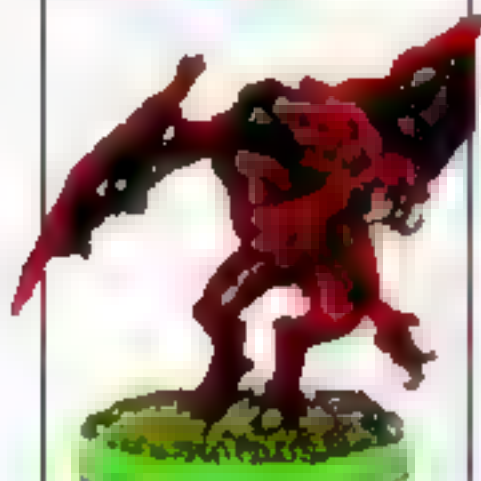
The new Chaos army is the perfect addition to your collection of miniatures. The new Chaos army is the perfect addition to your collection of miniatures.



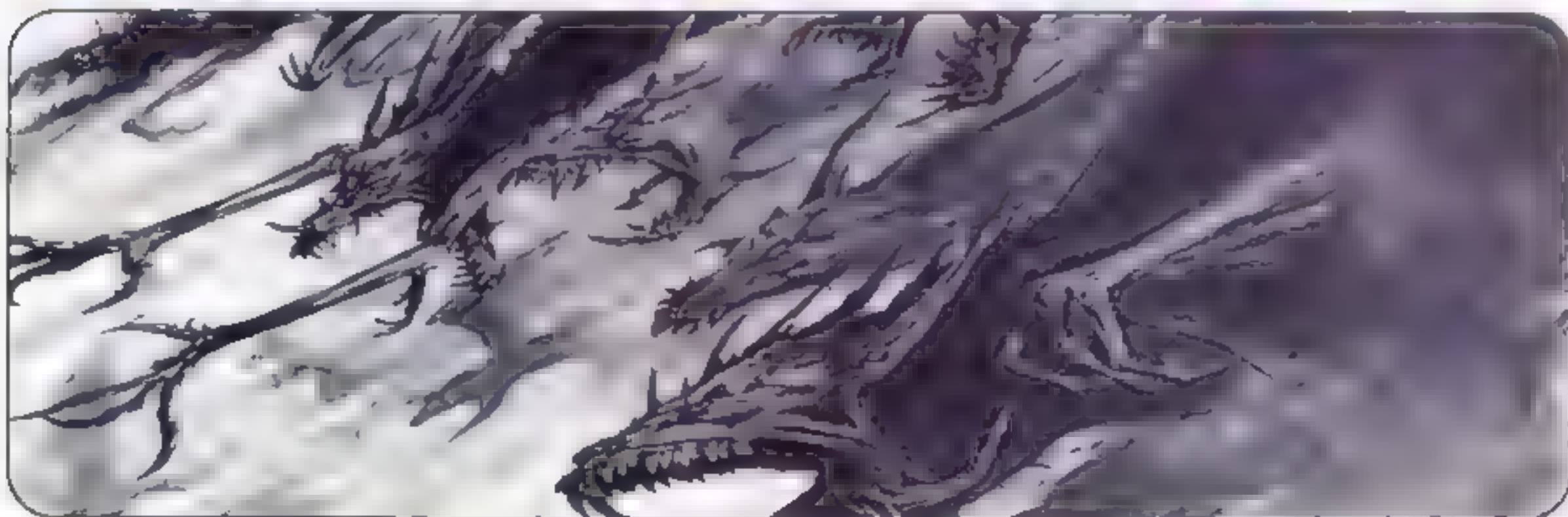
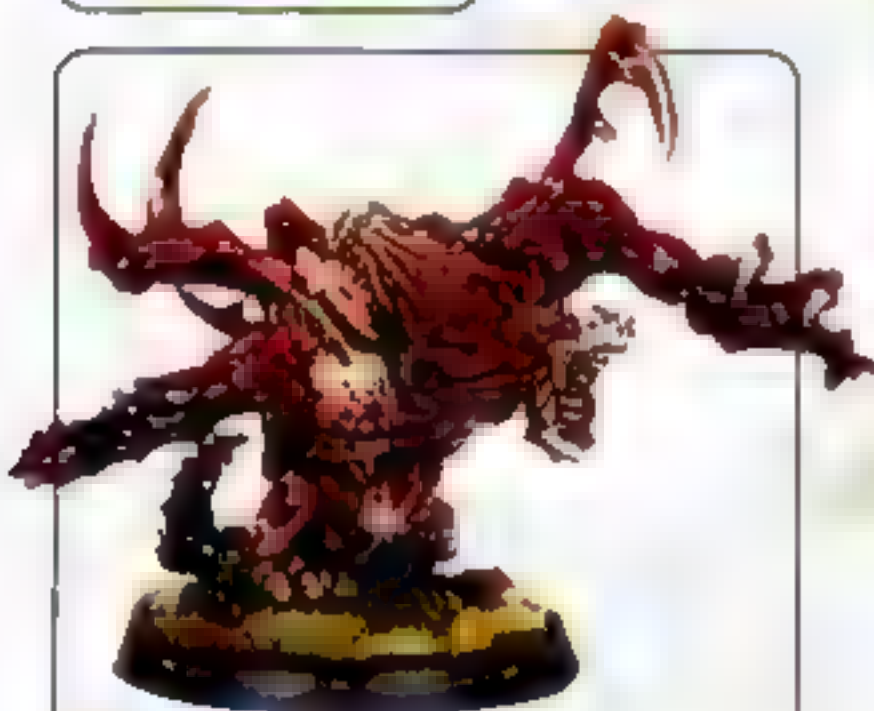
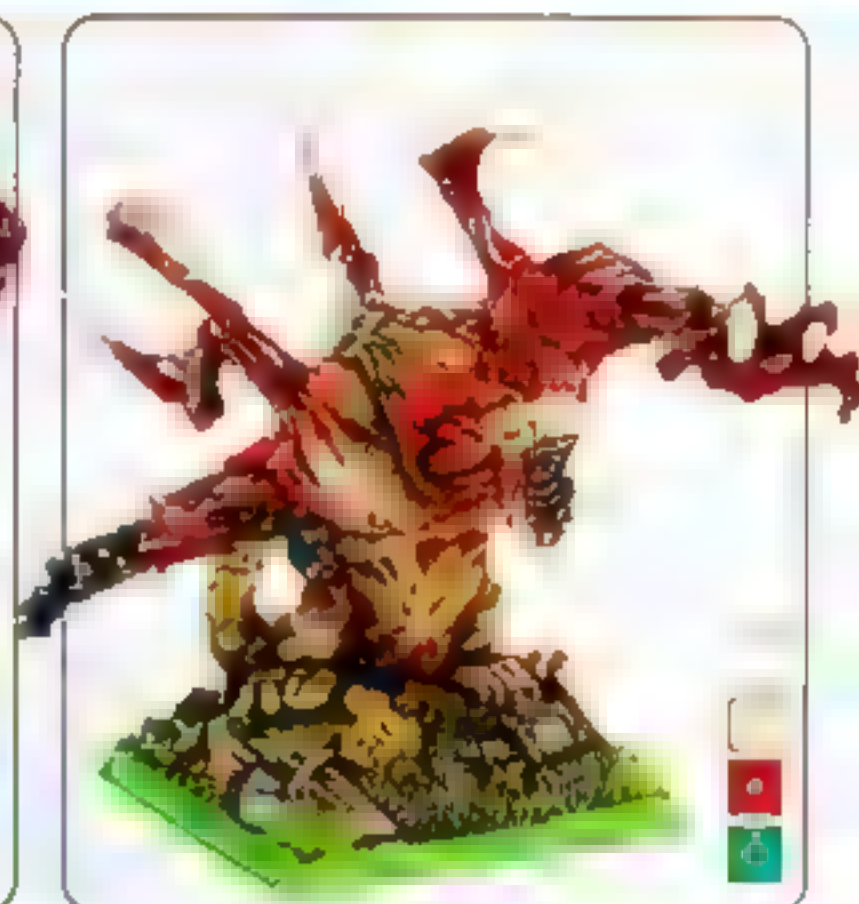
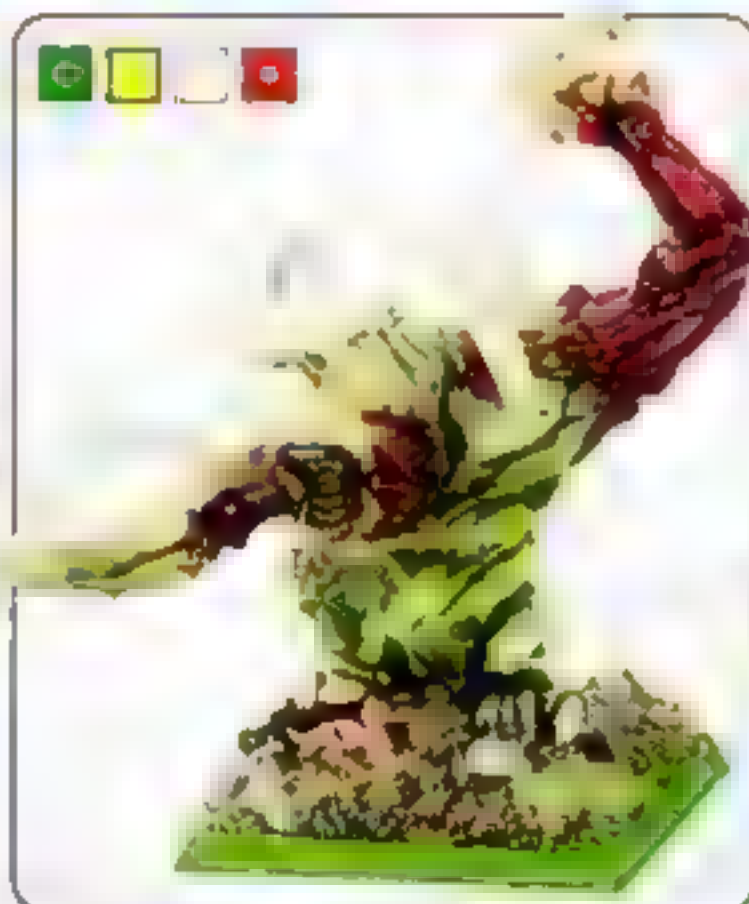
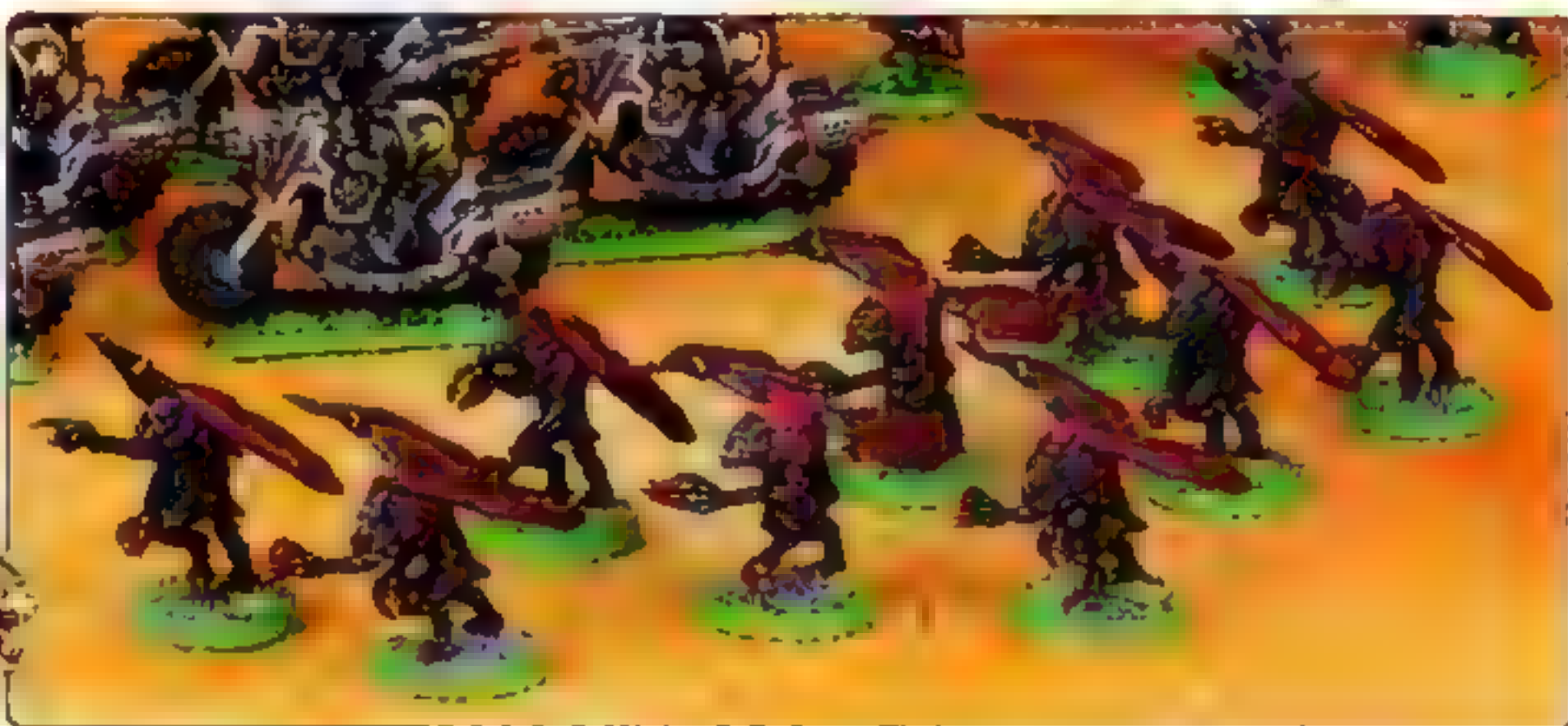
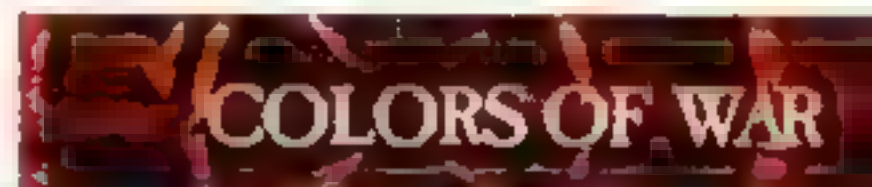
The new Chaos army is the perfect addition to your collection of miniatures. The new Chaos army is the perfect addition to your collection of miniatures.







Some creature and Daemon of Chaos are a little bit more to paint - all a more natural paint to it - not. Creatives of Chaos are Spawn took good a mixed - not a very subtle green.







## SHOWCASE



Right: An example of the Greater Daemon of Fear, S40, using the alternate head, neck and staff



Right: An example of the Greater Daemon of Fear, S40, using the alternate head and body



Left: An example of the Greater Daemon of Fear, S40, using the alternate head and body



Below: An example of the Greater Daemon of Fear, S40, using the alternate head and body



# CHOWCASE

Left: A Chaos Lord, created by Nathan S. F. and John F. F.



Left: A Chaos Lord, created by Nathan S. F. and John F. F.



Below: A Chaos Lord, created by Nathan S. F. and John F. F.



Left: A Chaos Lord, created by Nathan S. F. and John F. F.



Below: A Chaos Lord, created by Nathan S. F. and John F. F.





WARHAMMER  
GAMES

# DAEMONHUNTERS

*You must face the truth squarely and without flinching from duty. Our enemies are mortal no longer. Mercy for such as they is a chimera; self-deception is their only ally. Dedicate this weapon, given unto your hand at the behest of the Emperor, to their destruction. Regard its function as your only duty. You live only to bring cleansing fire. Take up your rod and staff, your armor and psycannon, and go forth.*

— Galbus Heer  
Lectures to the Ordo Malleus



Left: Jakob Nielsen



Right:   
at 2nd place for the  
at the Ordo Malleus  
Ministry of the Law  
1st place  
Daemonhunter

Every Inquisitor has sworn potent oaths to defend the Imperium from its mortal enemies, and those of the Ordo Malleus are concerned with destroying the physical manifestation of Chaos itself: the Daemons. Members of the Ordo have pledged their every waking hour to

wherever it is to be found. An Inquisitor has at his disposal every member of the Imperium and will not hesitate to commandeer local troops at a moment's notice. Such is the confidence of the Inquisitor that he can even call upon the Space Marines of the Adeptus Astartes and lead a force of the Imperium's finest warriors against Humanity's foul enemies who ever they appear.

But there are times when the scale of a daemonestation is such that even the

most powerful of the Ordo's forces are stretched to their limits. The slightest breach in the Imperial defense has the potential to unleash a tidal wave of daemonic forces from a mortal dimension in a gubbering tide, hungry for the souls of the innocent. Only one force in the breadth of the galaxy has any chance of stemming such a daemonic infestation: the Grey Knights.

In skill and ability the Grey Knights have such a level of expertise that they can exterminate a daemonic infestation that outnumbers them many times over. Armed with psychically charged force weapons, storm bolters, and an unshakable faith in the Emperor, the Grey Knights are more daunting foes than many Daemons will ever face. It is certain that without the constant protection of the warriors of the Ordo Malleus, the Imperium would have fallen many centuries ago.







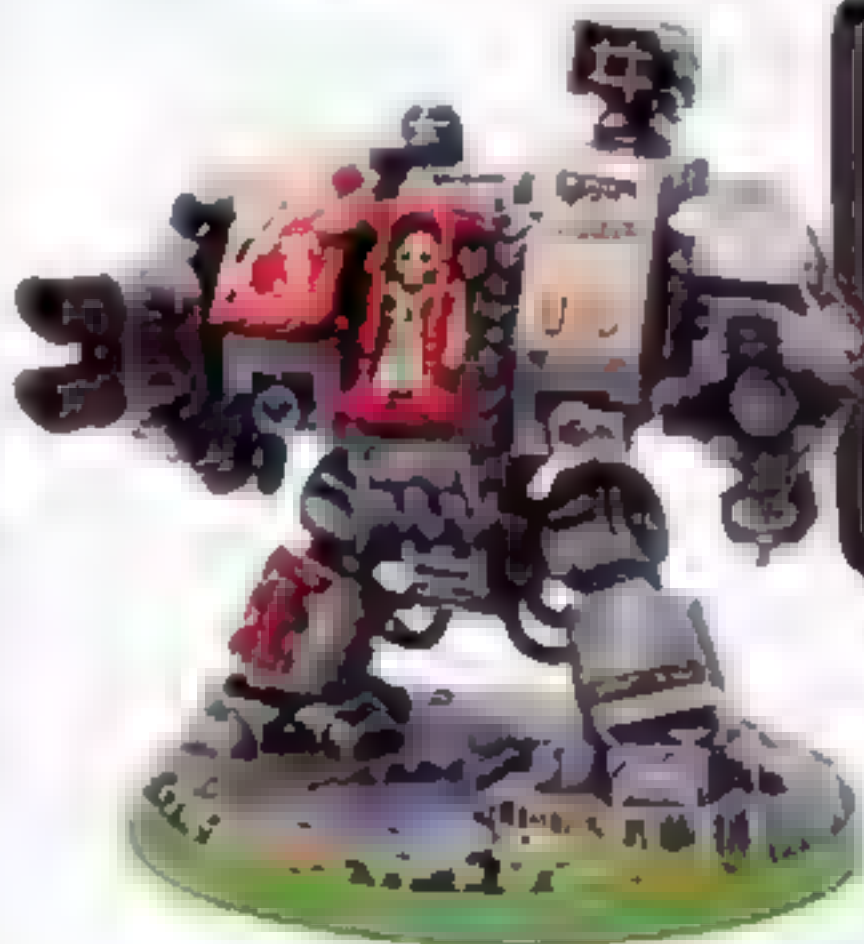
## Collecting a Daemonhunter Army

At the core of the Daemonhunter army is a collection of elite and incredibly skilled individuals who excel in every battlefield role. Even the lowest ranks of the Grey Knights are the equal of the strongest units of other armies. Grey Knights are well equipped, which means that both their ranged and close combat capabilities far outstrip those of their brother Space Marines. Every Grey Knight's armor incorporates a gauntlet-mounted storm bolter and a copy of the *Liber Daemonica* to protect the bearer. The Grey Knights are also armed with the large and immensely powerful Nemesis force weapons.

A Daemonhunters army can also call upon allies and inducted troops. From lethal acrobatic Death Cultists, to mighty Dreadnoughts, to the strange and unpredictable Daemonhosts, the army list presents an entire spectrum of the Imperial war machine. If you're looking for an elite force that is so diverse that you will never exhaust the possibilities, then this is the army for you. Another strength of the Daemonhunter army is the ease with which it can be integrated into existing armies. If you already have an Imperial army such as the Space Marines or Imperial Guard, it can easily be incorporated into the Daemonhunters list. For instance, a Space Marine player may choose a Grey Knight Grand Master and his Terminator bodyguard to lead his force into battle. Similarly, an Imperial Guard player may choose to add a couple of his platoons of infantry into his Daemonhunter force. Conversely, the Codex also includes rules that allow the opponents of the Daemonhunters to take packs of Daemons in their force and even one of the fearsome and infamous Greater Daemons of Chaos. After all, Dark Eldar Archons and Imperial Guard Colonels sometimes turn to the worship of Chaos. These traitors are sometimes rewarded with daemonic servants – precisely the reason the Daemonhunters are fighting them in the first place.

*Above: Ty Fawcett and the US Studio Team tested this original Ordo Malleus Inquisitor model. The model was then refined and painted by John Branch and the US Studio Team.*

*Below: Dave Taylor from the US Promotions team used some icons and parchment from other models to combine them with the Grey Knight silver-red armor scheme, which has a dark red base color.*



The miniatures in the Daemonhunters range are wonderfully detailed and well crafted, and a fully painted army looks spectacular on the tabletop. On the one hand, you have ranks of heavily armed Grey Knights, resplendent in their ornate armor, while on the other, you have the highly individual and characterful Inquisitors and Inquisitor Lords accompanied by their small retinues of henchmen. Although Grey Knights excel at virtually every battlefield role and are therefore very easy to use effectively, it will take many gaming sessions to get the most out of the more unusual elements of the Daemonhunters army list. Have fun, and may the Emperor guide your hand.



*Above: This spectacular Brother Captain Stern was painted by Libiana Troy and entered in the Battle for 2003 Golden Daemon Competition.*

## GETTING STARTED



This 64-page rulebook contains painting and modeling guides, background, and tactical rules for fielding a force of the Ordo Malleus Daemonhunters.

Codex: Daemonhunters  
57-01-60





# HQ

*Note: Inquisitor model may also be used to represent Ordos Malleus Inquisitors, which may be taken as Elites*



**Inquisitor  
Daemonhunter  
Blister (Random 1)**  
57-35



**Daemonhunter 1  
Body**  
010701201



**Daemonhunter 1  
Book**  
010701202



**Daemonhunter 2  
Inferno Pistol**  
010701204



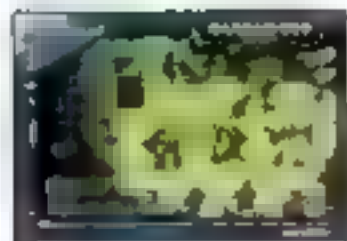
**Daemonhunter 2  
Body**  
010701203



**Daemonhunter 3  
Body**  
010701205



**Daemonhunter 3  
Sword**  
010701206



**Inquisitor Lord  
& Retinue  
Box (7)**  
57-06



**Torquemada  
Coteaz Body**  
010700102



**Glovodan Eagle**  
010700103



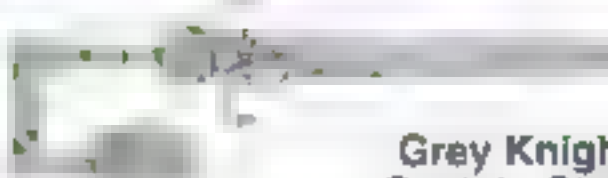
**Annoited  
Daemonhammer**  
010700101



**Grey Knight  
Brother Captain  
Stern Blister (11)**  
57-38



**Grey Knight  
Captain Body**  
010701402



**Grey Knight  
Captain Stern  
Storm Bolter**  
010701403

**Grey Knight  
Captain Stern  
Weapon Spr**  
010701401

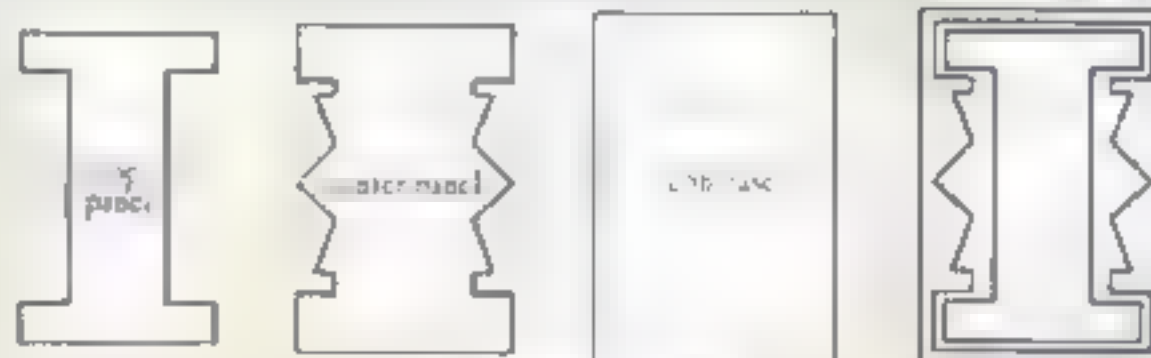


## AN INQUISITORIAL CHIMERA

For some great mobility and added protection for your Inquisitorial retinue, you can add a Chimera, which also packs some hard-hitting ranged firepower. To make sure you maximize your squad's shooting potential or deliver them into the midst of combat, you can construct an outstanding Daemonhunter-themed vehicle to speed your troops to the right position early in the battle.

A selection of bitsz from the Inquisitor game range were chosen to adorn this holy transport. (Take a look at the accessory sprues from each character for the best bitz.) The punty seals were made from green stuff and pieces of thick paper.

We have provided templates that you can trace to make an Inquisitorial icon that will fit the top hatch of a Chimera. Simply photocopy the template, tape it down to a piece of plasticard, and use a sharp hobby knife and a steel-edged ruler to cut out the shape. When it is cut out, simply glue it together and affix it in place of the normal Chimera hatch.



CHIMERA ICON TEMPLATE



The Chimera was primed black and subtly highlighted with Codex Grey. The red accents were painted Scab Red and highlighted in Blood Red with increasing amounts of Skull White mixed in for each successive highlight. Metallic items were painted Shining Gold and washed with Chestnut Ink.





HQ



**Inquisitor Acolyte**  
010700104



**Cherub Familiar 1**  
010700106



**Cherub Familiar 2**  
010701801

**Acolyte and  
Cherub Blister (2)**  
57-48

*This blister is packed with  
the Inquisitor Acolyte and  
one random Cherub Familiar.*



*Above: Andrew Lum entered this fantastic  
converted Grey Knight Brother Captain in the  
Rebellion 2014 Golden Demon competition.*



**Servitor 2**  
010701703



**Servitor 1**  
010701702



**Gun Servitor 1  
Body**  
010700107



**Gun Servitor 2  
Body**  
010701701



**Gun Servitor  
Multi-Melta**  
010700108



**Gun Servitor  
Heavy Bolter**  
010701704



**Gun Servitor  
Plasma Cannon**  
010701705



**Sage**  
010700105



**Inquisitor  
Hierophant**  
010700502



**Inquisitor Sage**  
010700503



**Inquisitor Mystic**  
010700501

**Imperial  
Servitor  
Blister (Random 2)**  
57-47

*This blister is  
1 Random Servitor  
010701703 or 010701702  
& 1 Random Gun Servitor  
with Random Weapon*

**Inquisitor  
Henchmen  
Blister (5)**  
57-36

*This blister is packed with  
three henchmen (Inquisitor  
Hierophant, Inquisitor Sage  
or Inquisitor Mystic)  
and a random Servitor*



**Servo Skull  
(Random 1)**  
010700505



# ELITES



**Death Cult  
Assassin 1**  
010700701

**Death Cult  
Assassins  
Blister (2)**  
54-39



**Death Cult  
Assassin 2**  
010700702



**Callidus Assassin  
Blister (Random 1)**  
54-36



**Callidus  
Assassin 2**  
010800203



**Callidus Assassin  
1 Body**  
010800201



**Callidus Assassin  
1 Legs**  
010800202



**Culexus Assassin  
Blister (Random 1)**  
54-38



**Culexus Assassin  
Body**  
010802601



**Culexus Assassin  
Head 1**  
010802603



**Culexus Assassin  
Head 2**  
010802604



**Culexus Assassin  
Eye**  
010802602



**Daemonhost 1**  
010700401

**Daemonhosts  
Blister (2)**  
57-37



**Daemonhost 2**  
010700402



**Vindicare Assassin  
Blister (Random 1)**  
54-35



**Vindicare  
Assassin 1 Body**  
010800101



**Vindicare  
Assassin 2 Body**  
010800103



**Vindicare  
Assassin 1 Exitus  
Long Rifle**  
010800102



**Vindicare  
Assassin 2 Exitus  
Long Rifle**  
010800104



**Eversor Assassin  
Blister (Random 1)**  
54-37



**Eversor Assassin  
1 Body**  
010800301



**Eversor Assassin  
2 Body**  
010800304



**Eversor  
Assassin 1  
Executor Pistol**  
010800302



**Eversor  
Assassin 2  
Power Sword**  
010800305



**Eversor  
Assassin 1  
Sentinel Array**  
010800303



**Eversor  
Assassin 2  
Sentinel Array**  
010800306





# ELITES



**Grey Knight Terminator Squad Box (5)**  
57-07

**Grey Knight Terminator Blister (Random 1)**  
57-39

**Grey Knight Terminator w/ Incinerator Blister (Random 1)**  
57-41



**Grey Knight Terminator w/ Psycannon Blister (Random 1)**  
57-40



**Brother Captain Terminator Body**  
010700602



**Grey Knight Terminator 1**  
010700603



**Grey Knight Terminator 2**  
010700605



**Grey Knight Terminator 3**  
010700606



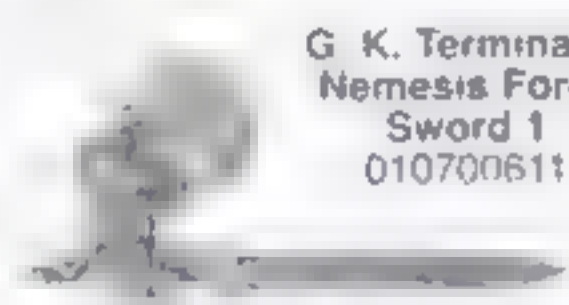
**G. K. Terminator Incinerator Arm**  
010700609



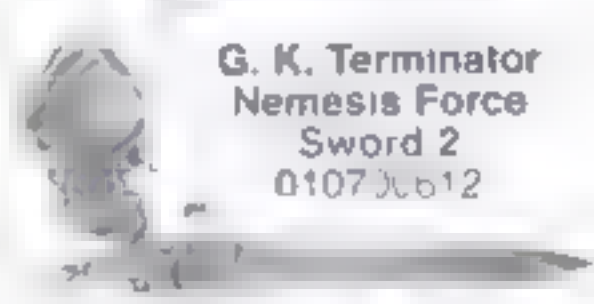
**Brother Captain Terminator Arm**  
010700603



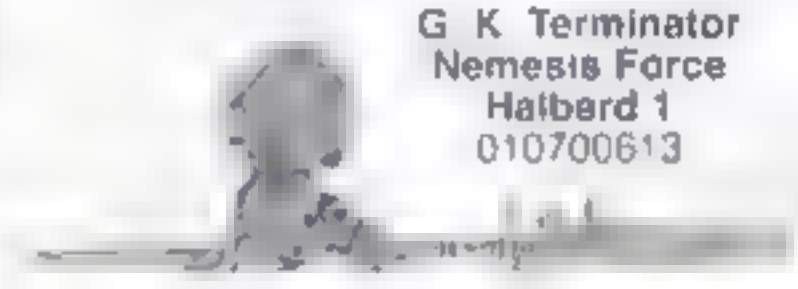
**G. K. Terminator Storm Bolter Arm 1**  
010700607



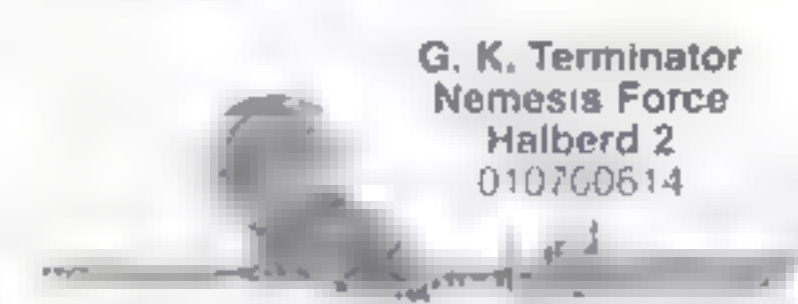
**G. K. Terminator Nemesis Force Sword 1**  
010700611



**G. K. Terminator Nemesis Force Sword 2**  
010700612



**G. K. Terminator Nemesis Force Halberd 1**  
010700613



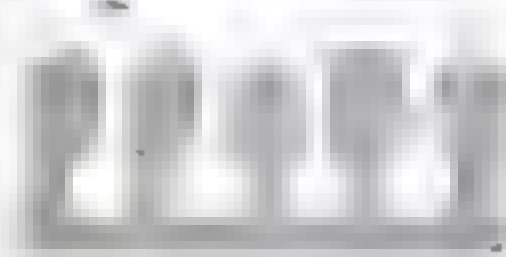
**G. K. Terminator Nemesis Force Halberd 2**  
010700614



**G. K. Terminator Psycannon**  
010700610



**G. K. Terminator Storm Bolter Arm 2**  
010700608



**G. K. Terminator Shield Sprue**  
010700615



**Captain's Nemesis Force Halberd**  
010700601



## TROOPS



Grey Knight with  
Incinerator  
Blister (1)  
57-45



Grey Knight in  
Power Armor  
Blister (Random 2)  
57-44



Grey Knight  
Sergeant Blister (1)  
57-43



Grey Knight  
Justicar Body  
010700201



Grey Knight  
Nemesis Force  
Halberd 1  
010700207



Grey Knight  
Nemesis Force  
Halberd 2  
010700208



Grey Knight  
Nemesis Force  
Halberd 3  
010700209



Grey Knight  
Nemesis Force  
Halberd 4  
010700210



Grey Knight 1  
010700202



Grey Knight 2  
010700203



Grey Knight 4  
010700205



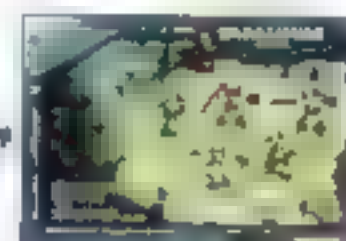
Grey Knight 3  
010700204



Grey Knight  
Justicar  
Force Sword  
010700206



Grey Knight with  
Psycannon Blister (1)  
57-46



Grey Knight  
Squad Box (5)  
57-08

## GREY KNIGHT HERALDRY



Grey Knights are allowed to display personal heraldry on their armor usually on their shoulder pads or specially designed plates like those shown here. The heraldry uses three colors: red, black and white, and a few typical symbols, like swords and skulls. This heraldry can be echoed on other parts of a model as shown below. The Grey Knight Dreadnought also displays his personal heraldry on a hanging parchment and a stylized version on its back banner.





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57-01 *Codex Daemonhunters* ..... \$20

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## Metal Blitz - HQ

### Daemonhunters

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010701203 Daemonhunter 2 Body ..... \$8

010701204 Daemonhunter 2 Inferno Pistol ..... \$2

010701205 Daemonhunter 3 Body ..... \$8

010701206 Daemonhunter 3 Sword ..... \$2

010701401 Grey Knight Captain Stern ..... \$2

010701402 Grey Knight Captain Body ..... \$13

010701403 Grey Knight Captain Stern ..... \$2

010701403 Grey Knight Captain Stern ..... \$2

## Daemonhunter Henchmen

010700104 Inquisitor Acolyte ..... \$4

010700105 Sage ..... \$4

010700106 Cherub Familiar 1 ..... \$4

010700107 Gun Servitor 1 Body ..... \$4

010700108 Gun Servitor Multi-Melta ..... \$3

010700109 Servo Skull 1 ..... \$3

010700110 Servo Skull 2 ..... \$3

010701701 Gun Servitor 2 Body ..... \$4

010701702 Servitor 1 ..... \$3

010701703 Servitor 2 ..... \$3

010701704 Gun Servitor Heavy Bolter ..... \$3

010701705 Gun Servitor Plasma Gun ..... \$3

010701706 Cherub Familiar 2 ..... \$4

010701707 Inquisitor Mystic ..... \$4

010701708 Inquisitor Hierophant ..... \$4

010700503 Inquisitor Sage ..... \$4

010700505 Servo Skull (Random 1) ..... \$3

010700505 Servo Skull (Random 1) ..... \$3

010700505 Servo Skull (Random 1) ..... \$3

010700505 Servo Skull (Random 1) ..... \$3

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010700505 Servo Skull (Random 1) ..... \$3

010700515 G. K. Terminator Shield Sprue ..... \$2.50

## Metal Blitz & Plastic Sprues - Troops

### Grey Knights

010700201 Grey Knight Justicar Body ..... \$6

010700206 Grey Knight Justicar Force Sword ..... \$2

010700202 Grey Knight 1 ..... \$4

010700203 Grey Knight 2 ..... \$4

010700204 Grey Knight 3 ..... \$4

010700207 Grey Knight Nemesis Force ..... \$2

010700208 Grey Knight Nemesis Force ..... \$2

010700209 Grey Knight Nemesis Force ..... \$2

010700211 Grey Knight w/ Incinerator ..... \$8

010701601 Grey Knight w/ Psycannon ..... \$8

99380101004 Space Marine Backpack Sprue ..... \$2

99380101004 Space Marine Backpack Sprue ..... \$2

99380101004 Space Marine Backpack Sprue ..... \$2

99380101004 Space Marine Backpack Sprue ..... \$2

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99380101004 Space Marine Backpack Sprue ..... \$2

## Classic/Collector's Range

### Metal Blitz - HQ

010501801 Primaris Psyker ..... \$6

### Storm Troopers

010504201 Storm Trooper Power Pick ..... \$4

010504202 Storm Trooper Sergeant 1 ..... \$7

010504203 Storm Trooper w/ Melta Gun ..... \$4.25

010504207 Storm Trooper Sergeant 2 ..... \$7

010504208 Storm Trooper w/ Plasma Gun ..... \$4.25

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010504208 Storm Trooper w/ Plasma Gun ..... \$4.25

### Metal Blitz - Elites

### Grey Knights



## CLASSIC RANGE



Grey Knight Terminator  
Left Arm 1  
70204 3



Grey Knight Terminator  
Left Arm 2  
70243 9



Grey Knight Terminator  
Left Arm 3  
70243 10

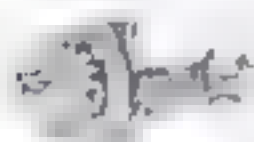


Inquisitor Terminator  
Power Fist  
70069 20



Inquisitor Terminator  
Force Rod  
70069-23

Grey Knight Terminator  
Halberd  
70204 4



Grey Knight Terminator  
Right Arm 1  
70204 1



Grey Knight Terminator  
Right Arm 2  
70243 7



Grey Knight Terminator  
Right Arm 3  
70243 8



Inquisitor Terminator  
Combi Weapon  
70069-18



Inquisitor Terminator  
Pscycannon  
70069-21

Grey Knight Terminator  
Force Sword  
70243/11



Grey Knight Terminator  
Body 1  
70204/2



Grey Knight Terminator  
Body 2  
70243.5



Grey Knight Terminator  
Body 3  
70243/6



Inquisitor Terminator  
(No Helmet)  
70069-19



Inquisitor Terminator  
(Hood)  
70069-22



Primaris Psyker  
010501801



Grey Knight Terminator  
Arm Shield  
RTB9.13



Storm Trooper  
Power Pack  
010504201



Storm Trooper  
w/ Melta Gun  
010504203



Storm Trooper  
w/ Plasma Gun  
010504208



Storm Trooper  
Sergeant 1  
010504202



Storm Trooper  
Sergeant 2  
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Left: 1. Grey Knight Terminator  
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100. Grey Knight Terminator

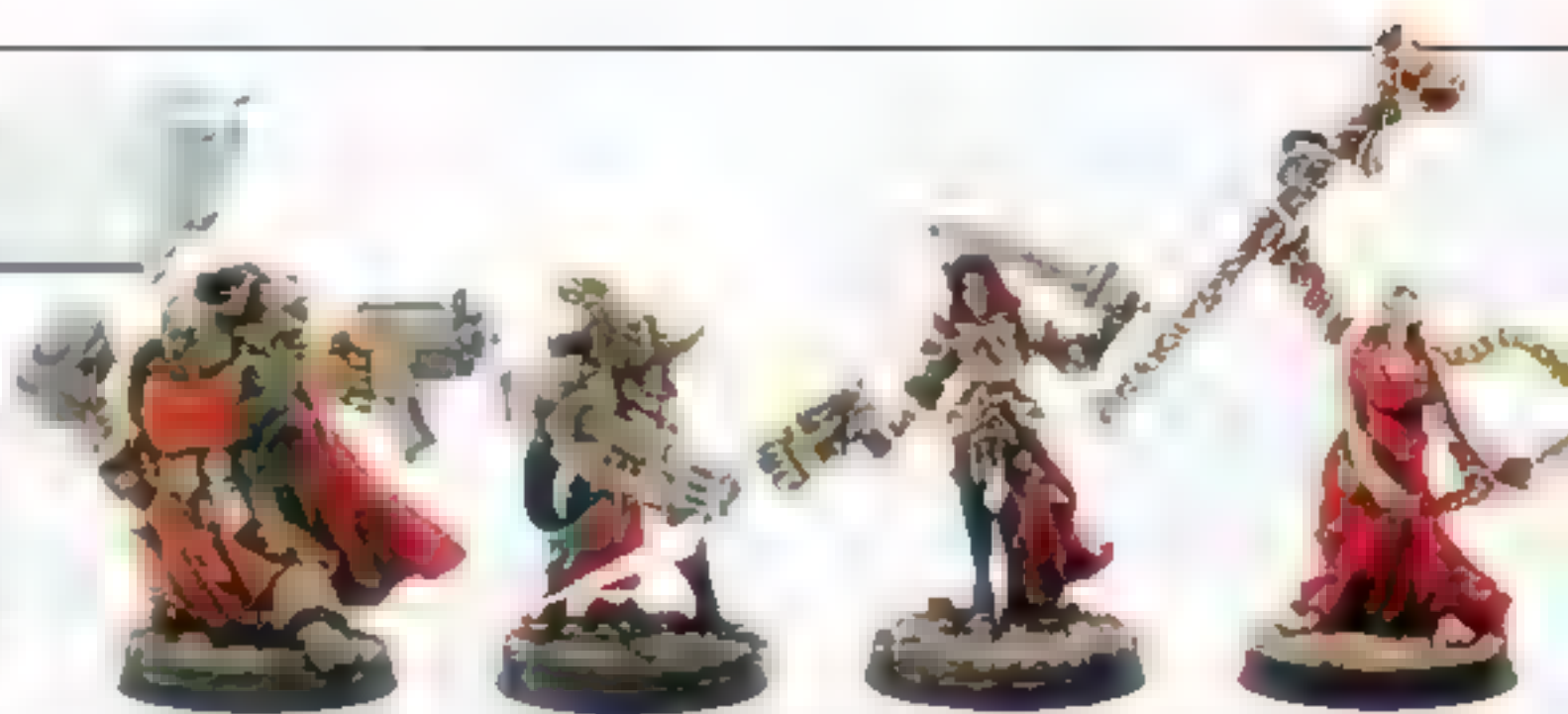
GRANDMASTER  
OCTAVIUS



# COLORS OF WAR

In addition to the beautifully crafted Daemonhunter range of miniatures for detail and character Daemonhunter armies can certainly benefit from creative use of other models. Building an Ordo Malleus army encourages the hobbyist to explore many more aspects of the gothic darkness of the Warhammer 40,000 universe.

Shown here are a collection of Daemonhunter Inquisitors and models from retinues that have added a lot of flavor to the armies of the hobbyists who created them. With a little bit of imagination the Eye is the limit.



Above: The Inquisitor on the far left has been modified with the Black Legion's Necromunda Escher ganger head, and his Acolyte and Malleus are also modified.



Above: Aaron's Inquisitor was meticulously sculpted the armor and helmet from a 40K Chaos Lord model. Next some random head and arm swaps with Fantasy Bile's armor, the Warhammer Empire Steam Tank Engineer's head and the Stormtrooper's armor.



Above: John's Inquisitor is a modified 40K Malleus miniature.

Below Right: Vince Kennedy has watched it back into the Warhammer Chaos Archive to find the source that fuels the basis for this.



## DAEMONHUNTER ADVERSARIES

The Arch Enemy is everywhere and the members of the Ordo Malleus must be constantly vigilant. Codex: Daemonhunters contains rules for including daemonic entities in your non-Chaos armies. Some crazy examples of possessed models are shown here.



LEPERVEX



REDGNASH

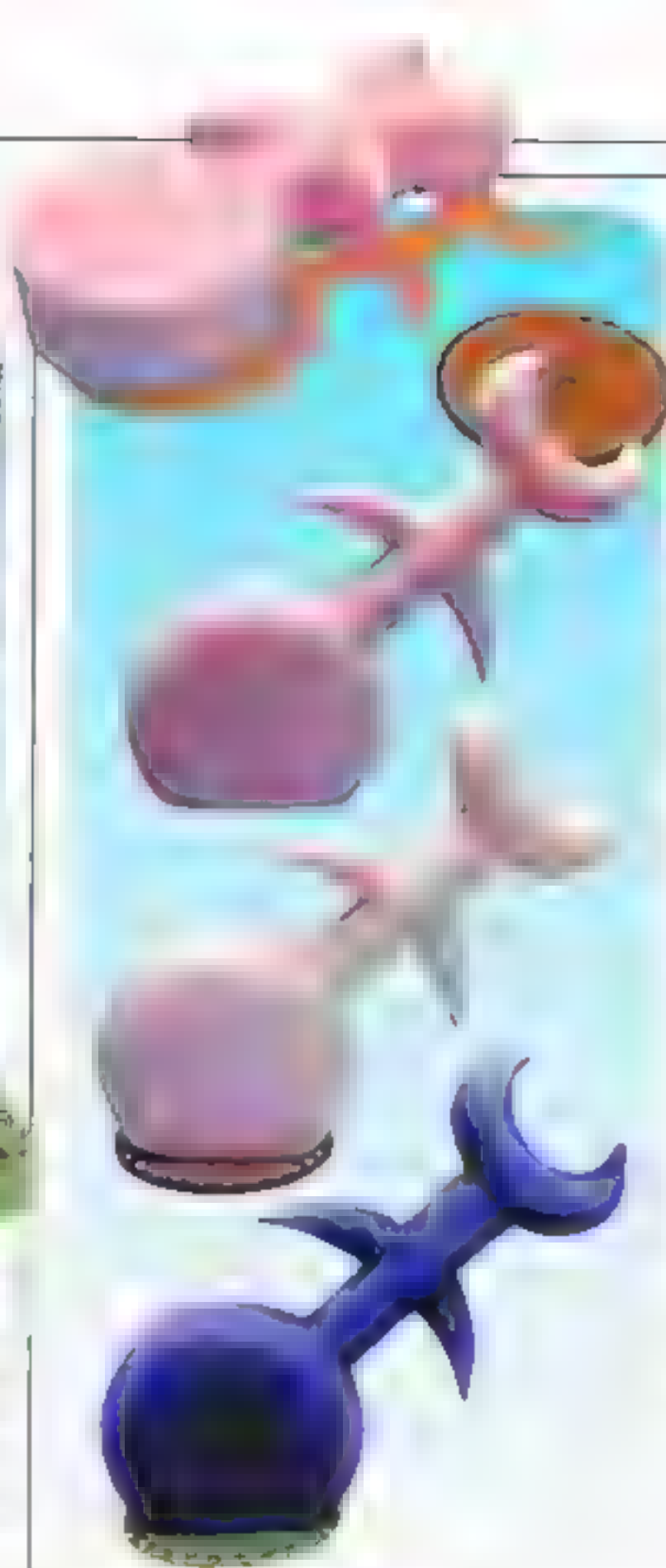
## MANGLEASH







Above: Daemonhunter armies are full of individual characters. As such, Daemonhunter players spend a lot of time creating very personalized characters. Josh Womberly has paid extra attention to the bases of his models to add further depth and character. Shown here are his Impassioned Vindictive Assassins.



### SLAANESH POWER ICON

Daemonhunter armies are typically dispatched near and far to fight incursions of warp-savoured filth. They often find themselves fighting over some remote place of worship for heretics and traitors. To this end, the following step-by-step instructions show you how to build an army power icon of your very own. These steps are the easiest method to make symbols of other Chaos Gods or other insignia you create yourself.

The first step is to draw a template of the icon of your chosen Chaos Power (in our case Slaanesh). Trace your template onto insulation foam and cut it out with a retractable hobby knife, a foam cutter, and/or a band saw. Next, cut out a base from hardboard.

Shape the icon with judicious cuts of your hobby knife or foam cutter and carefully smooth these cuts with fine-grade sandpaper wrapped around a sanding block.

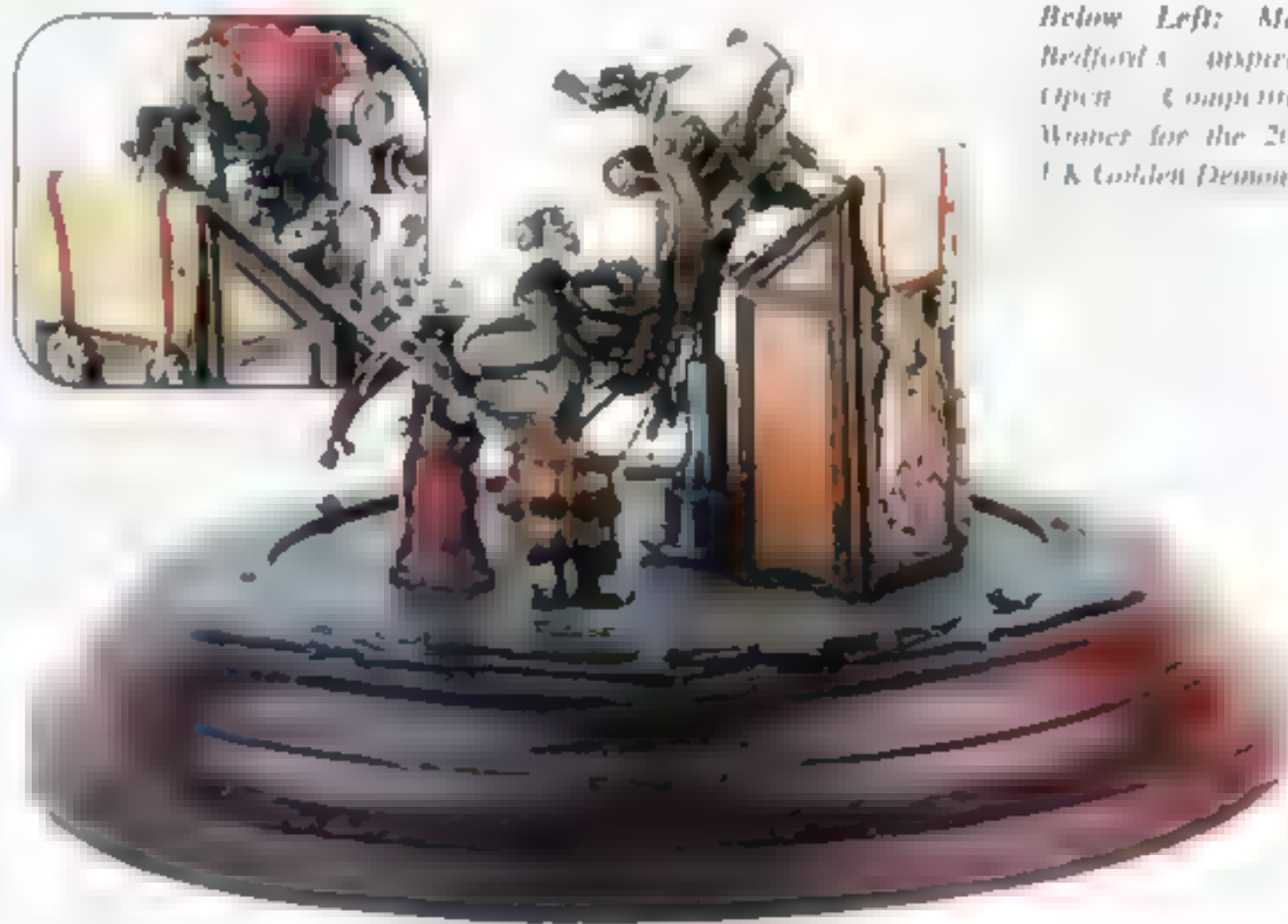
Attach your icon to the base with wood glue and then paint the icon with a thinned-down layer of wood glue. Cut out rivet shapes from plasticard with a 1/8" hole punch and glue them around the base.

Once the glue is dry, paint the entire piece black and then heavily drybrush it with Liche Purple (or whatever color you choose). Apply successive layers of drybrushing. Add increasing amounts Skull White to your base color for each coat.

Paint the base with Brazen Brass and drybrush it with Shining Gold. Apply a patina with a mix of Goblin Green, Chaos Black, and Skull White. Once the patina dries, drybrush the base again with Shining Gold.



EYEGRIZZ



Below Left: Mark Bedford's inspiration (Open Competition Winner for the 2000 UK Golden Demon)





# DARK ELDAR

The bladed and sleek Renver Jetbikes hovered several feet above the roof of the partially collapsed building. Hissrex could feel its powerful anti-gravitic motor thrum and purr beneath her skin-tight gauntlets. The machine was gently pulling at the tethers that held the Jetbike in place. The signal to attack would come soon, and the squad knew its mission was to take out the Ork artillery before the battle started. The Kabal of the Rending Talon could not afford to have its Raiders shot out of the sky. Without a word, the Succubus gave the hand signal. In one fluid motion, all ten of the Jetbikes slipped off their tethers and glided downward in single file. Their approach up a side street of the crumbling city was unchecked. In perfect unison, each rider thumbed the turbo-boosters and sent their machines rocketing over the rubble barriers the Orks had created. Soon, thought Hissrex, the wild joy of the combat drugs would kick in, and the bloodshed would begin.

Among the mysterious race of the Eldar, there are those especially bloodthirsty raiders who have come to be known as the Dark Eldar. Little is known about these debased cousins of the Eldar. Striking without warning, they are well known for piratical raids, and it is rumored that these hit and run attacks are staged to capture prisoners and fresh victims for never-ending tortures back in the twisted Dark Eldar realm. Where Dark Eldar come from and how they came to be this way is largely unknown, but it is assumed that the only thing worse than being killed by these alien raiders is being taken alive.

## Fighting Style

Dark Eldar are fragile but deadly foes. Their razor sharp attacks can quickly decapitate their enemies before they know what hit them. Capable of lightning-fast raids, the Dark Eldar rely on their speed and anti-gravitic hover vehicles to launch wicked assaults or to get into position to pour massed firepower into an overwhelmed foe. Although vicious in the extreme, Dark Eldar cannot stand for long in a firefight, and their numbers are too few to engage in a battle of attrition.

Using Raider transports and sophisticated weaponry, successful Dark Eldar players need to concentrate their attacks and negate a threat before it has time to respond. The hovering torture device known as a Talos can



*Top: Jennifer Huley won second place with her Dark Eldar Scurge Suburbe at the 2002 Canada Games Day Golden Demon painting competition in the Warhammer 40,000 Single Miniature category.*

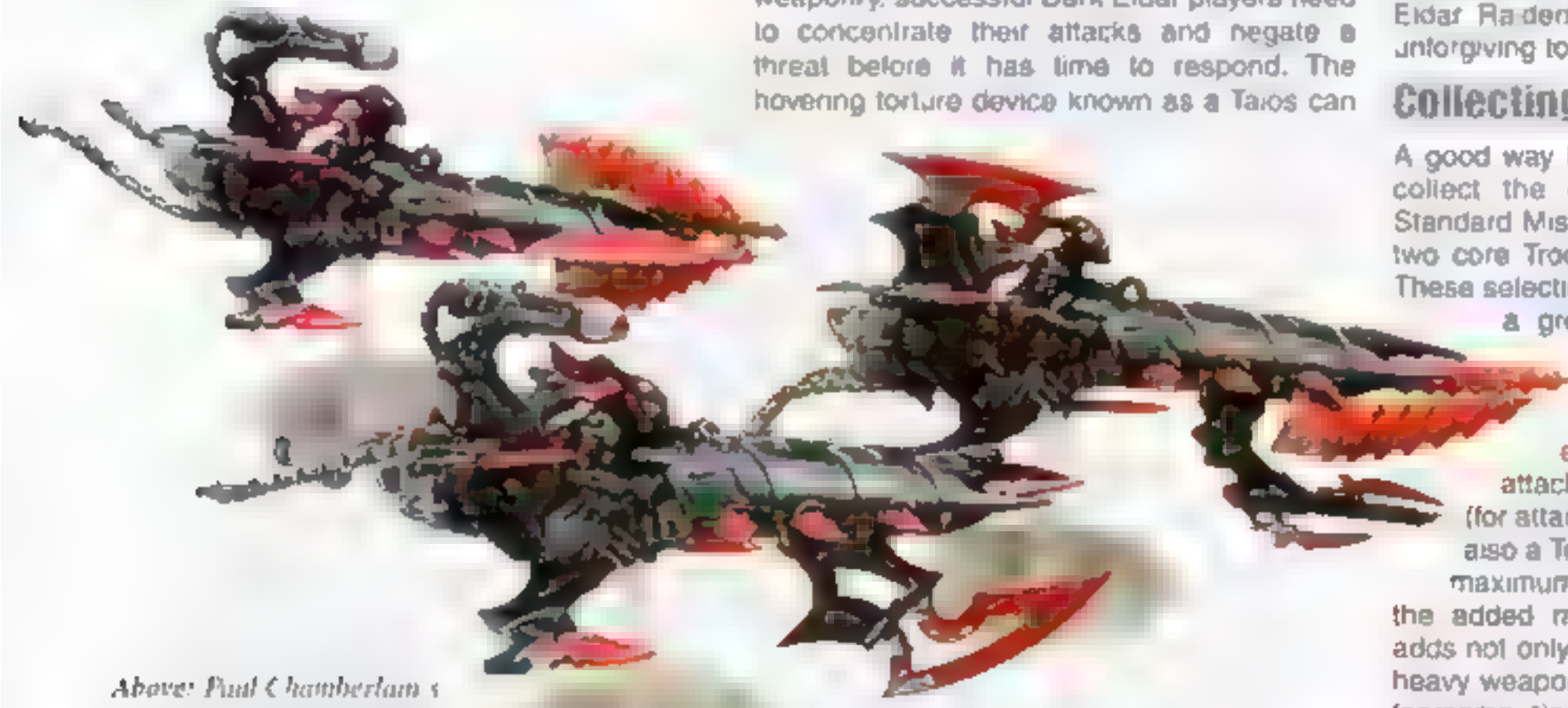
absorb some punishment, and a Dark Eldar Lord with a retinue of Incubi can deliver serious damage. However, the rest of the army is fragile, and your enemies will know it! Dark Eldar offer players a unique challenge. In the hands of a master, the army is swift and ruthless, but as many careless aspiring Dark Eldar Raiders have discovered, the army is unforgiving to tactical blunders.

## Collecting a Dark Eldar Army

A good way to start a Dark Eldar army is to collect the compulsory squads from the Standard Missions Organization Chart. Select two core Troops squads and an HQ choice. These selections will also give starting players

a great small army to get started.

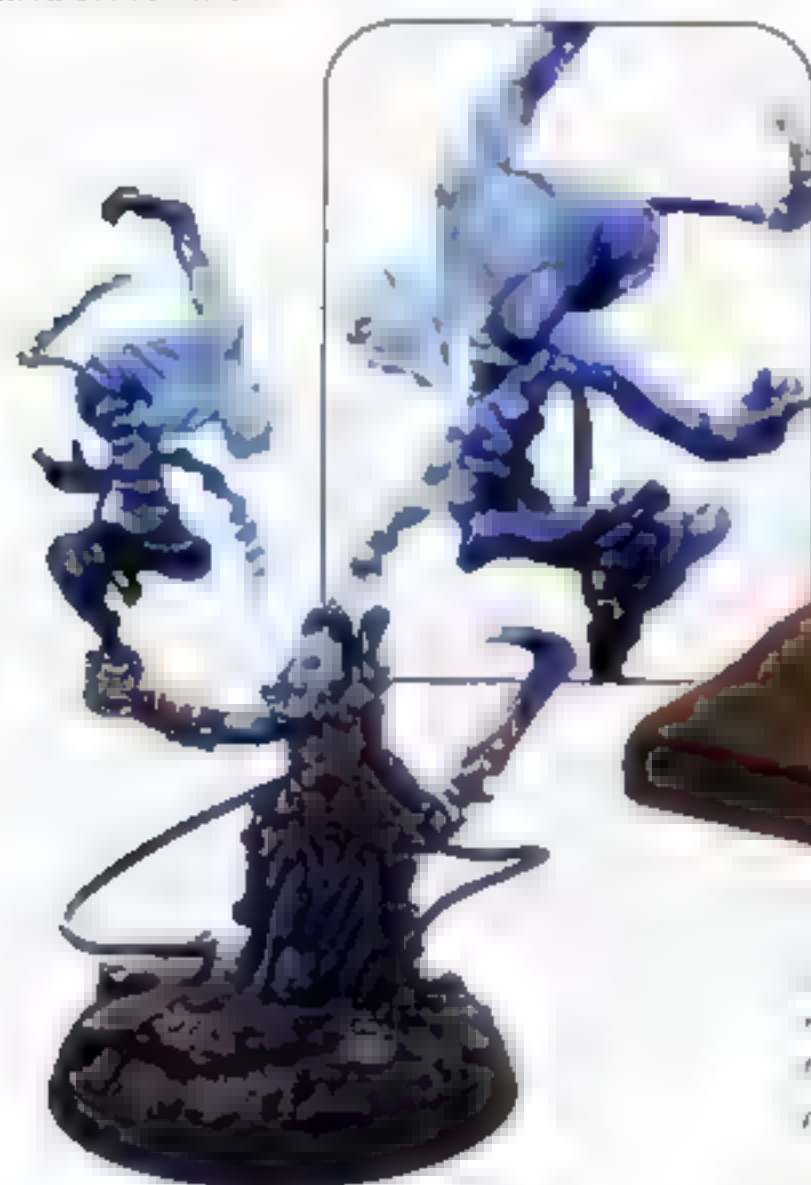
Warrior squads offer a lot of firepower, especially when one or two of the Warriors are equipped with dark lances (for attacking vehicles) or splinter cannons (for attacking squads). Raider squads are also a Troops choice. Although smaller in maximum size than the Warrior Squad, the added mobility of the Raider transport adds not only speed to the squad but another heavy weapon as well. A Dark Eldar Lord is a fearsome close combat monster with access to loads of specialized upgrades from the Dark Eldar Armory.



*Above: Paul Chamberlain's Dark Eldar Renver was used in his 2002 Grand Tournament army.*



*Below: Douglas Hann won the Silver Sword at the 2012 Canada Golden Demon paint-a-con competition with "Brother's Keeper," an amazing Dark Eldar Lord conversion.*



Thorp, Chris O. 1997.

$$f_{\alpha} = \sum_{i=1}^n x_i^2 \quad f_{\beta} = \sum_{i=1}^n x_i^2 \quad f_{\gamma} = \sum_{i=1}^n x_i^2$$


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### Classic Disclaimer

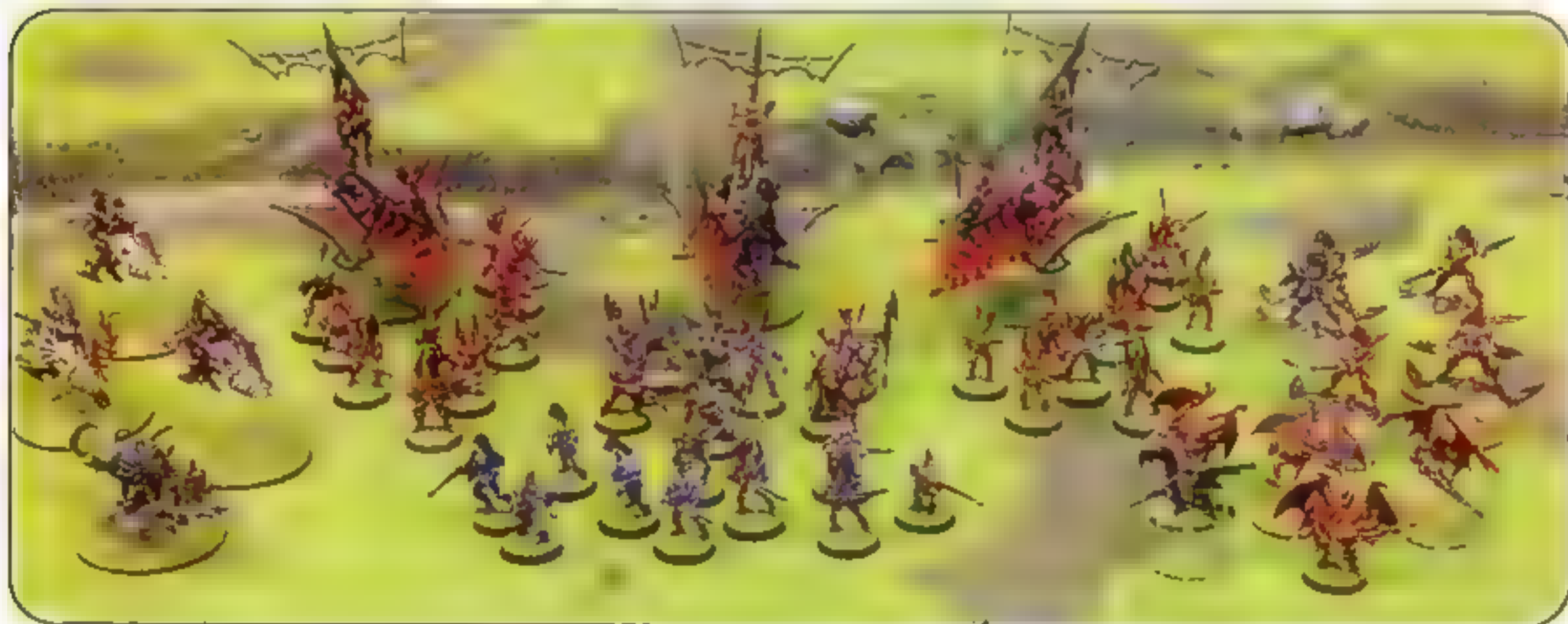
The entire Dark Eldar Range has been moved to the Classic category. The Dark Eldar are still a viable and tournament-worthy army with a Codex and complete model range. The Dark Eldar shift to the Classic range was based on demand and the growing number of additional Warhammer 40,000 armies available.

Players wishing to start a Dark Eldar force can add to an existing one may still do so, but they will have to make a special order to get their models.

When a Dark Eldar player is ready to enlarge his army, a great first expansion is a retinue for his Dark Lord. A retinue may be composed of Incubi, wicked followers who are equipped with power armor and vicious hand-to-hand weaponry. Other great additions are Wyches, who are lightly armored hand-to-hand troops who have access to deadly combat drugs and a wide selection of gladiatorial weapons. Dark Eldar have two great Fast Attack options to

rock foes back on their heels. Reaver Jetbikes and Hellions. For Heavy Support, the fallen Eldar use the black-pinioned Scourges, the heavily equipped Ravagers, or the menacing Taos. The Dark Eldar are full of tactical choices, and in the end, each player will need to personalize his army with squads and wargear that fit into a preferred strategy or style of play. Start your own terror-causing rampage across the galaxy today!

**Behn** *Dark Hair* army was painted by  
C. [redacted] (Damon) using Ben Bishop







WARHAMMER  
40,000

# GETTING STARTED

Now you can get the  
Dark Eldar Starter Set  
for just £14.99 (incl. P&H)  
with the purchase of any  
Warhammer 40,000  
Dark Eldar product.



This 48-page  
rulebook contains  
painting and  
modeling advice,  
background and  
the full rules for  
leading a force of  
the Dark Eldar.

Codex: Dark Eldar  
45-01-60



## DARK ELDER BATTLE FORCE (45-01)

- 20 Plastic Dark Eldar Warriors
- 5 Plastic Dark Eldar Reaper Jetbikes
- 1 Plastic Dark Eldar Raider
- Warhammer 40,000 Jungle Trees



## CLASSIC HQ



Haemonculus 1  
Blister (Random 1)  
011200301 (Bit)  
45-40 (Blister)



Haemonculus 2  
Blister (Random 1)  
011200302 (Bit)  
45-40 (Blister)



Urien Rakarth,  
Master Haemonculus  
Blister (1)  
011200701 (Bit)  
45-35 (Blister)



Lelith Hesperax,  
Wych Lord  
Blister (1)  
45-38



Lelith Hesperax  
Body  
011203201



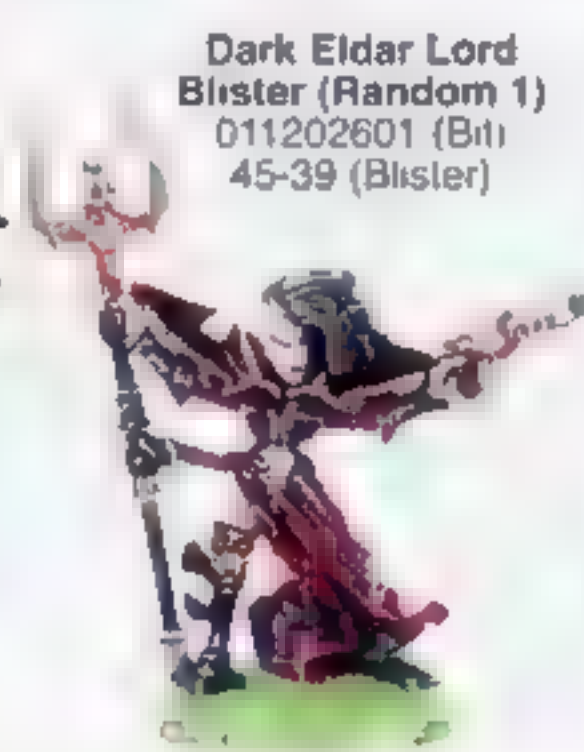
Lelith Hesperax  
Impaler  
011203202



Kruellagh the Vile  
Blister (1)  
011202901 (Bit)  
45-37 (Blister)



Dark Eldar Lord  
Blister (Random 1)  
45-39



Dark Eldar Lord  
Blister (Random 1)  
011202601 (Bit)  
45-39 (Blister)



Dark Eldar  
Lord Body  
011200901

Lelith Hesperax Spikes  
011203204

Lelith Hesperax Foot  
011203203

Dark Eldar Lord Arm  
011200902





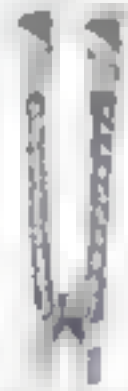
# CLASSIC HQ



**Drazhar - Incubi Master  
Blister (1)**  
45-36



**Drazhar Body**  
011202701



**Drazhar Backpack**  
011202704

Brazhak fired his slugs into the face of one of the pointy ears and laughed coarsely at the carnage he and his Boys were wreaking. Suddenly, a blade came from out of nowhere and sliced through his arm just above the elbow. Brazhak looked around and saw a tall pointy ear decked out in armor. Before he could bring his slugs up for a shot, the enemy attacked again. His lethal blades cut across the Nub's middle and chest and spilling blood everywhere.



**Incubi w/ Assault Weapon Blister (Random 1)**  
45-43



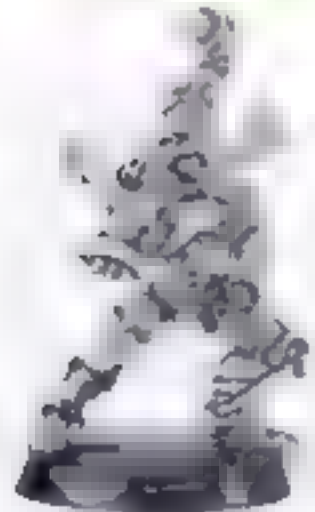
**Drazhar Left Arm**  
011202702



**Drazhar Right Arm**  
011202703



**Incubi Blister (Random 2)**  
45-42



**Incubus w/  
Assault Weapon 1**  
011201001



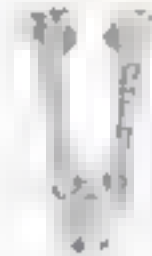
**Incubus w/  
Assault Weapon 2**  
011201002



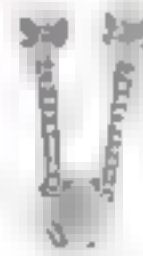
**Incubus Shredder**  
011201003



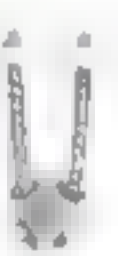
**Incubus Blaster**  
011201004



**Incubus  
Backpack 1**  
011200605



**Incubus  
Backpack 2**  
011200606



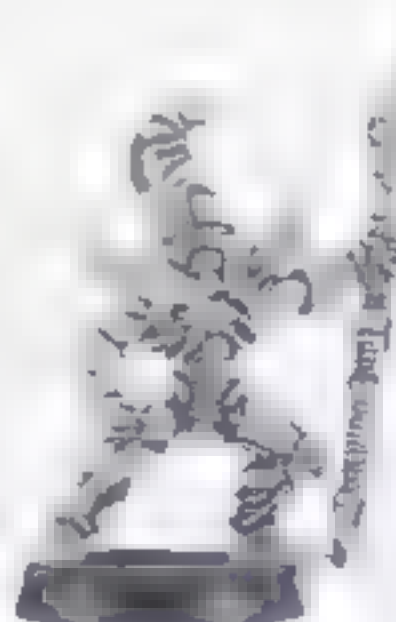
**Incubus  
Backpack 3**  
011200607



**Incubus 1**  
011200601



**Incubus 2**  
011200602



**Incubus 3**  
011200603



**Incubus 4**  
011200608



**Incubus 5**  
011200609





# CLASSIC HQ



Bodyguard 1 Body  
011203002



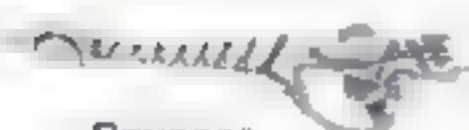
Bodyguard 2  
011203004



Gunner 1  
011203008



Gunner 2  
011203009



Ravager  
Disintegrator  
011203010



Incubi Backpack  
011203020



Asdrubael Vect Box (1)

45 14



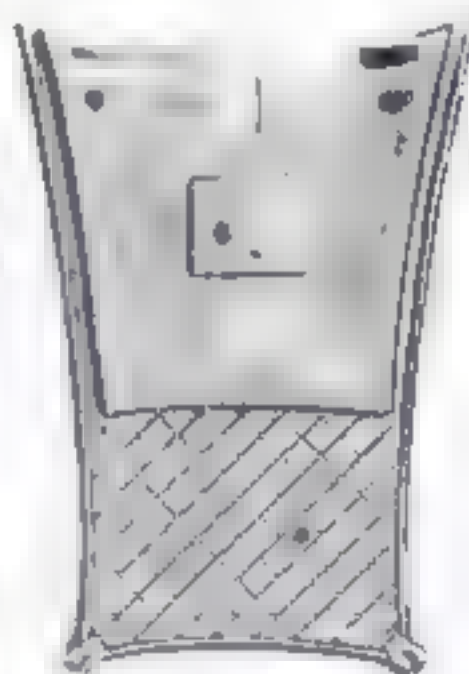
Vect Torso  
011203015



Vect Throne  
Left Side  
011203017



Vect Throne  
Right Side  
011203018



Vect Platform  
011203001



Vect Legs  
011203016



Vect Right Arm  
011203019



Slave  
011203013



Vect Throne  
Back  
011203014



Weapon  
Mount  
011203007



Prisoner  
011203012



Gunner Arms  
011203011



Spikes  
011203006



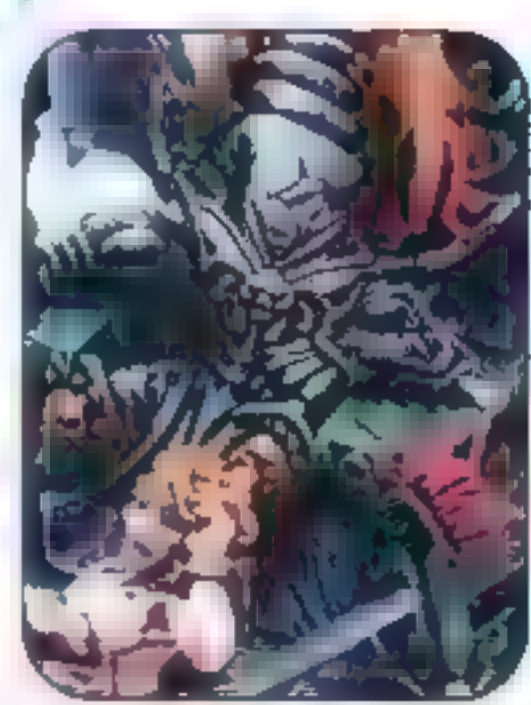
Broken Spikes  
011203005



Vect Throne Seat  
011203021



Vect Bodyguard  
1 Punisher  
011203003

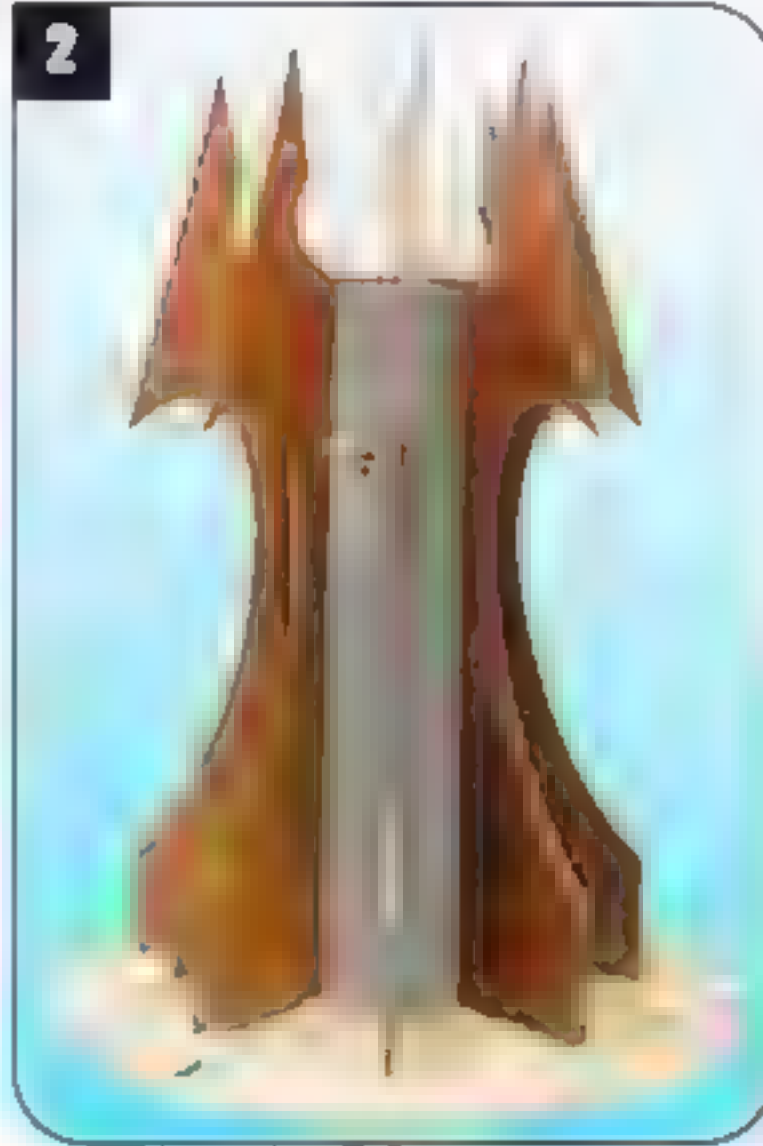






## BUILDING A DREAM TEAM TOWER

Materials for this project include a sheet of foamcore, a section of 4" diameter plastic tubing, a small plastic lid or dome slightly larger than the circumference of the tube, a variety of sizes of wooden dowels, and at least two 24"x 36" sheets of hardboard or Masonite. To make the graceful buttresses that will support your tower, start by creating a template out of foamcore. Try to make a shape with large sweeping curves that taper into a point. When you're happy with the shape, trace the template onto the Masonite eight times (or fewer depending on how many buttresses you want) and cut these shapes out with a bandsaw. Next, mark your base with a crosshair pattern by using a compass and a ruler. When you're done it should look something like a star of chaos. This will serve as a guide to keep your buttresses evenly spaced. When your crosshairs are drawn trim the edges of your base until you have an irregular shape. Bevel the edges of the base with a belt sander and you're ready for construction.



Use the crosshairs on the base as a guide and superglue the tubing and side pieces together. When this step is complete glue the dome atop the tube. When everything dries use a power drill and make holes along the sides and on top of the tower. Be sure to choose a bit slightly larger than the size of your dowels. Glue the dowels into place. Texture the base by gluing down sand and rocks with wood glue and the construction phase is complete.



Prime the structure black and use a variety of spray paints (purple and blue in this case) to bring out the color of the structure. Spraying about 2' from the tower and lightly misting the surface should keep the effect subtle and attractive. This technique requires a bit of practice: (a) if done properly, the end result is quite attractive. When satisfied with the spraying, paint the base to match your gaming surface, highlight the the very edges of the tower by hand, and pick out the dowels with a contrasting color.







### PAINTING DARK ELDER FLESH



- 1 Apply a Dwarf Flesh basecoat
- 2 Apply a 50/50 mix of Blue and Chestnut Brown Inks.
- 3 Add Rotting Flesh to the mix and highlight.
- 4 Final highlight is straight Rotting Flesh



- 1 Apply a Pale Flesh basecoat
- 2 Apply a 75/25 mix of Blue and Chestnut Brown Inks.
- 3 Add Pale Flesh to the mix and highlight.
- 4 Final highlight is Skull White added to the step-3 mix

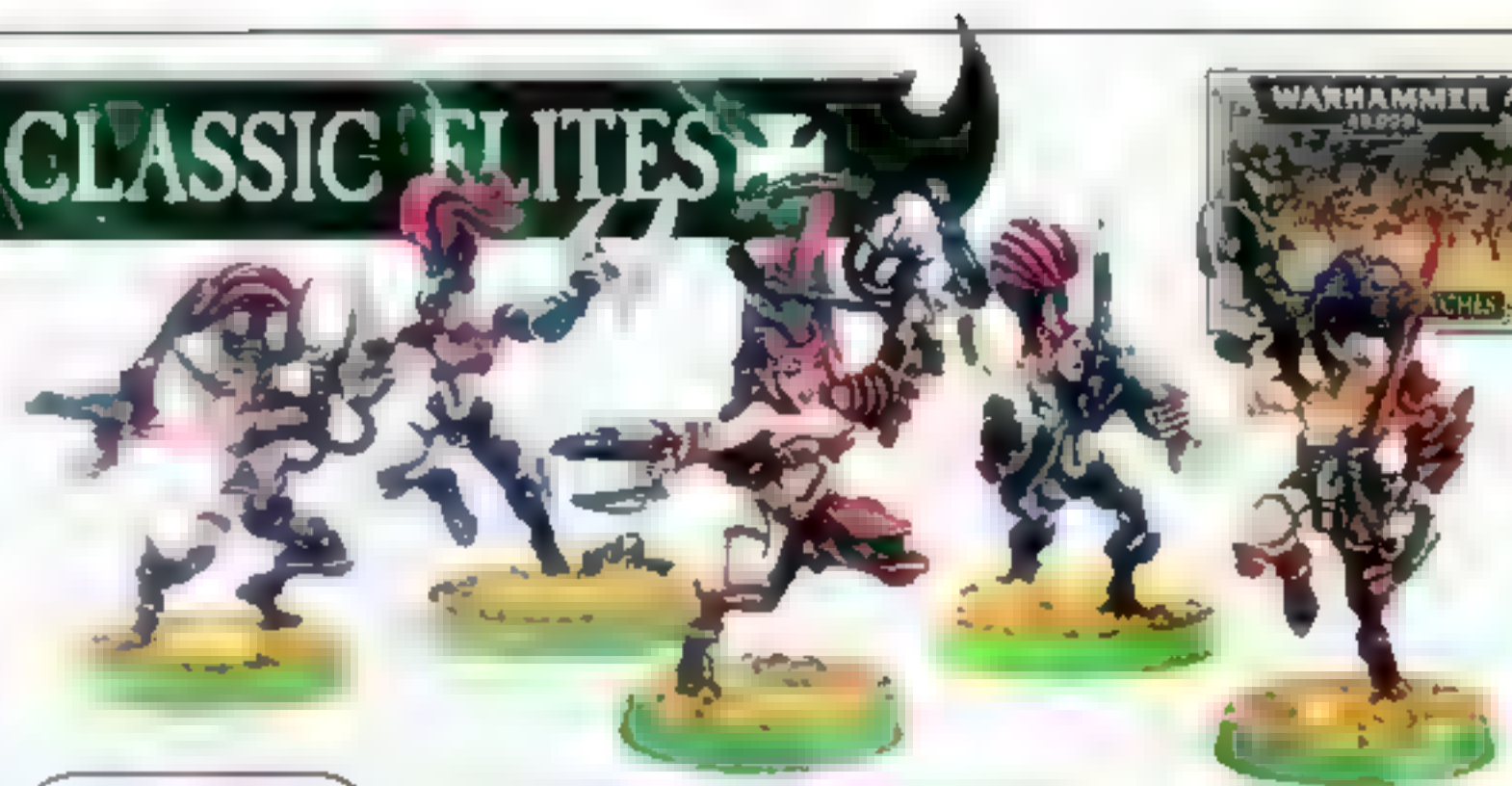


- 1 Apply a Shadow Grey basecoat
- 2 Highlight with a 50/50 mix of Shadow Grey and Dwarf Flesh.
- 3 Apply a second highlight with a 50/50 mix of Shadow Grey and Pale Flesh.
- 4 Final highlight is Pale Flesh



- 1 Apply a Tanned Flesh basecoat
- 2 Apply a Dwarf Flesh highlight
- 3 Apply a highlight of Elf Flesh.
- 4 Final highlight is Pale Flesh

## CLASSIC ELITES



**Dark Eldar Wyches Box (5)**  
45-12



**Succubus Body**  
011200101

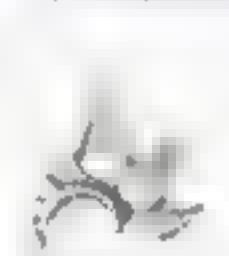


**Succubus Shoulder**  
011200102

**Succubus Blister (1)**  
45-46



**Wych 3 Body**  
011200105



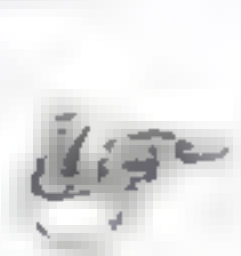
**Wych 3 Shoulder**  
011200106



**Wych 4 Body**  
011200107



**Wych 4 Shoulder**  
011200109



**Wych 4 Gun Arm**  
011200108



**Wych 5 Body**  
011200110



**Wych 5 Shoulder**  
011200111

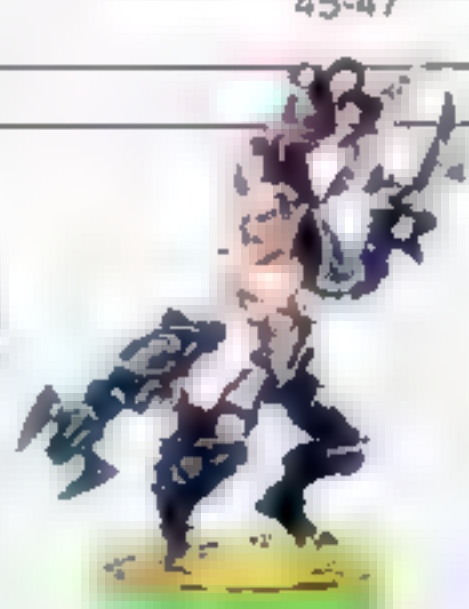
**Wyches Blister (Random 2)**  
45-47



**Wych w/ Shredder Body**  
011200103



**Wych w/ Shredder Shoulder**  
011200104



**Wych 6 w/ Shredder**  
011200112



**Wych 7 w/ Blaster**  
011200113

**Wyches w/ Assault Weapons Blister (Random 2)**  
45-49



# CLASSIC ELITES



Wych w/ Wych Weapons Blister  
(Random 1)  
45-48



Wych w/ Hydra  
Knives 1 Body  
011201801



Wych w/  
Shardnet 1  
011201803



Wych w/ Shardnet  
1 Impaler Arm  
011201804



Wych w/ Hydra  
Knives 2  
011201806



Wych w/ Shardnet  
& Impaler 2  
011201805



Wych w/ Falchion  
Razor 1  
011201808



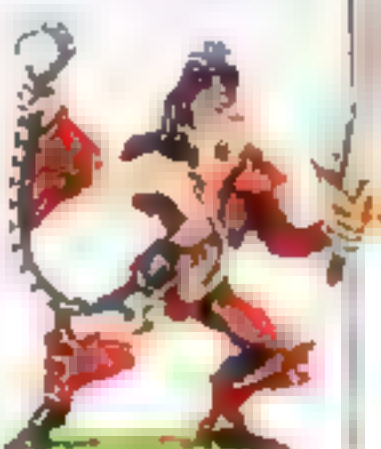
Wych w/ Hydra  
Knives 1 Arm  
011201802



Wych w/  
Shoulder 6  
011201807



Wych w/  
Shoulder 7  
011201810



Wych w/ Falchion  
Razor 2  
011201809



Mandrake 1  
011202301



Mandrake 2  
011202302



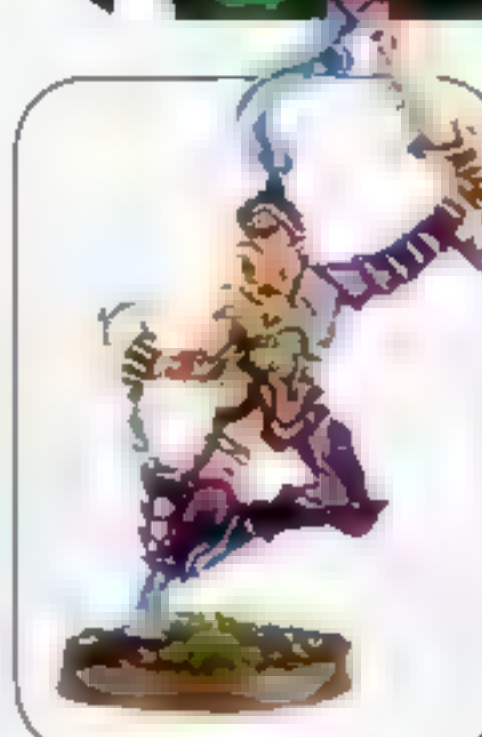
Mandrake 3  
011202303



Mandrake 4  
011202304

Mandrakes Blister (Random 2)  
45-56

# SHOWCASE

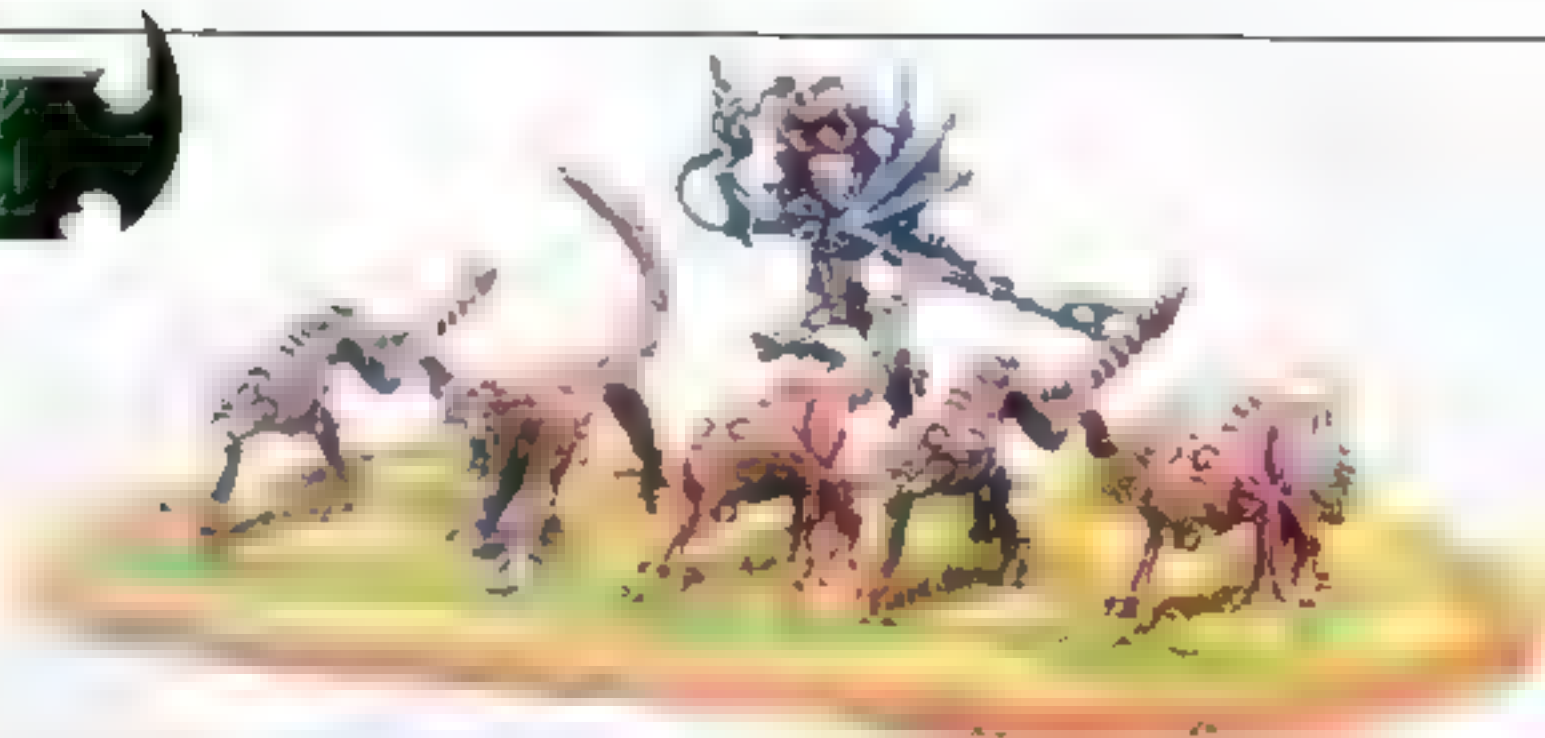


Left: Dark Elder Wych by  
Golden Dragon. Middle: Mandrakes  
Blister by Golden Dragon. Right: Wych  
w/ Falchion Razor 2 by Golden Dragon.  
They are all painted by Felipe  
Montañez, and a Dark Elder Wych by  
Golden Dragon.





# CLASSIC ELITES



**Warp Beast 1  
Front Leg**  
011200502



**Warp Beast 1  
Hind Leg**  
011200503



**Warp Beast 2  
Front Leg**  
011200505



**Warp Beast 2  
Hind Leg**  
011200506



**Warp Beast 3  
Front Leg**  
011200508



**Warp Beast 3  
Hind Leg**  
011200509

**Beastmaster & Warp Beast Blister  
(Beastmaster & Random 1 Beast)**  
45-52

**Warp Beast Blister (Random 2)**  
45-53



**Beastmaster**  
011200801



**Warp Beast 1 Body**  
011200501



**Warp Beast 2 Body**  
011200504



**Warp Beast 3 Body**  
011200507

All Dark Eldar take pleasure in causing suffering and inflicting pain. There are some who have become so obsessed by this need for torture that they have even turned upon their own bodies. Others are less voluntary about their twisted, manipulated flesh, as they have fallen victim to the Harmonium through some real or perceived misdeed or by simply being in the wrong place at the wrong time.



**Grotesques Blister (Random 2)**  
45-55



**Grotesque 1**  
011202101



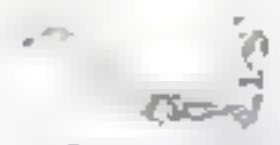
**Grotesque 2 Body**  
011202102



**Grotesque 3**  
011202104



**Grotesque 4 Body**  
011202105



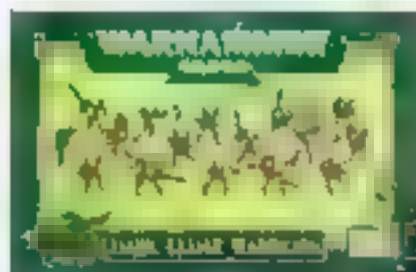
**Grotesque 2  
Arm**  
011202103



**Grotesque 4  
Right Arm**  
011202106

**Grotesque 4  
Left Arm**  
011202107





# CLASSIC TROOPS



**Dark Eldar Warriors Squad Box (16)**  
45-07



**Dark Eldar Warrior Body 1**  
011201301



**Dark Eldar Warrior Body 2**  
011201302



**Dark Eldar Warriors w/  
Dark Lances Blister (2)**  
45-44



**Dark Eldar Warriors w/  
Assault Weapons Blister (2)**  
45-45



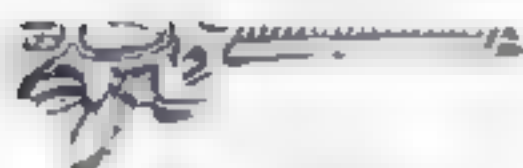
Note: See page 115 for details.



**Dark Eldar Warrior Blaster Arm**  
011201503



**Dark Eldar Warrior Shedder Arm**  
011201303



**Dark Eldar Warrior Dark Lance Arm**  
011201403



**Dark Eldar Warrior Sprue**  
Available Only in Warriors Squad Box



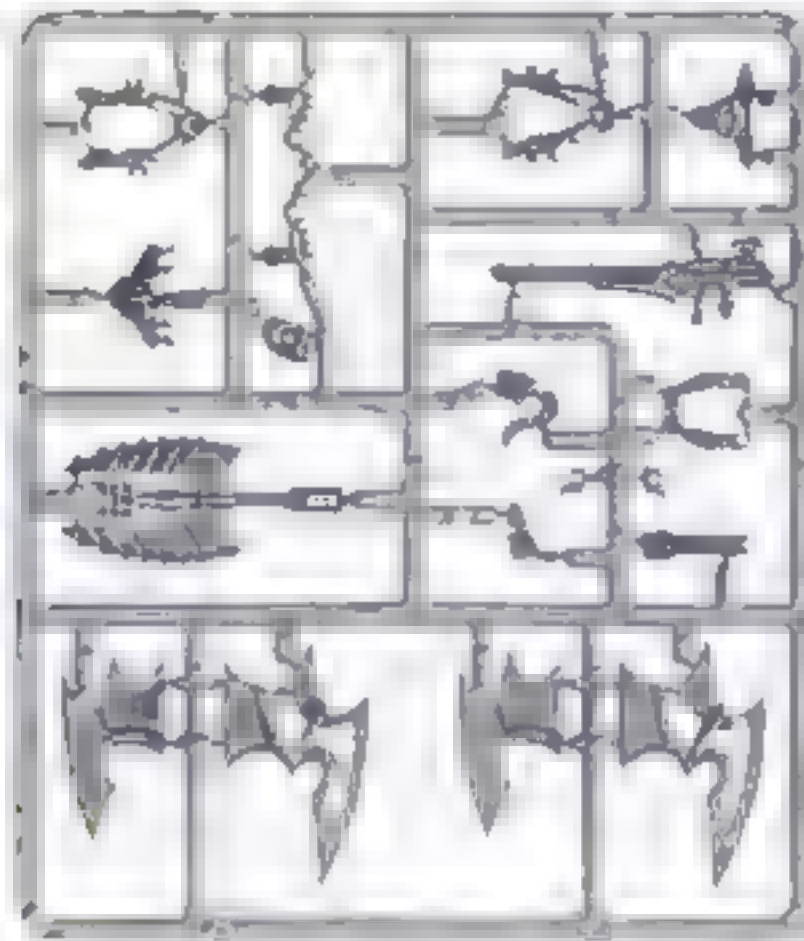


WARHAMMER  
40,000

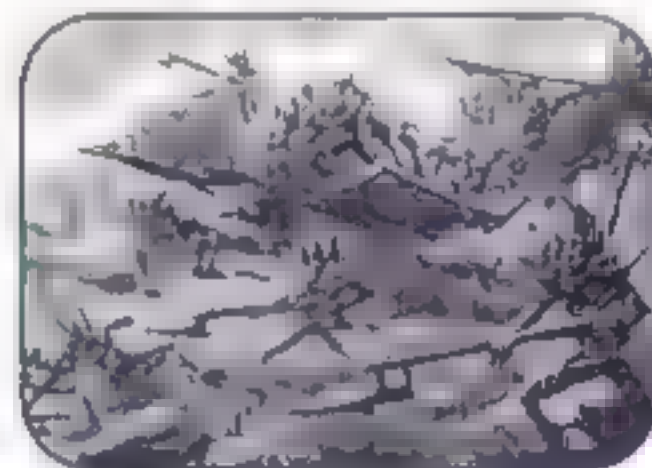
# CLASSIC TROOPS



Dark Eldar Raider Box (1)  
45-08



Raider Crew Sprue  
99390112003



Note: Sprues shown  
at 50% scale for reference



Raider Hull Sprue  
99390112004



Raider Platform Sprue  
99390112002



Sybarite 1  
011200201

Sybarite Blister (Random 1)  
45-41



Sybarite 2  
011200202



# X CLASSIC FAST ATTACK



Hellion Blister  
(Random 1)  
45-54



Hellion Body 1  
011203101



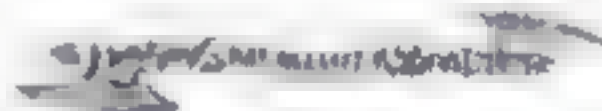
Hellion Body 2  
011203102



Hellion Body 3  
011203103



Hellion Skyboard  
011203104



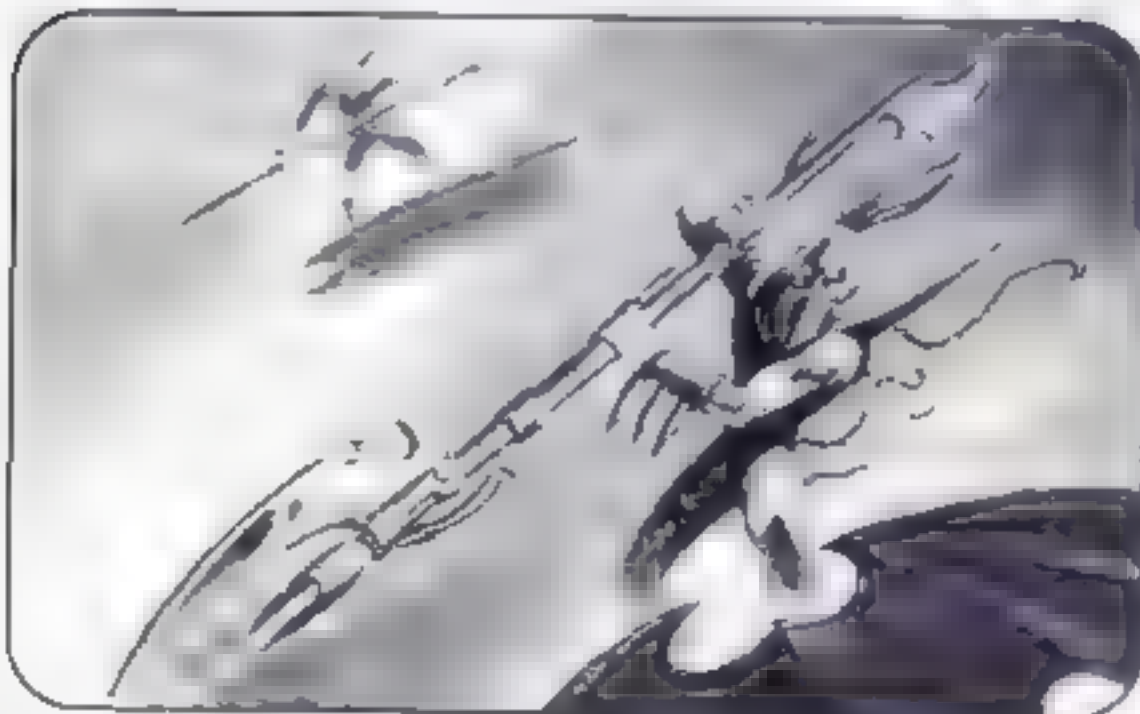
Hellion Hellblade 2  
011203106



Hellion Hellblade 1  
011203105



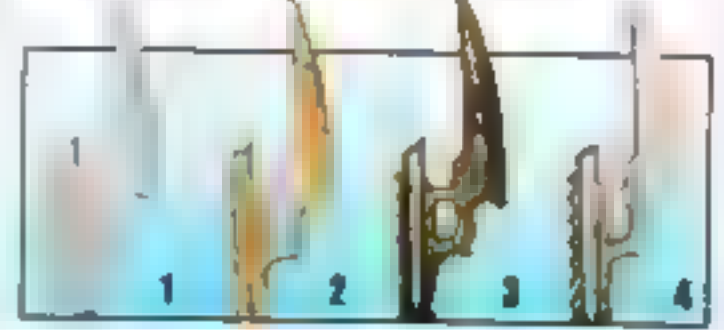
Hellion Hellblade 3  
011203107



Mounted on multi-bladed skyboards, Hellions sweep down from the sky while screaming chilling battle cries. These Dark Eldar delight in surprise attacks and use their speed and specialized weapons to strike quick and then move out of range before the enemy can turn their guns to bear.

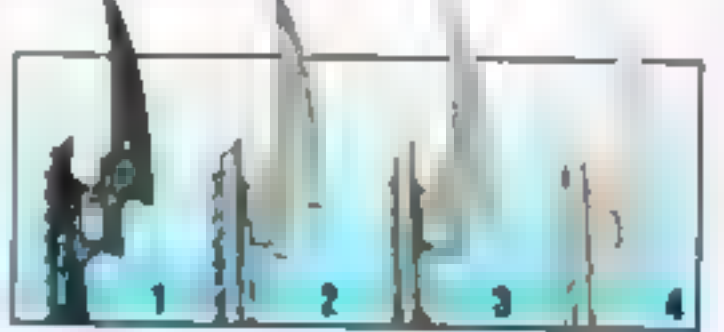
## PAINTING DARK ELDA8 BLADES

### RUSTY, WEATHERED METAL



1. Mithril Silver basecoat
2. Chestnut Brown wash
3. Chestnut Brown + Black Ink wash
4. Mithril Silver highlight

### CLEAN SHARP METAL



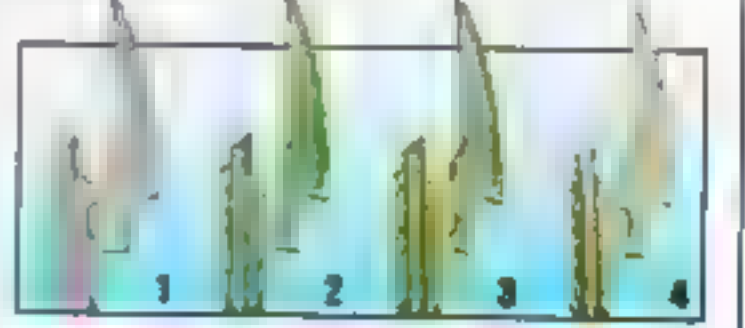
1. 50/50 Boltgun Metal Chaos Black
2. Boltgun Metal highlight
3. Chainmail highlight
4. Mithril Silver highlight

### TRADITIONAL METAL



1. Boltgun Metal drybrush
2. Chainmail drybrush
3. Black Ink wash
4. Mithril Silver highlight

### ALIEN ALLOYS



1. Chainmail basecoat
2. Green Ink wash
3. Chestnut Brown wash
4. Chainmail drybrush



# CLASSIC FAST ATTACK X

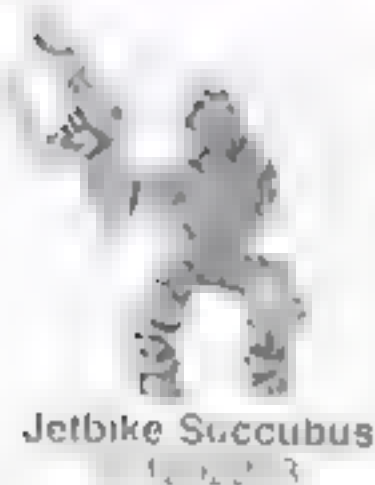
Note: Sprues shown  
1 SEP 2004



Reaver Jetbike Squadron Box (3)  
45-10



Reaver Jetbike Sprue  
Available Only in Reaver Jetbike Box



Jetbike Succubus  
011202203



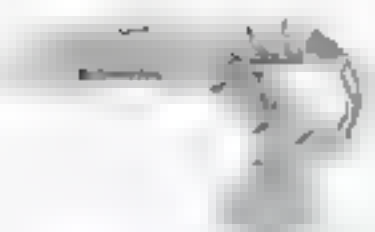
Jetbike  
Wych Torso 1  
011202206



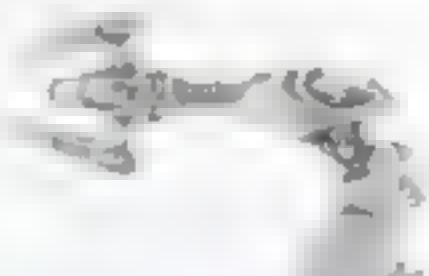
Jetbike  
Wych Torso 2  
011202207



Jetbike Chains  
011202205



Jetbike Blaster  
011202202



Jetbike Shredder  
011202201



Jetbike  
Succubus Arm  
011202204

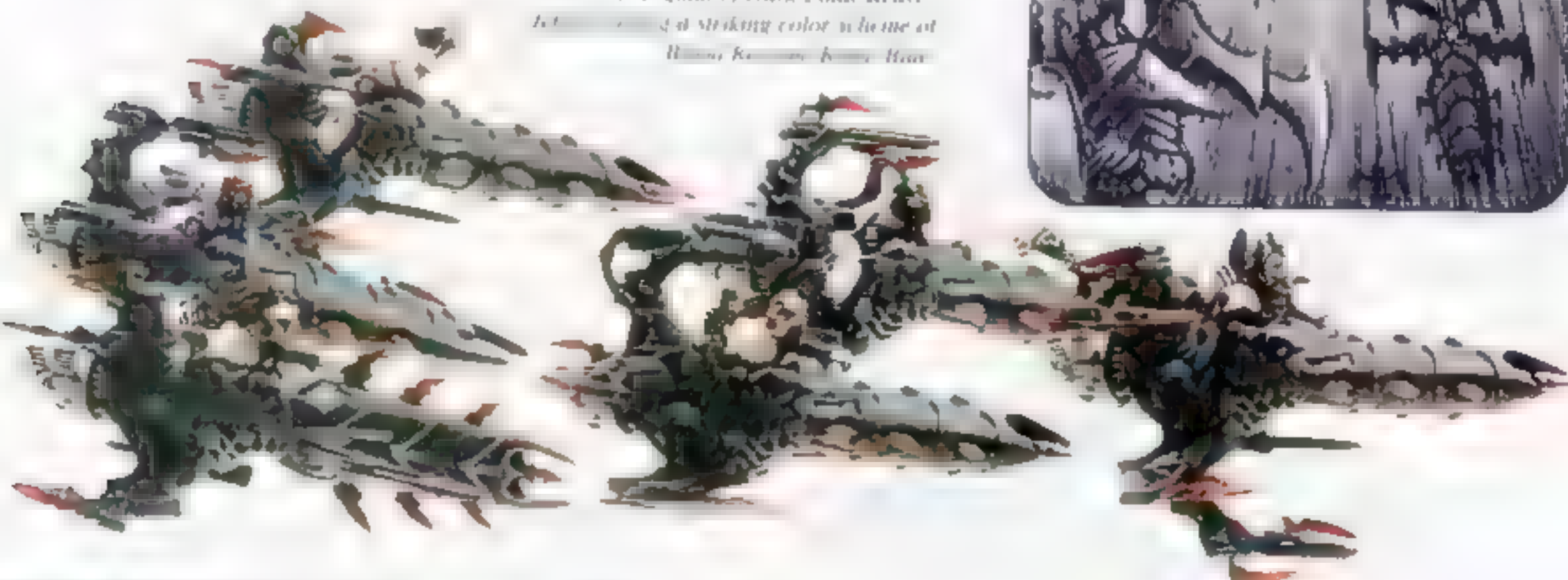
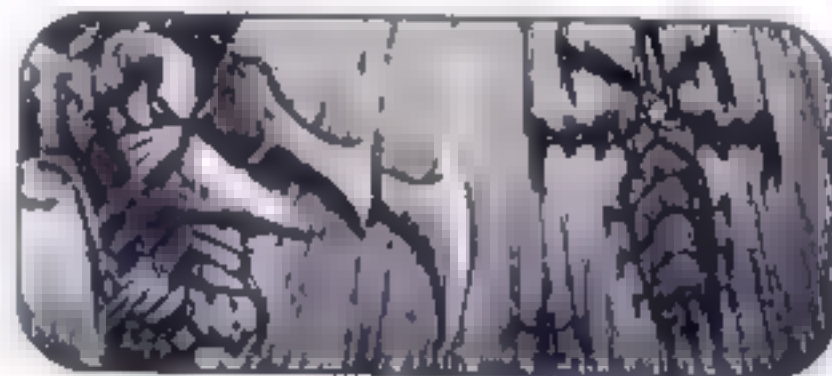


Jetbike  
Wych Arm  
011202208

The Reaver Jetbike is a one-crew vehicle that uses an anti-gravitic impulse engine. The front canopy, rear canards, and keel blade assume various forms. Whether these forms cater to the rider's aesthetic tastes or different battlefield situations is impossible to tell. The Reaver Jetbike is capable of high speeds and fires splinter-like ammunition.

Classified Data:  
Adeptus Astartes Dreadnought  
Date: 1848/76.M41

Below: A squad of Dark Fular Reaver  
Jetbikes in a striking color scheme of  
Black, Red, and White.





# CLASSIC HEAVY SUPPORT



**Scourge Squad Box (5)**  
45-16

*Note: Models shown at 70% of actual size*



**Scourge Body 1**  
011201102



**Scourge Body 3**  
011201104



**Scourge Dark Lance**  
011201106



**Scourge Splinter Cannon**  
011201107



**Scourge Body 2**  
011201103



**Scourge Body 4**  
011201105



**Scourge Sybarite**  
011201101



**Scourge Wings**  
011201108

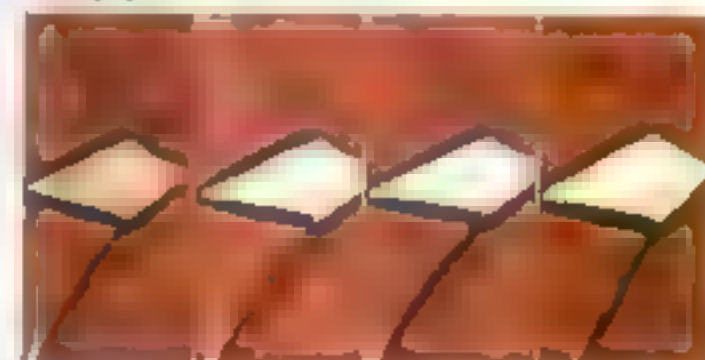


*Left: Jason Dyer won the Best Army Appearance award with his Dark Eldar at the Seattle 2000 Grand Tournament*

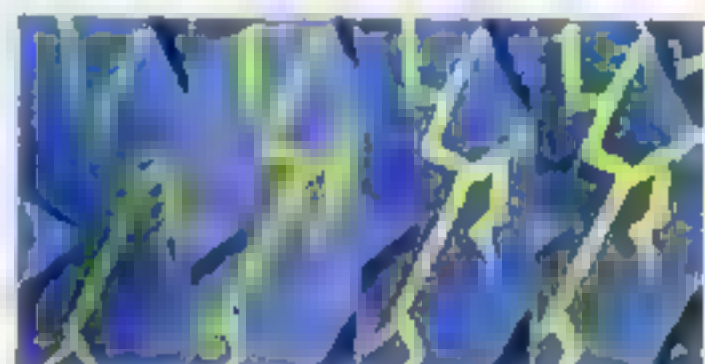
## RAIDER/RAVAGER DETAIL PAINTING



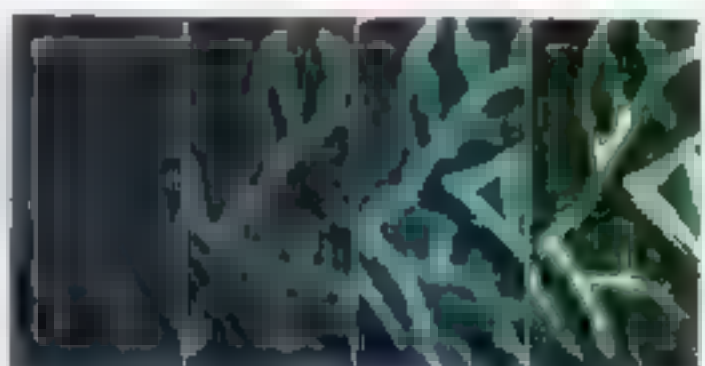
Pick a glyph you would like to paint and map out where it will be painted. Paint it carefully with Fortress Gray. Highlight the glyph with Skull White. Clean up any jagged lines with the background color. Apply Gloss Varnish to make the glyph stand out.



Paint a diamond shape with a 50/50 mix of Vornir Brown and Bleached Bone. Outline the edges with Chaos Black and highlight the diamond by adding more Bleached Bone to your basecoat mix. Apply Gloss Varnish to make it stand out.



Paint your lightning shapes with Sunburst Yellow. Highlight with Bad Moon Yellow. Highlight intersecting areas with a 50/50 mix of Bad Moon Yellow and Skull White. Be sure to leave areas of the previous color showing through. The final, carefully applied highlight is straight Skull White.



Map out thin lines over black with a 33/33/33 mix of Chaos Black, Dark Angels Green, and Jade Green. Paint thinner lines atop of these lines with more Jade Green to the mix for each successive highlight. The final highlight is a carefully applied thin line of a 50/50 mix of Jade Green and Skull White.





WARHAMMER  
40,000

# CLASSIC HEAVY SUPPORT



**Ravager Box (1)**  
45-13

Ravagers are variants of the Raider. Mounting a deadly battery of heavy weaponry, they have been the bane of tanks and other vehicles across the galaxy. Combining amazing speed with awesome weaponry, Ravagers can easily outmaneuver and blow apart the lumbering vehicles of other races.



**Ravager Dark Lance**  
011202804



**Ravager Disintegrator**  
011202805



**Ravager Left Side**  
011202806



**Ravager Right Side**  
011202807



**Ravager  
Weapon Mount**  
011202808



**Ravager  
Gunner Arms**  
011202803

*Below: New Dark Eldar the  
vehicles for the Dark Eldar  
are the Vehicle Design Rules  
which can be found in the Character  
Approved 2004 by A.*



**Ravager  
Right Scythe**  
011202810



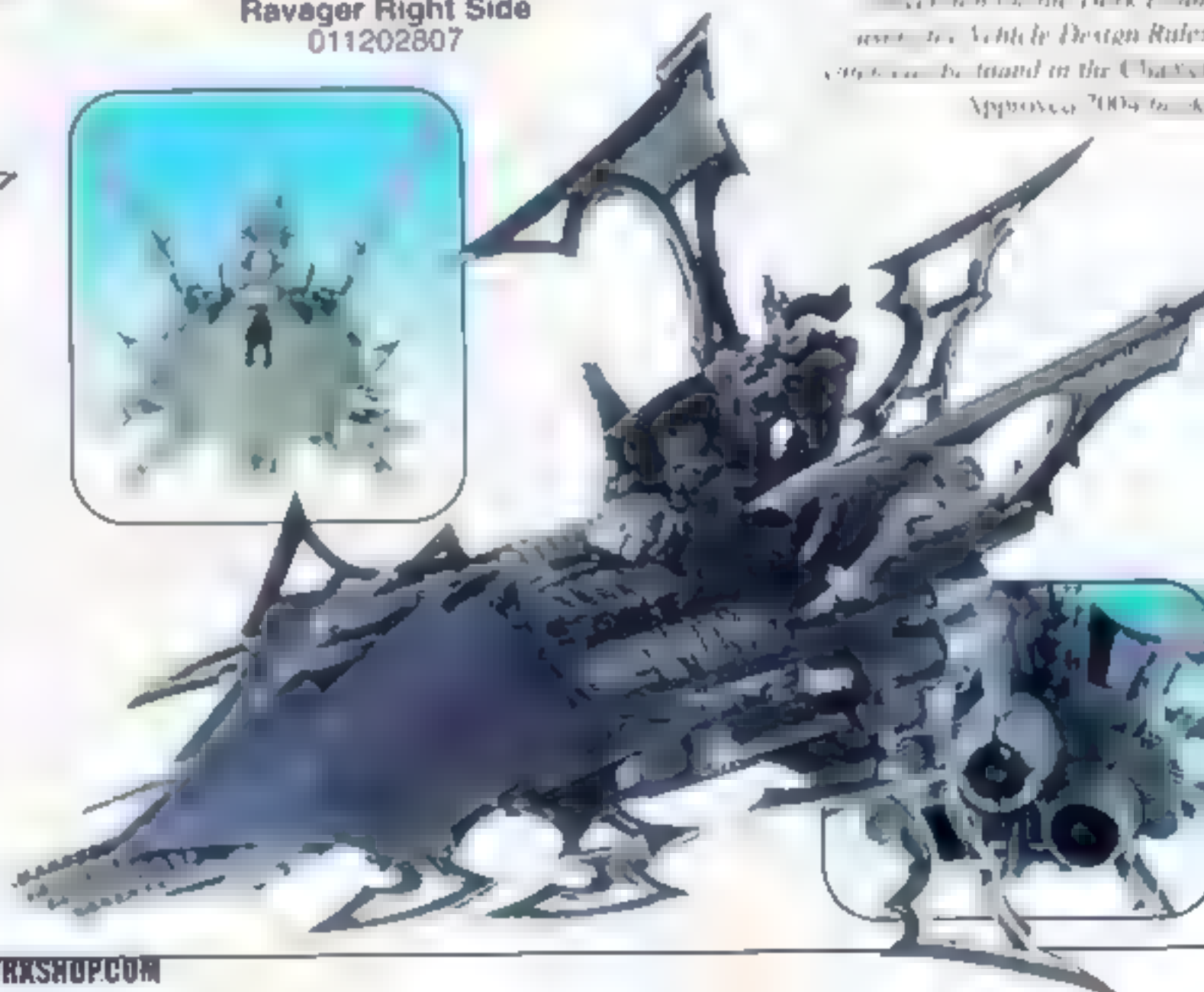
**Ravager  
Left Scythe**  
011202809



**Ravager Gunner 1**  
011202801

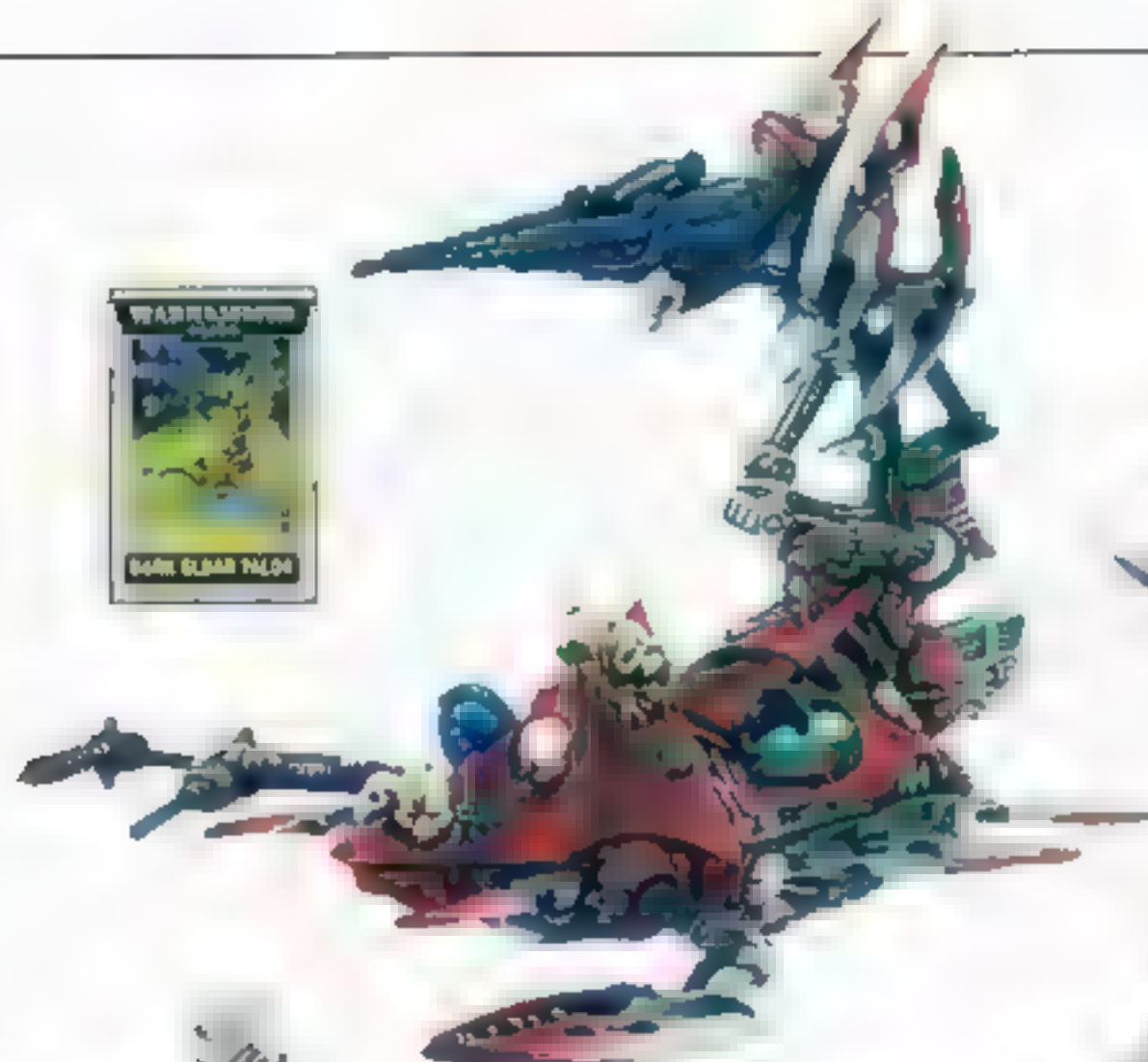
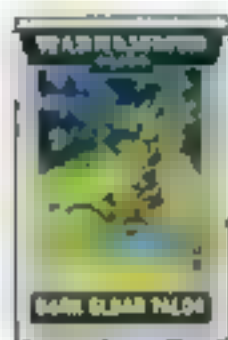


**Ravager Gunner 2**  
011202802





# CLASSIC HEAVY SUPPORT



**Talos Box (1)**  
45-11



**Talos Scythe**  
011201209



**Talos Spikes**  
011201205



**Talos Carapace**  
011201204



**Talos Arm Mount**  
011201208



**Talos Needle Arm**  
011201206



**Talos Pincer Arm**  
011201207



**Talos Gun 2**  
011201211



**Talos Gun 1**  
011201210



**Talos Body**  
011201202

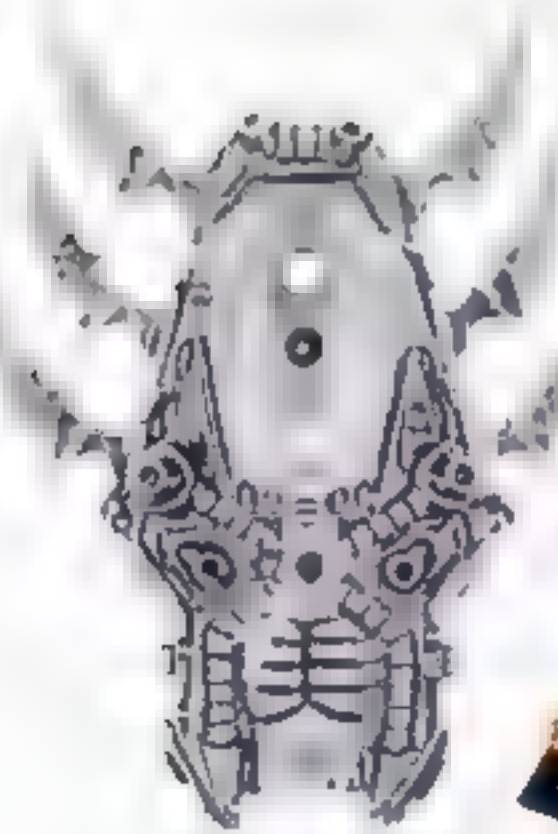


**Talos Prow**  
011201203

## SHOWCASE



*Left: This model was  
taken home with me  
from the 2000  
French Games  
Convention  
competition.*



**Talos Fuselage**  
011201201





# CLASSIC PRICE LIST

## Getting Started

45-01-00 Codes: Dark Eldar

\$15

## Boxed Sets & Blister Packs - Heavy Support

45-19 Ravagers

## Boxed Sets & Blister Packs - HQ

### Special Characters

4 Audubon Vect

\$10

### Metal Bitz - HQ

Lord

011202001 Van

Haemoncul

## Boxed Sets & Blister Packs - Elites

15-50 Black Legion & Blood Guard

\$10

15-55 Grotesquians

\$9

15-56 Mandrakes

\$9

15-46 Succubus

\$6

### Special Characters

Audubon Vect

15-53 Warp Beasts

\$7

15-12 Warp Scound

\$5

15-18 Wyeth w. Wyeth Weapons

\$6

15-47 Wyeths

\$5

15-40 Wyeths w. Assault Weapons

\$5

## Boxed Sets & Blister Packs - Troops

15-8 Blister

\$5

15-37 Warriors Squad

\$10

011203012

011203013

011203014

Backpack

## Boxed Sets & Blister Packs - Fast Attack

15-54 Hellion

\$7

Includes one Hellion & one Hellion

9 Reaver Jetbike

\$12.50

011202702 Drazhar Left Arm

011202703 Drazhar Right Arm

011202704 Drazhar Backpack

Light Responder

011203001 Light Responder

Heavy Jetbike Squadron

\$40

### Metal Bitz - Elites

Beastmaster & Warp Beasts

### Grotesquians

### Special Characters

Dark Eldar

### Metal Bitz - Troops

Warriors

99300112003 Dark Eldar Raider Hull Sprue

\$4

99300112004 Dark Eldar Raider Hull Sprue

\$4

### Sybarites

### Warriors

### Metal Bitz - Fast Attack

Heavy







# ELDAR

*Farseer Tyli shifted her mind and broadcast a message to the awaiting commanders. The time to launch the attack was now.*

*Instantaneously, each Eldar leader set his squads in motion. On the flanks, Jethbike squadrons and Falcons swept forward, their anti-gravitic engines whining under the sudden burst of speed. Guardians with their heavy weapons platforms emerged from cover to anchor the center. Rangers, far closer to enemy lines but hidden by their Cameleoline Cloaks, opened fire at key targets with their long rifles.*

*As Tyli had planned, the sudden synchronized attack had eradicated the Imperial forward firebase before a distress signal could be sent.*

The Eldar race is ancient beyond human reckoning. It is said that the Eldar had mastered the intricacies of space travel before Mankind first looked upward at the stars.

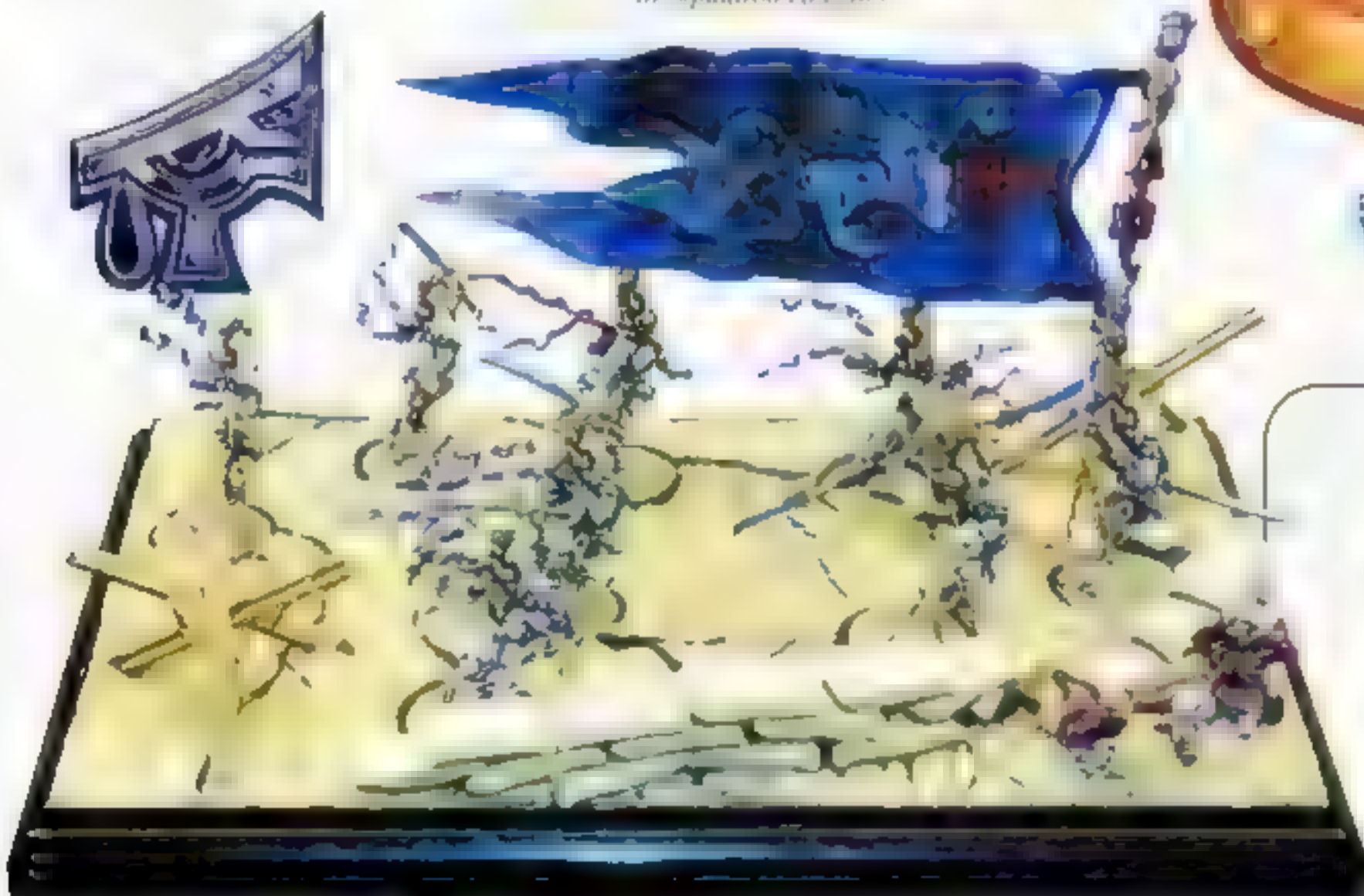
The Eldar are a technically advanced but dying race, having suffered a vast cataclysm that split their once mighty civilization. Now the Eldar are a race of wanderers, fighting to reclaim their shattered domain in a galaxy of barbaric usurpers and insidious evil.

*Below: Douglas Hann won first place in the Warhammer 40,000 Squad category at the 2002 Canadian Golden Demon painting competition with his Banshees of Ulthwe.*

## Fighting Style

More than any other army, the Eldar are made up of highly specialist squads, HQ types, and vehicles. When a masterful commander can play each squad or model to its strengths, the Eldar become a nigh unstoppable force. In the hands of a novice, the army is fragile and easily broken. Blending the right mix for each game is an art unto itself.

*Right: Bryan Shaw won third place with his Nighthavens "Fireheart" at the 2002 Battle of the Games Day Golden Demon painting competition in the Warhammer 40,000 Vehicle or Squadron category.*





## Collecting an Eldar Army

Most players begin their Eldar armies with a strong force of Guardians (either Storm squads or Defender squads) and a Farseer to fulfill their compulsory HQ and two Troops choices. Next, the varied proficiencies of the Aspect Warriors allow the commander to pick and choose which skills he values most – the deadly charge of the Howling Banshees, the short-ranged firepower of the Fire Dragons, the displacing movement of the Warp Spiders or more. Each of the Eldar choices offers superlative abilities in some (but never all) the arts of war.

Eldar vehicles provide more fast and heavily armed options. With Falcons and Wave Serpents, the Eldar excel at swift attacks and flexible defense, enabling them to move the right units to where they are needed.

Farseers and Warlocks provide the Eldar with the most powerful psykers in the game, and the towering might of a Wraithlord or the lightning-fast attacks of a Jetbike squadron will be hard to pass up.

Whether your plan is moving quickly into hand-to-hand hit-and-run attacks or anything else you can come up with – an Eldar army that is executed towards an overall plan is a deadly force on the battlefield!

*Right: Adam Rantz's Phoenix Lord Karandras won third place at the 2002 Canadian Games Day Golden Demon painting competition.*



*Bottom: Mike Sager won the 40K Overall award at the 2002 Chicago Grand Tournament with this fantastic Eldar Army.*

*Right: All of Mike's vehicles featured flames, bones, and skulls. The bases for the rest of his army featured a fire theme as well.*

*Left: Mike Sager sculpted an array of bones onto his Wraithlord's head, legs, and*





## GETTING STARTED

Starting with Codex: Eldar and a Battle Force is a great way to begin your Eldar army. Use the Codex Craftworld Eldar rules to specialize your army even further.



**Codex: Eldar**  
46-01-60



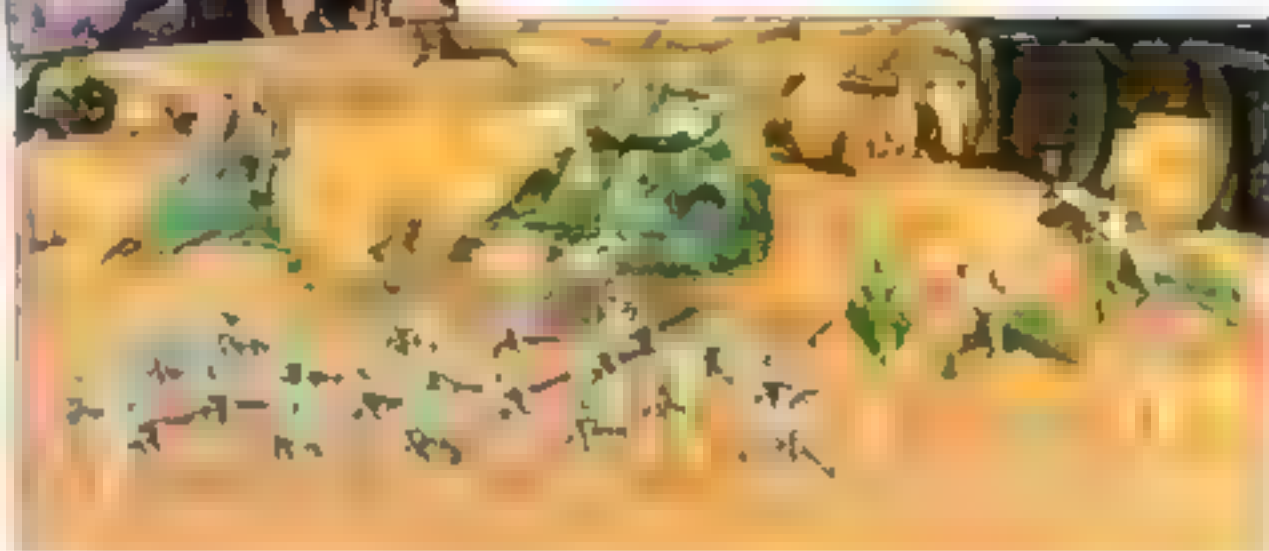
**Codex: Craftworld Eldar**  
46-02-60

The 48-page Eldar rulebook (left) contains painting and modeling guides, background, and the full army list for the Eldar. The 24-page Codex: Craftworld Eldar rulebook (right) contains the five variant rules for craftworld specific units.

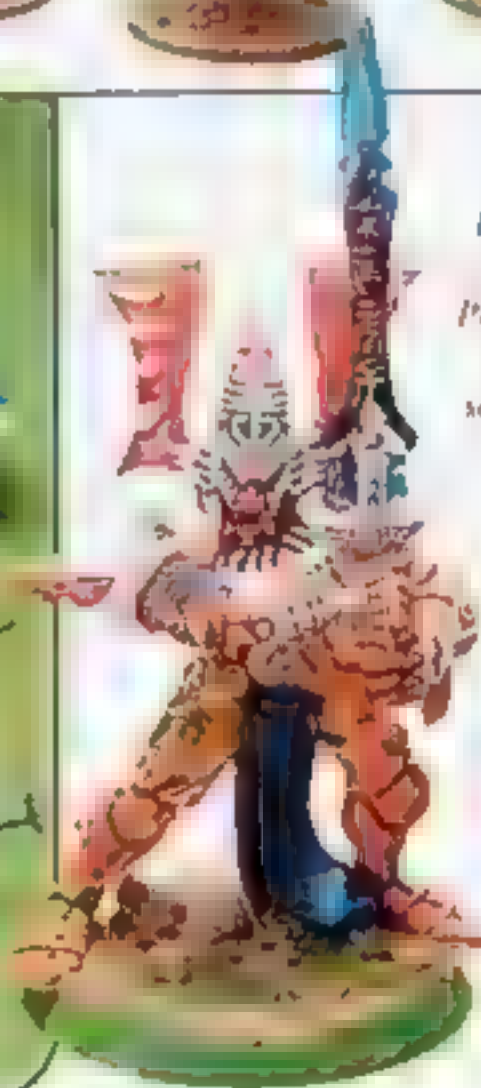


### Eldar Battle Force (46-10)

- 20 Eldar Guardians
- 3 Eldar Jetbikes
- 1 Eldar Vyper Jetbike
- 1 Eldar Falcon Grav Tank
- 1 Set of Jungle Trees



## SHOWCASE



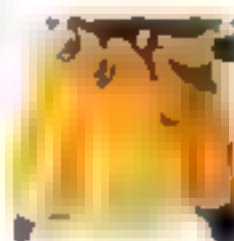
Chris Courtney's army received the Best Overall Score Award at the 2002 Philadelphia Grand Tournament. This score is determined by his Army Selection, Sportsmanship, Appearance, and Battle Points.

Note: Displayed for show only. In the center of the army shot is Chris's Nightwing fighter available only from Forge World.



HQ

# PAINTING RUNES



Complete the highlighting and shading of the area where the rune will be positioned. Set the model aside to dry entirely.



Next, take a sharpened pencil (the mechanical ones work the best) and lightly draw out the design that you wish to paint. If you are working over a dark color, use a white charcoal pencil (these are available at most art supply or craft stores).



Paint over the pencil lines with thinned-down Chaos Black paint. Test the consistency of the paint before applying it to the model. If the paint is too thin, it will no longer be opaque. If it's too thick, it will make your design lumpy and obscure the detail. You can test the paint on an old model or bit of primed sprue if you like. When painting the design, make sure to cover the pencil lines completely with the paint.



Once the black paint dries, go back in with a bright opaque color and paint in the center of the Chaos Black lines. If you choose a color that is pretty transparent (like ye low), add a bit of Skull White to increase the color's opacity. When this coat dries, highlight the central line with a bit of pure Skull White. Save these tiny highlights for sharp corners or the tips of lines to make the design appear to have a bit more depth to it.

Warlock 1  
w/ Force Rod  
010402404

Warlock 2  
w/ Witch Blade  
010402401

Warlock 4  
w/ Witch Blade  
010406401

Warlock Blister (Random 1)  
46-36

Farseer Spear  
010406802

Eldrad Ulthran,  
Farseer of Ulthwë  
Blister (1)  
46-38 (Blister)  
010402701 (8+)

Farseer Blister (1)  
46-52

Farseer Body  
010406801

Note: Warlock with Singing Spear (010402407) and Warlock 3 with Witch Blade (010402406) are also included in the Warlock Blister pack (46-36).

Seer Council  
Witch Blade 3  
010408404

Warlock  
w/ Singing Spear  
010402407

Warlock 3  
w/ Witch Blade  
010402406

Seer Council  
Farseer 2  
010408402

Seer Council  
Farseer 1  
010408401

Ulthwë Seer Council Box (5)  
46-16

Seer Council  
Warlock Body  
010408403



HQ



**Avatar of the Bloody-Handed God  
Blister (1)**  
46-46

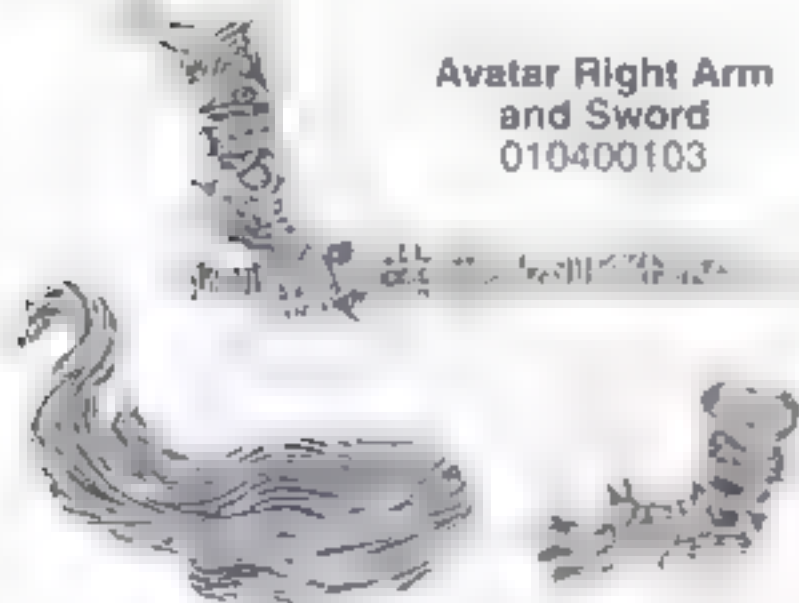
*If an Avatar's body is destroyed, its spirit will return to its inner sanctum on the Craftworld and it has grown a new form.*



**Avatar Torso**  
010400102



**Avatar Legs**  
010400101



**Avatar Right Arm  
and Sword**  
010400103



**Avatar Mane**  
010400105



**Avatar Bloody Hand**  
010400104



**Phoenix Lord  
Asurmen Blister (1)**  
46-39



**Asurmen  
Body**  
010400401



**Asurmen  
Banner Pole**  
010400402

*Phoenix Lords have traveled the galaxy for millennia and are utterly fearless. A Phoenix Lord will never fall back or be pinned – even by attacks that do not normally allow a Morale check to be taken.*



**Fuegan  
Body**  
010402901



**Fuegan  
Fire Axe**  
010402902



**Phoenix Lord  
Fuegan Blister (1)**  
46-41



**Phoenix Lord  
Maugan Ra Blister (1)**  
46-42



**Maugan Ra  
Backpack**  
010400503



**Maugan Ra  
Maugetar**  
010400502



**Maugan Ra  
Body**  
010400501





The Exarchs take the names of great warriors from myth, and each successive Exarch who wears the sacred armor takes on that name and forgets his past life

— Lexicos Aldas Mar



**Karandras Head**  
010402802



**Karandras Body**  
010402801



**Phoenix Lord Karandras Blister (1)**  
46-40



**Phoenix Lord Baharroth Blister (1)**  
46-44



**Baharroth Body**  
010400701



**Baharroth Wings**  
010401906



**Jain Zar Right Arm and Silent Death**  
010400603



**Jain Zar Left Arm and Blade of Destruction**  
010400602



**Jain Zar Body**  
010400601



**Phoenix Lord Jain Zar Blister (1)**  
46-43

## APPLYING DECALS



The application of a decal can add some extra detail and character to your models. Start by choosing an appropriate decal for your vehicle or model, and carefully cut it out from the sheet. It's a good idea to cut some extra space around one side of the decal. This space makes it easier to hold the paper while you transfer the decal to the model's surface.

Take a pair of tweezers and hold the transfer by the paper surrounding it. The shiny area is the part that will be transferred, so holding on to the paper anywhere outside of this area should be fine. Dip the transfer in a shallow dish of water (we used a jar lid) and hold it under water for about 30 seconds. When the decal starts to peel away from the paper, it is ready to be transferred.



Take a brush and dampen the area where you plan to apply the transfer. This will help you reposition the transfer to get the placement just right. While holding the edge of the paper with the tweezers, take a brush and gently slide the decal off the paper and onto the model's surface.

Reposition the decal with a wet brush until it is in the desired position. Then take a piece of paper towel or a dry brush and gently dab away any excess water from the surface. This step should affix your decal into place. If you notice bubbles under the decal, re-wet the decal and smooth it out with a damp brush.



Take some of the background color and paint over the shiny area around the decal. This step will help hide the fact that a decal was used and prevent it from detracting from the overall appearance of the model. If you like, the rest of the transfer can be painted over in a different color to suggest a hand-crafted appearance.

Take some of the background color and paint over the shiny area around the decal. This step will help hide the fact that a decal was used and prevent it from detracting from the overall appearance of the model. If you like, the rest of the transfer can be painted over in a different color to suggest a hand-crafted appearance.



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Take some of the background color and paint over the shiny area around the decal. This step will help hide the fact that a decal was used and prevent it from detracting from the overall appearance of the model. If you like, the rest of the transfer can be painted over in a different color to suggest a hand-crafted appearance.





# ELITES



*By using fusion guns and melta bombs, these close quarter combatants can devastate any armor or emplacement*



Fire Dragon  
Body 1  
010408201



Fire Dragon  
Body 2  
010408202



Fire Dragon  
Body 3  
010408203



Fire Dragon Exarch Blister (Random 1)  
46-61



Fire Dragons Blister (Random 2)  
46-57



Fire Dragon  
Exarch Body 1  
010408001



Fire Dragon Exarch  
Body for Firepike  
010408003



Fire Dragon Exarch  
Fusion Gun  
010408002



Fire Dragon Exarch  
Firepike  
010408004



Wraithguard  
Head 1  
010400801



Wraithguard  
Body 1  
010400804



Wraithguard  
Body 2  
010400802



Wraithguard  
Head 2  
010400803



Wraithguard Blister (Random 1)  
46-37



Wraithguard  
Head 3  
010400805



Wraithguard  
Body 3  
010400806

*Wraithguard are wraithbone constructs housing the immortal spirit of a dead Eldar warrior*





**Striking Scorpions Blister (Random 3)**  
46-53



*Striking Scorpions use cover to protect their advance and then spring forward with a hail of lasers from helmet mounted mandiblasters before attacking with whining chainswords.*



**Striking Scorpion Body 1**  
010407601



**Striking Scorpion Body 2**  
010407602



**Striking Scorpion Body 3**  
010407603



**Striking Scorpion Exarch Body**  
010407801



**Striking Scorpion Exarch Blister (1)**  
46-56



**Warp Spider Exarch Blister (1)**  
46-49



**Warp Spider Exarch Body**  
010403001



**Striking Scorpion Chainsword Arm 1**  
010407604



**Striking Scorpion Chainsword Arm 2**  
010407605



**Striking Scorpion Exarch Claw**  
010407802



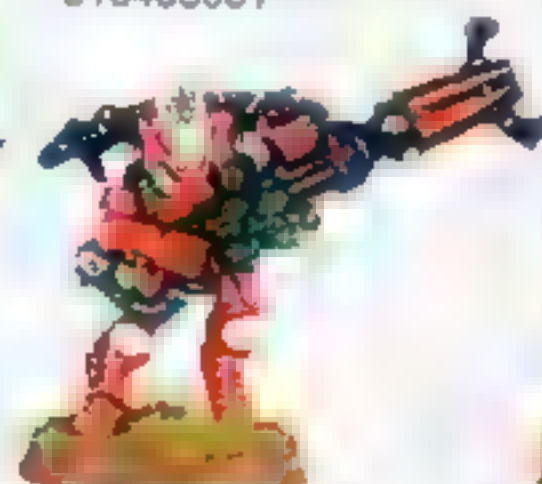
**Warp Spider Exarch Carapace**  
010403002



**Warp Spider Exarch Deathspinner**  
010403003



**Warp Spider 1**  
010402601



**Warp Spider 2**  
010402602



**Warp Spider 3**  
010402603

**Warp Spiders Blister (Random 2)**  
46-45

*Warp Spiders use warp jump generators to materialize next to their enemies. Once in range, they use their death spinners, the Warp Spiders reduce enemy squads to a pulp and then escape before a bead can be drawn.*







# ELITES



**Howling Banshee  
Exarch Body**  
010407002



**Howling Banshee  
Exarch Blister (1)**  
46-51



**Howling Banshees Blister (Random 2)**  
46-50



**Howling Banshee  
Body 1**  
010406701



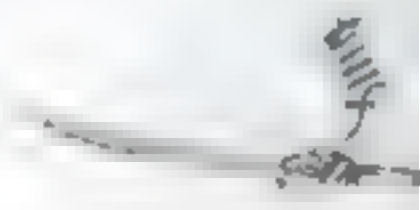
**Howling Banshee  
Body 2**  
010406702



**Howling Banshee  
Body 3**  
010406703



**Howling Banshee Exarch Weapon**  
010407001



**Howling Banshee  
Sword 1**  
010406704



**Howling Banshee  
Sword 2**  
010406705



**Howling Banshee  
Sword 3**  
010406706

# SHOWCASE

*These gorgeous Howling Banshees were a part of  
Garrick Eisenbets's 2002 LA Grand Tournament army*





# TROOPS



**Rangers Blister (Random 2)**  
46-35



**Ranger with Long Rifle 1**  
010401511



**Ranger with Long Rifle 3**  
010401516



**Ranger with Long Rifle 5**  
010401514



**Ranger with Long Rifle 2**  
010401513



**Ranger with Long Rifle 4**  
010401512



**Ranger with Long Rifle 6 and Shuriken Pistol**  
010401501

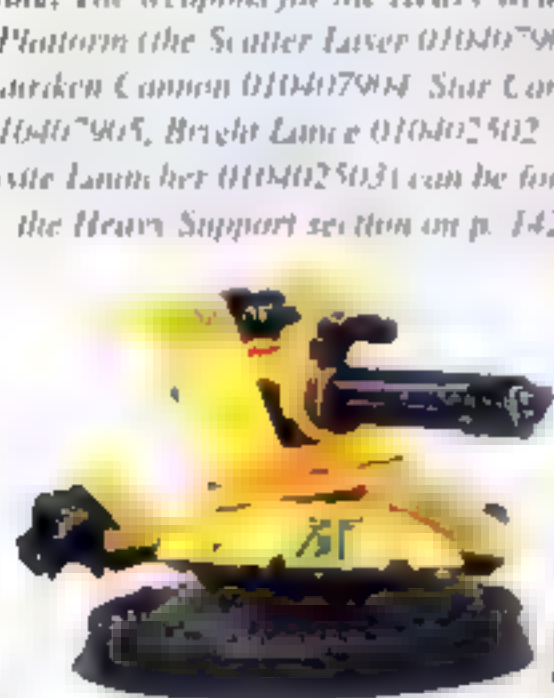


**Ranger with Sniper Rifle 7**  
010401503



**Ranger with Power Sword and Shuriken Pistol**  
010401502

*Note: The weapons for the Heavy Weapon Platform (the Scatter Laser 010407904, Scatter Cannon 010407904, Star Cannon 010407905, Bright Lance 010402502 and Missile Launcher 010402503) can be found in the Heavy Support section on p. 142*



**Heavy Weapon Platform Blister (Random Weapon Platform and 2 Random Crew)**  
46-54



**Eldar Weapon Shield**  
010407902



**Gun Crew Backpack**  
010407714



**Eldar Heavy Weapon Platform**  
010407901



**Gunner with Shuriken Pistol**  
010407711



**Gunner**  
010407712



**Gunner with Helmet**  
010407713



**Gun Loader w/ Shuriken Catapult**  
010407709



**Gun Loader w/ Ammo Box**  
010407708

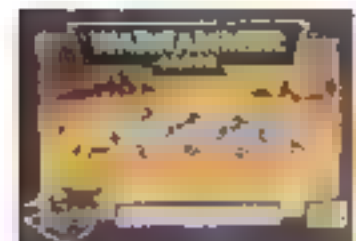


**Gun Loader w/ Belt Scanner**  
010407710





# TROOPS



All citizens residing on  
the ways of battle. They  
are the most loyal and  
valiant men in a Guard's  
army.

**Guardians Box (16)**  
46-09



**Eldar Storm Guardians Box (8)**  
46-17

Note: The Eldar Storm Guardians come with the  
Guardians plastic sprue (99380/104001) shown on  
the opposite page.

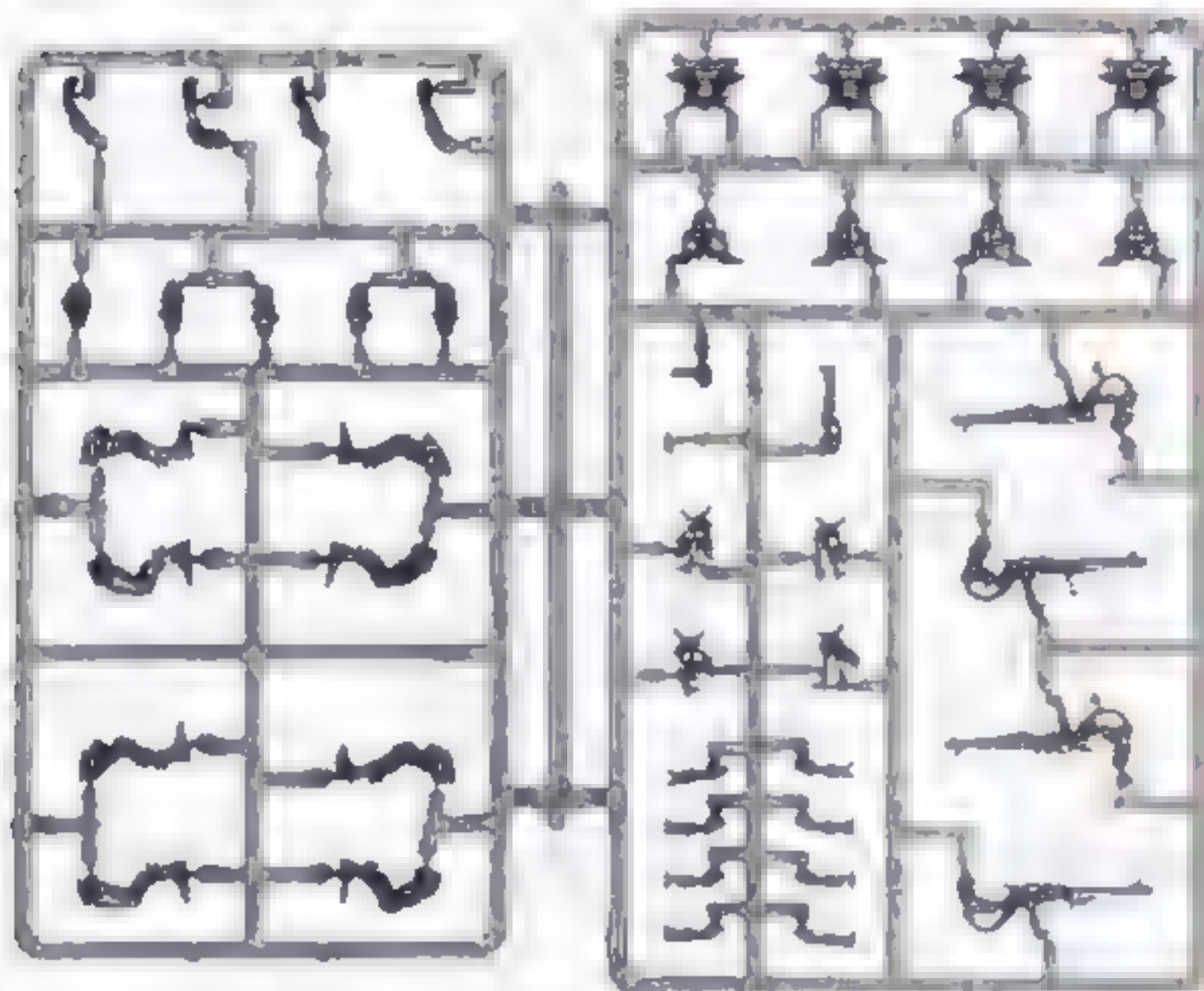


Note: The Dire Avengers  
Guardians are shown on  
the opposite page.

**Dire Avengers Box (8)**  
46-15



# TROOPS



Guardians Sprue  
99380104001

Note: Sprue shown  
at 90% of actual size



Storm Guardian  
Chainsword Sprue  
010408503



Storm Guardian  
Power Weapon Sprue  
010408504



Storm Guardian Heads Sprue  
010408501



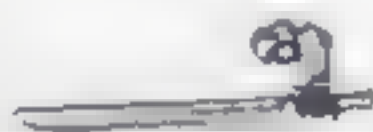
Storm Guardian  
Pistol Sprue  
010408502



Storm Guardian  
Assault Weapon Sprue  
010408505



Dire Avenger Exarch  
Shuriken Pistol  
010407503



Dire Avenger Exarch  
Power Sword  
010407504



Dire Avenger  
Exarch Head  
010407501



Dire Avenger  
Head  
010407502



Dire Avenger  
Tabard Sprue  
010407505

## PAINTING GEMS



Begin by painting the gem with the desired base color. For simplicity's sake, try to choose a color that has a lighter and darker shade available, which will help you achieve consistency in your highlights and shading. Scaly, Jade, and Vile Greens were used in this example with Jade Green being used for the base color.



Next, take the darker shade (Scaly Green here) and paint the upper right or left corner of the gem. While the paint is still wet, take another brush, wet it, and break up the lower border of the darker shade color until it makes a smooth transition into the base color. A little practice may be necessary to hone your blending skills, but keep at it, as the end result is quite attractive.



For the highlight, paint the bottom edge of the gem opposite the shading using the lighter shade color (Vile Green in this case). Use the same technique as described above, making sure that you leave enough of the base color to make a smooth transition from highlight to shadow.



When satisfied with the blend of shadow, base and highlight colors, take a bit of thinned Skull White paint and apply a single tiny highlight in the center of the darkest part of the gem. Finally, add a thin, curved line of Skull White along the bottom edge to finish off the overall effect.





## FAST ATTACK



**Swooping Hawk  
Exarch Wing**  
010408102



**Swooping Hawk Exarch  
Head and Arm Sprue**  
010408103



**Swooping  
Hawk Wings**  
010408304



**Swooping Hawk  
Exarch Body**  
010408101



**Swooping Hawk  
Exarch Blister (1)**  
46-62



**Swooping  
Hawk Body 1**  
010408301



**Swooping  
Hawk Body 2**  
010408302



**Swooping  
Hawk Body 3**  
010408303



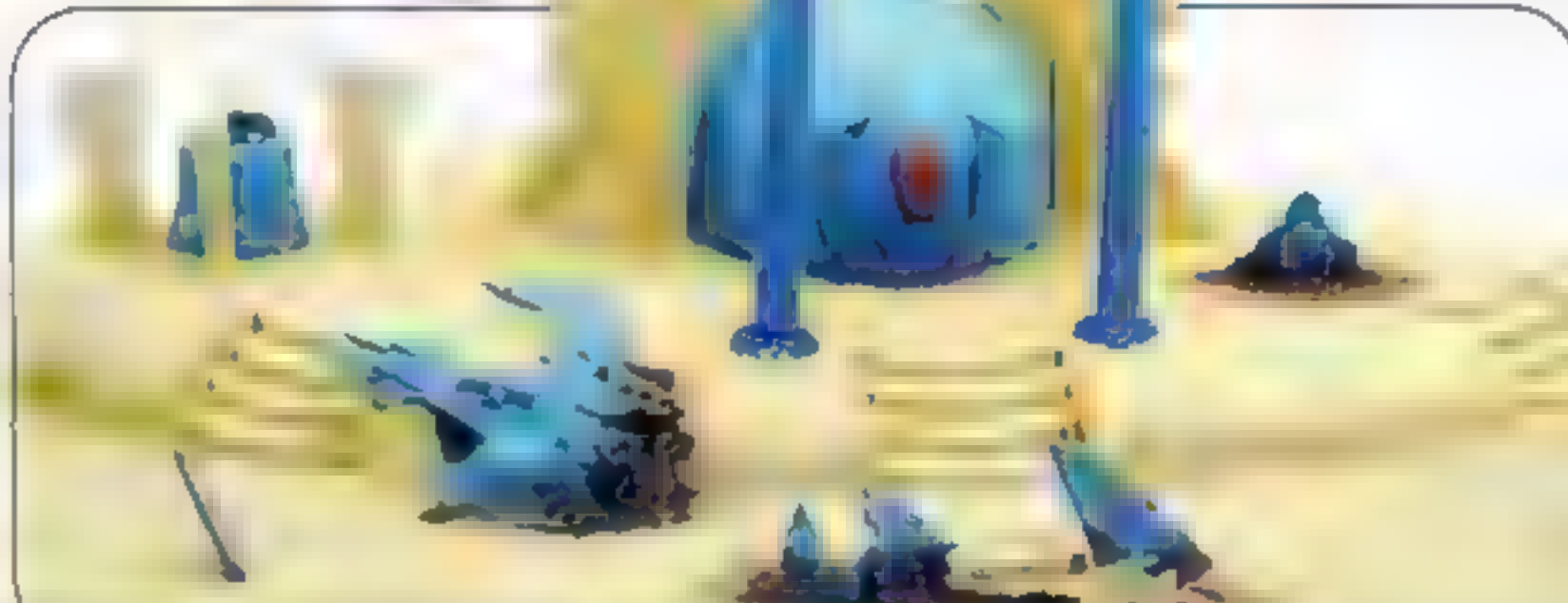
**Swooping Hawks Blister (Random 2)**  
46-58

## SHOWCASE



*Below: A wrathbone  
statue of Eldrad Ulthran*

*Chad Mierzwia made this  
rugged Ivandei  
Craftworld table for  
Games Day 2002. The  
bone coloration of the  
table represents  
wrathbone, the psycho-  
plastic material used for  
weapons and  
Wrathguard armor.*







**Jetbike with Shuriken Cannon Box (1)**  
46-12

*Note: The Jetbike with Shuriken Cannon comes with the plastic Jetbike sprue (46-06) pictured below*



**Jetbike Box (1)**  
46-06

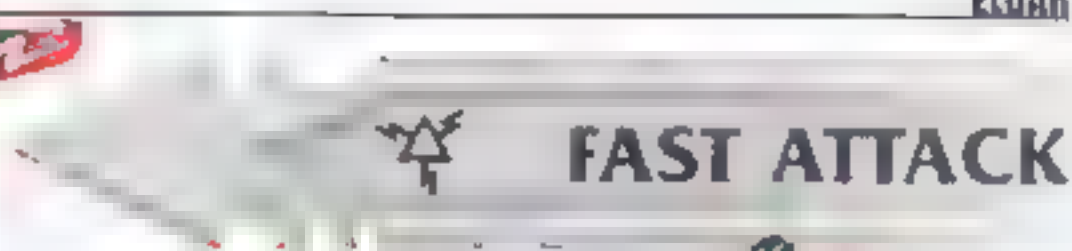


**Jetbike Shuriken Cannon**  
010403102

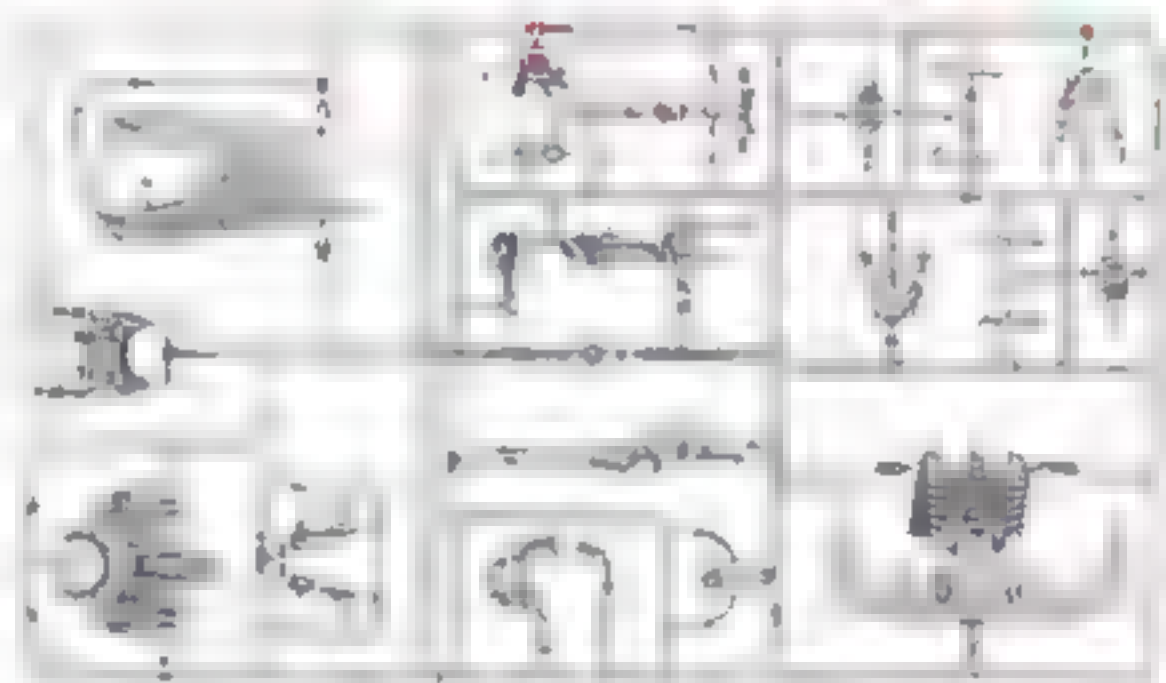


**Jetbike Shuriken Rider Torso**  
010403101

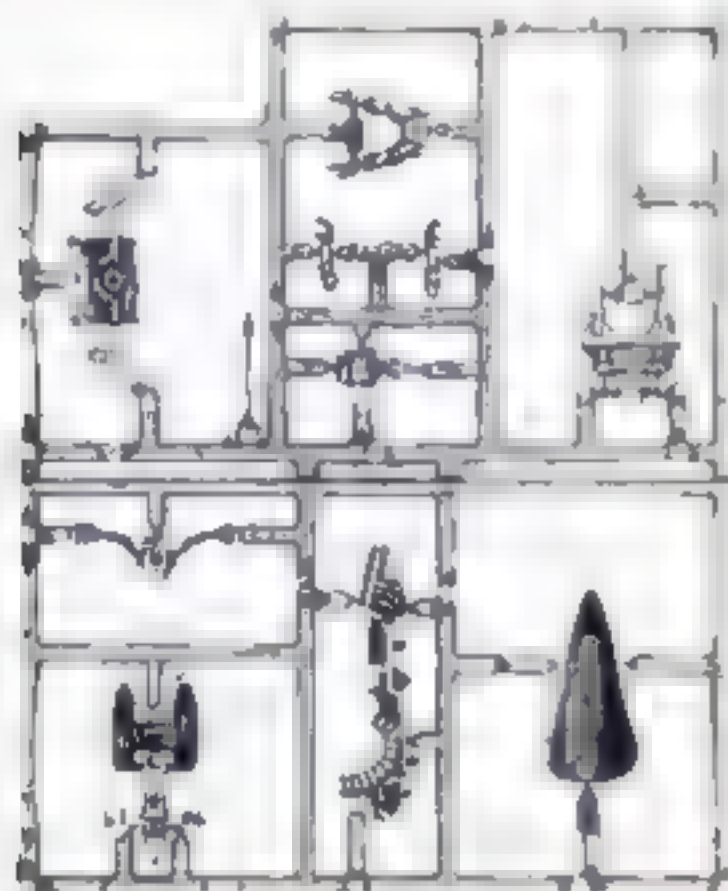
**Vyper Jetbike Canopy**  
99399999038



**Vyper Jetbike Box (1)**  
46-07

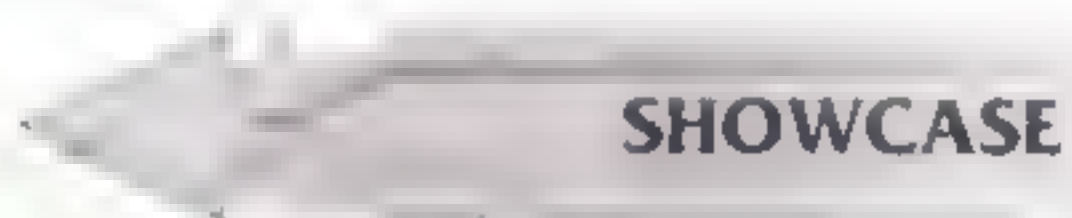


**Vyper Jetbike Sprue**  
46-07

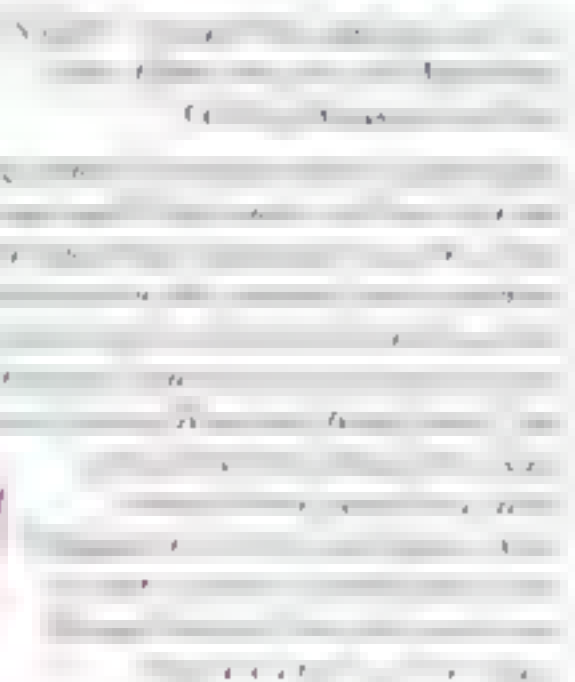
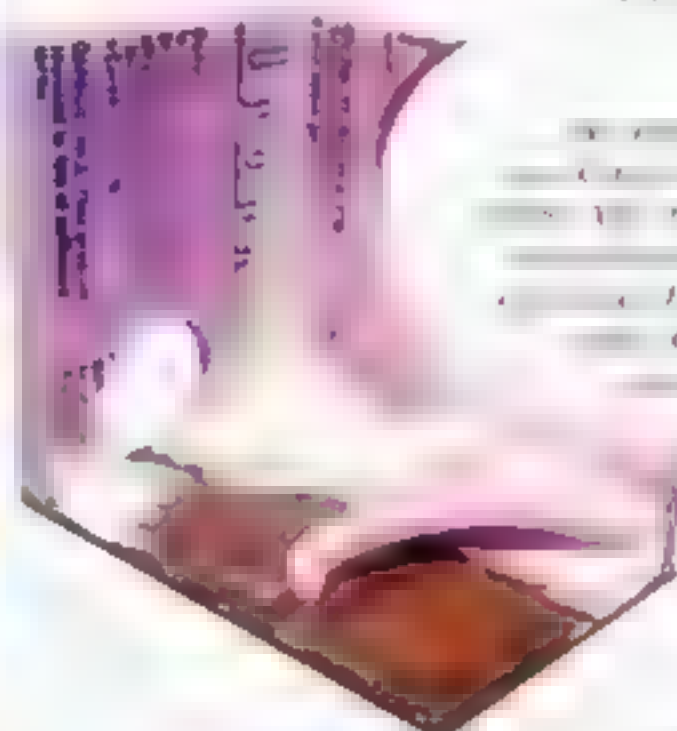


**Jetbike Sprue**  
46-06

*Note: Sprue shown at 80% of actual size*



## SHOWCASE





# JETBIKE BANNERS

Free-free to photocopy these banners to use on your Jetbikes! Simply fold them in half along the Jetbike's pole and the banner will be level with the ground.

From top to bottom, the banners represent:

ULTIMATE  
IVANDER  
EHL-TAN  
ALAITOC  
SAHM-HANN



## FAST ATTACK



Shining Spears Squad Box (3)  
46-13

*Note: The Shining Spears Squad comes with the plastic Jetbike sprue (46-06), shown on p. 137.*



Shining Spear  
Guidance System  
010406906



Shining Spear  
Body 1  
010406901



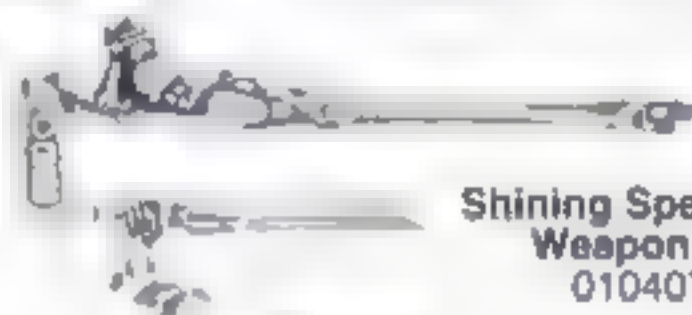
Shining Spear  
Body 2  
010406902



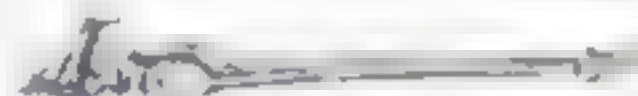
Shining Spear  
Body 3  
010406903



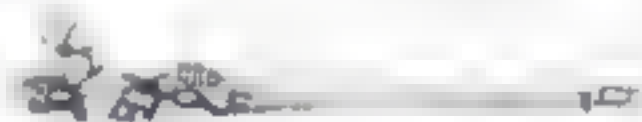
Shining Spear  
Banner Pole  
010406907



Shining Spear Exarch  
Weapon Sprue  
010407102



Shining Spear Lance 1  
010406904



Shining Spear Lance 2  
010406905



Shining Spear  
Exarch Body  
010407101



Shining Spear  
Exarch Legs  
010407103



Shining Spear  
Legs 1  
010406908

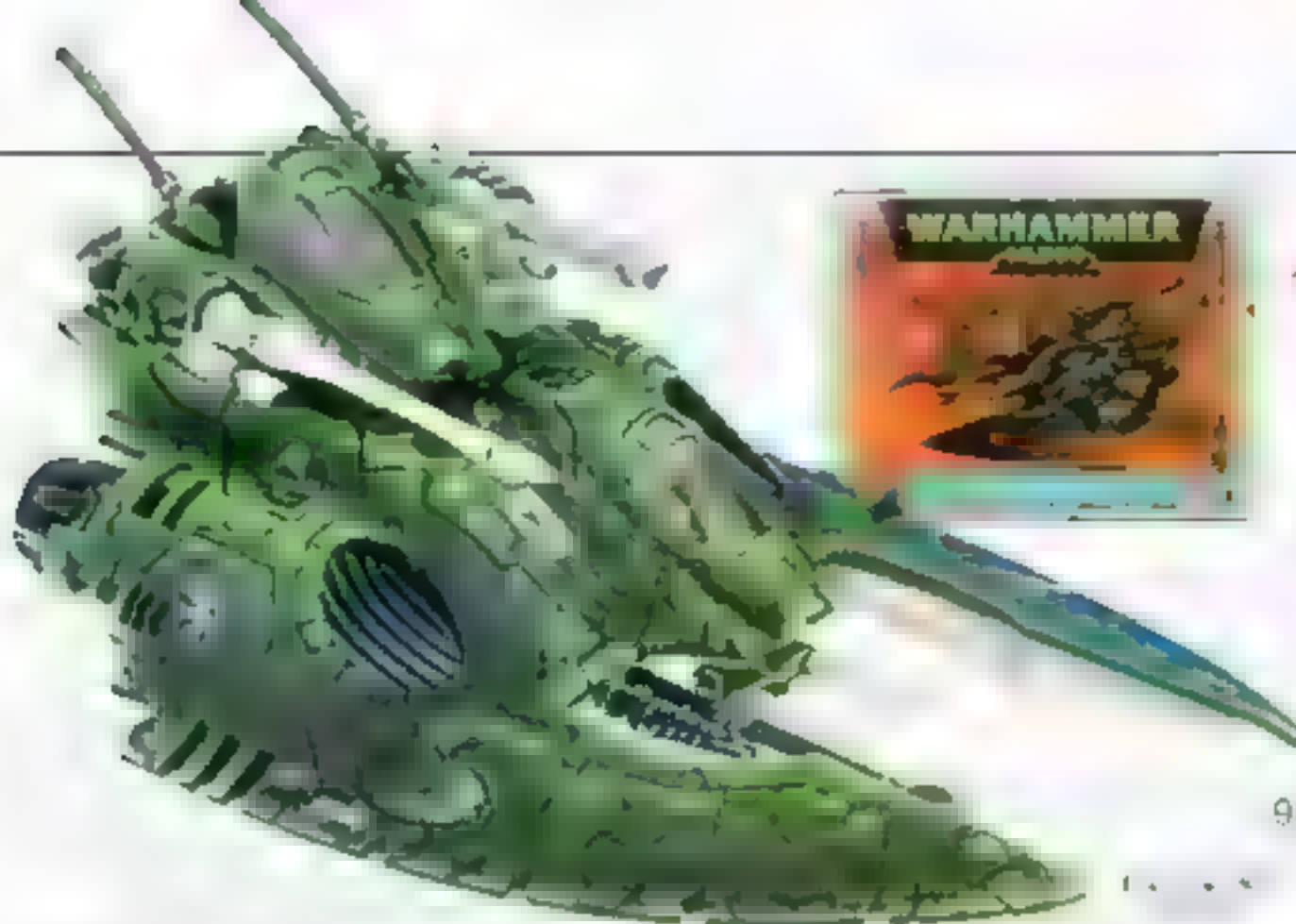


Shining Spear  
Legs 2  
010406909

*Note: The Shining Spear Exarch parts come with the Shining Spears Squad box.*

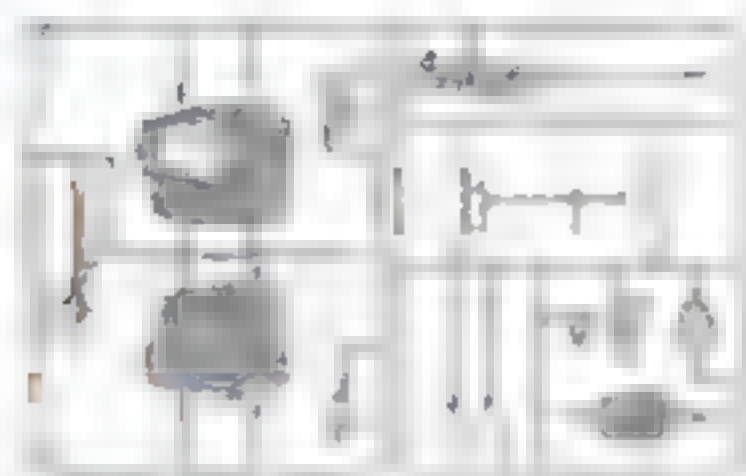






Vyper  
Jetbike  
Canopy  
9937441038

## HEAVY SUPPORT



Falcon Grav Tank Box (1)  
46-08

Not  
at 100% of actual size

Grav Tank Turret Sprue  
99390104002

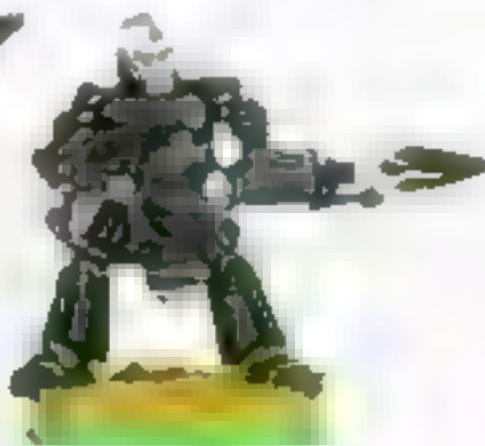
During the war in heaven it was Falcon, cousin of the Great Hawk, who retrieved And's mighty sword Aurix and gave it to the Eldar hero Faldonah to continue the battle with Khaine. It is this principle of deterrence that is behind the design of the Falcon Grav Tank. With its potent armament and ability to carry a small squad of fighters, the Falcon is designed to take the fight to the enemy or to extricate the warriors should resistance prove too fierce for them.



Grav Tank Hull Top Sprue  
99390104001



Grav Tank Hull Bottom Sprue  
99390104003



Dark Reaper  
Missile Launcher  
010407204

Dark Reapers Blister (Random 2)  
46-55



Dark Reaper Body 1  
010407201

Dark Reaper Body 2  
010407202

Dark Reaper Body 3  
010407203

Dark Reaper Exarch Blister (1)  
010407201 B1  
46-blister



## PAINTING A FIRE PRISM CRYSTAL



Start by painting the metal trim, ink washing it a darker color and drybrushing it with a lighter metallic color. Then, go back in and paint the crystal in a base color of your choosing. Regal Blue Shining Gold, Chestnut Ink, and Mithril Silver were used in this example.



For the next step, carefully blend and highlight the crystal areas with lighter shades of the base color. make the tip of the crystal the brightest area and progressively work your way darker to the base color. Highlight the center of the oval near the base of the crystal with the same colors. Enchanted Blue and Lightning Blue were used here.



When satisfied with the blend of colors, take some Skull White and mix it about 50/50 with the lightest highlight color used on the crystal. Paint some angled forked lines about the width of a standard brush from the tip of the crystal downward toward the base. When this coat is dry, add some more Skull White to your mix and trace the lines with a slightly more narrow stroke.



Once you have the basis for your lightning pattern, take a fine detail brush and paint a delicate thin line of pure Skull White in the very center of the lightning pattern. If you like, you can also paint a single reflective highlight along each of the lower crystal sections as shown in the example.

## HEAVY SUPPORT

Note: The Fire Prism Grav Tank comes with the plastic Grav Tank sprays (99.990 (0400) 99.990 (04012) and 99.990 (04013) pictured on p. 149.



Fire Prism Grav Tank Box (1)  
46-11



Fire Prism Crystal  
Sides A and B  
010403804 &  
010403805



Fire Prism Generator  
010403806



Fire Prism Laser Projector  
010403807



Fire Prism Energizer  
010403801



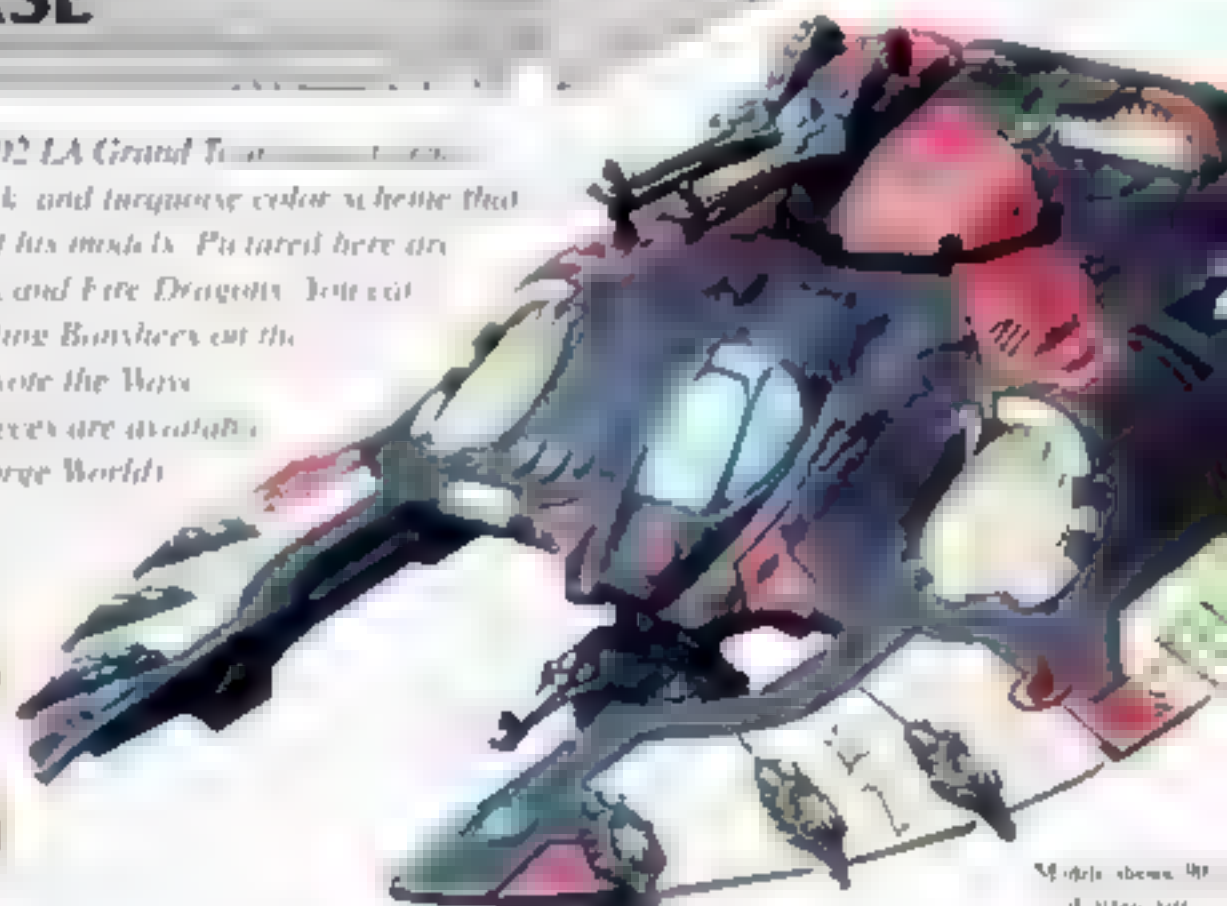
Fire Prism Probe  
010403802



Fire Prism Sensor  
010403803

## SHOWCASE

Garrick Eisenberg's 2002 LA Grand Tour contest consisted of a red, black, and turquoise color scheme that was consistent on all of his models. Pictured here are his Wave Serpent Tank and Fire Dragons. You can see his Howling Banshees on the Elite page. (Note the Wave Serpent pieces are available from Forge World.)





# HEAVY SUPPORT

*Note: The crew for the Support Weapon Platform is found on p. 153 of the Troops section with the Heavy Weapon Platform*



**Support Weapon Platform Box**  
(1 Platform and 2 Crew)  
46-20



**Support Weapon Targeter**  
010407703



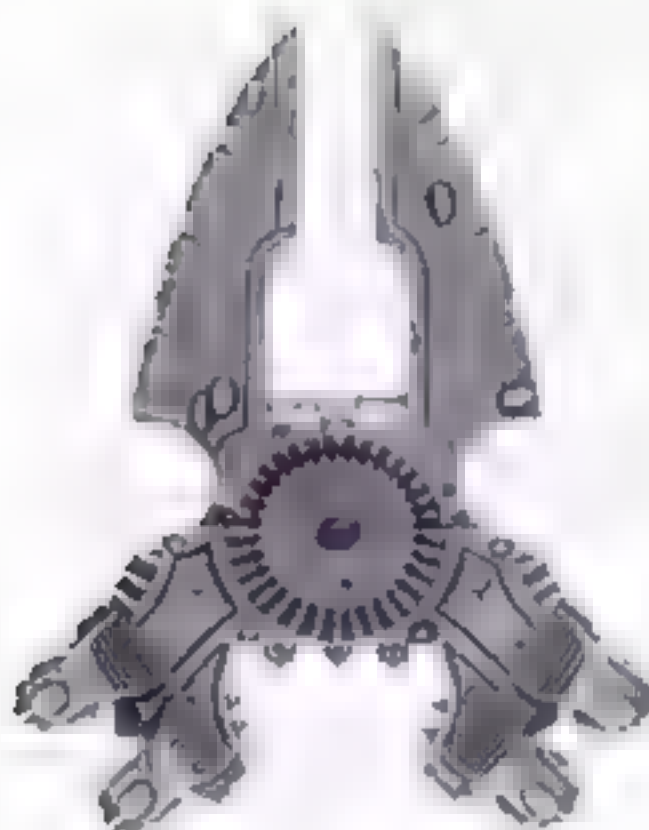
**Support Weapon Mount**  
010407704



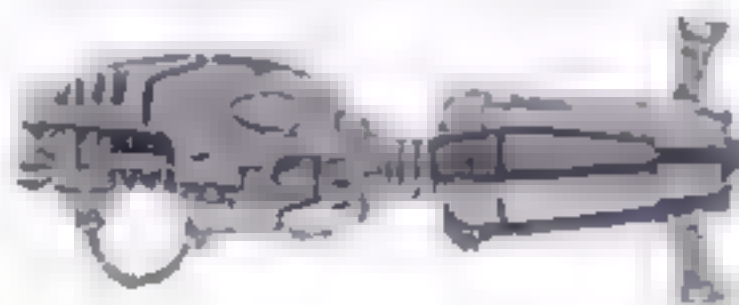
**Support Weapon Pivot**  
010407702



**Eldar Vibro-Cannon**  
010407705



**Support Weapon Platform**  
010407701



**Eldar Web Spinner**  
010407706



**Eldar D-Cannon**  
010407707

## PAINTING ELДАР VINE PATTERNS



Begin by shading and highlighting the background color over which the vine pattern will be painted. Be sure to choose a background color that will contrast with the color of your vines so that they will really stand out.



Next, draw a series of curved lines with a pencil over the surface. Try to keep the pattern looking random and always keep the lines curved with no straight sections. Aim to keep the lines a uniform distance from one another. When satisfied with the pattern, water down some paint (Dark Angels Green in this case) and paint over the lines. Varying the width of the lines will add to the overall grace of the curves, but that's a matter of taste.



When the basic lines are dry, go back in with the pencil and add jagged thorns on either side of the vines. As with the vine curves, try to keep the thorns a uniform distance from one another. Paint the thorns with the same base color used on the vines themselves.



Go back in and highlight the centers of the lines with a lighter shade of the vine color. When this is dry, add another brighter highlight around the most pronounced curves to add further depth to the vines. At this point, touch up any blemishes with the background color. Finally, sit back and marvel at how easy and attractive the overall effect is!



# HEAVY SUPPORT

The Wraithlord is controlled by the essence of one of the Craftworld's mightiest warriors.

Weapon Shield  
010400212

War Walker and  
Wraithlord Torso  
010400201



War Walker  
Guardian  
010400205



War Walker  
Power Plant  
010400202



War Walker Box (1)  
46-18



Wraithlord Head  
010400303



Wraithlord  
Power Plant  
010400302



Wraithlord Box (1)  
46-19



War Walker  
Left Leg  
010400214



War Walker  
Right Leg  
010400213

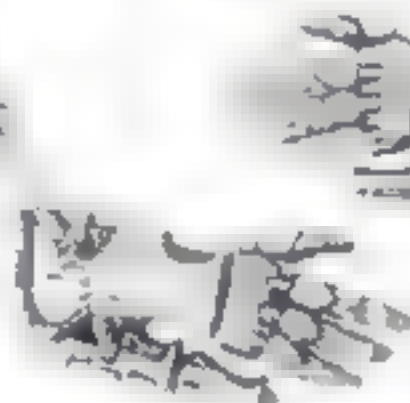


Wraithlord  
Left Leg  
010400308



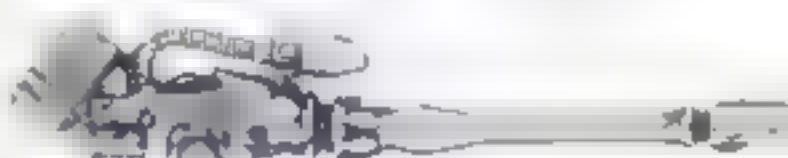
Wraithlord  
Right Leg  
010400307

Wraithlord Left Arm  
010400305

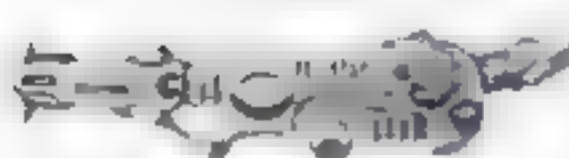


Wraithlord  
Right Arm  
010400304

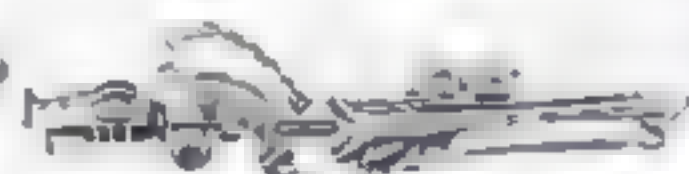
Note: The five weapons below are for the Wraithlord, the War Walker, and the Heavy Weapon Platform on p. 142 of the Troops section



Bright Lance  
010402502



Star Cannon  
010407905



Shuriken Cannon  
010407904



Missile Launcher  
010402503



Scatter Laser  
010407903





# PRICE LIST

## Getting Started

|   |                        |       |
|---|------------------------|-------|
| 46-01-60  | Codex Eldar            | \$15  |
| 46-02-60  | Codex Craftworld Eldar | \$10  |
| 46-11-60  | Codex Eye of Terror    | \$15  |
| 46-10   | Eldar Battle Force     | \$100 |
| Includes: Eldar Guardians, Eldar Jetbikes, Eldar Vyper Jetbikes, Eldar Falcon Gray Tank & Set of Jungle Trees |                        |       |

## Boxed Sets & Blister Packs - HQ

|   |                                 |      |
|---|---------------------------------|------|
| 46-48                                   | Avatar of the Bloody-Handed God | \$25 |
| Blister includes 1 model                |                                 |      |
| 46-52                                   | Farseer                         | \$10 |
| Blister includes 1 model                |                                 |      |
| 46-16                                   | Ullhwé Seer Council             | \$35 |
| Box includes 5 models                   |                                 |      |
| 46-36                                   | Warlock                         | \$8  |
| Blister includes 1 random Warlock model |                                 |      |

## Special Characters

|                          |                                  |      |
|--------------------------|----------------------------------|------|
| 46-38                    | Eldrad Ulthran Farseer of Ullhwé | \$13 |
| Blister includes 1 model |                                  |      |
| 46-39                    | Phoenix Lord Asurmen             | \$10 |
| Blister includes 1 model |                                  |      |
| 46-44                    | Phoenix Lord Baharroth           | \$10 |
| Blister includes 1 model |                                  |      |
| 46-41                    | Phoenix Lord Fuegan              | \$10 |
| Blister includes 1 model |                                  |      |
| 46-43                    | Phoenix Lord Jain Zar            | \$10 |
| Blister includes 1 model |                                  |      |
| 46-40                    | Phoenix Lord Karandras           | \$10 |
| Blister includes 1 model |                                  |      |
| 46-42                    | Phoenix Lord Maugan Ra           | \$10 |
| Blister includes 1 model |                                  |      |

## Boxed Sets & Blister Packs - Elites

|                           |                         |      |
|---------------------------|-------------------------|------|
| 46-81                     | Fire Dragon Exarch      | \$8  |
| Blister includes 1 model  |                         |      |
| 46-57                     | Fire Dragons            | \$8  |
| Blister includes 2 models |                         |      |
| 46-51                     | Howling Banshee Exarch  | \$8  |
| Blister includes 1 model  |                         |      |
| 46-50                     | Howling Banshees        | \$8  |
| Blister includes 2 models |                         |      |
| 46-58                     | Sinking Scorpion Exarch | \$8  |
| Blister includes 1 model  |                         |      |
| 46-53                     | Sinking Scorpions       | \$8  |
| Blister includes 2 models |                         |      |
| 46-49                     | Warp Spiders Exarch     | \$8  |
| Blister includes 1 model  |                         |      |
| 46-45                     | Warp Spiders            | \$9  |
| Blister includes 2 models |                         |      |
| 46-37                     | Wraithguard             | \$10 |
| Blister includes 1 model  |                         |      |

## Boxed Sets & Blister Packs - Troops

|                           |                        |      |
|---------------------------|------------------------|------|
| 46-15                     | Dire Avengers          | \$20 |
| Box includes 8 models     |                        |      |
| 46-09                     | Guardians              | \$30 |
| Box includes 16 models    |                        |      |
| 46-54                     | Heavy Weapons Platform | \$10 |
| Blister includes 1 model  |                        |      |
| 46-35                     | Rangers                | \$9  |
| Blister includes 3 models |                        |      |
| 46-17                     | Eldar Storm Guardians  | \$25 |
| Box includes 8 models     |                        |      |

## Boxed Sets & Blister Packs - Fast Attack

|                          |                              |         |
|--------------------------|------------------------------|---------|
| 46-06                    | Jetbike                      | \$12.50 |
| Box includes 1 model     |                              |         |
| 46-12                    | Jetbike with Shuriken Cannon | \$15    |
| Box includes 1 model     |                              |         |
| 46-13                    | Shining Spears Squad         | \$40    |
| Box includes 3 models    |                              |         |
| 46-62                    | Swooping Hawk Exarch         | \$8     |
| Blister includes 1 model |                              |         |

|                           |                |      |
|---------------------------|----------------|------|
| 46-59                     | Swooping Hawks | \$8  |
| Blister includes 2 models |                |      |
| 46-07                     | Vyper Jetbike  | \$25 |
| Box includes 1 model      |                |      |

## Boxed Sets & Blister Packs - Heavy Support

|                                  |                         |      |
|----------------------------------|-------------------------|------|
| 46-60                            | Dark Reaper Exarch      | \$8  |
| Blister includes 1 model         |                         |      |
| 46-55                            | Dark Reapers            | \$10 |
| Blister includes 2 models        |                         |      |
| 46-08                            | Falcon Gray Tank        | \$35 |
| Box includes 1 model             |                         |      |
| 46-11                            | Fire Prism Gray Tank    | \$40 |
| Box includes 1 model             |                         |      |
| 46-20                            | Support Weapon Platform | \$25 |
| Box includes 1 model plus 2 crew |                         |      |
| 46-18                            | War Walker              | \$30 |
| Box includes 1 model             |                         |      |
| 46-19                            | Wrathlord               | \$30 |
| Box includes 1 model             |                         |      |

## Metal Bitz - HQ

|               |                            |        |
|---------------|----------------------------|--------|
| <b>Avatar</b> |                            |        |
| 010400101     | Avatar Legs                | \$7.50 |
| 010400102     | Avatar Torso               | \$6.50 |
| 010400103     | Avatar Right Arm and Sword | \$6.50 |
| 010400104     | Avatar Bloody Hand         | \$3.50 |
| 010400105     | Avatar Mane                | \$3.50 |

|                |                        |        |
|----------------|------------------------|--------|
| <b>Farseer</b> |                        |        |
| 010402701      | Eldrad Ulthran         | \$16   |
| 010406801      | Farseer Body           | \$7.50 |
| 010406802      | Farseer Spear          | \$2.50 |
| 010408401      | Seer Council Farseer 1 | \$10   |
| 010408402      | Seer Council Farseer 2 | \$10   |

|                |                            |         |
|----------------|----------------------------|---------|
| <b>Warlock</b> |                            |         |
| 010402401      | Warlock 2 with Witch Blade | \$10.25 |
| 010402404      | Warlock 1 with Force Rod   | \$10.25 |
| 010402406      | Warlock 3 with Witch Blade | \$10.25 |
| 010402407      | Warlock with Singing Spear | \$10.25 |
| 010406401      | Warlock 4 with Witch Blade | \$9     |
| 010408403      | Seer Council Warlock Body  | \$7     |
| 010408404      | Seer Council Witch Blade 3 | \$2     |

## Special Characters

|                      |   |        |
|----------------------|---|--------|
| <b>Phoenix Lords</b> |   |        |
| 010400401            | Asurmen Body                                | \$8.50 |
| 010400402            | Asurmen Banner Pole                         | \$2.50 |
| 010400501            | Maugan Ra Body                              | \$8.50 |
| 010400502            | Maugan Ra Maugeter                          | \$2.50 |
| 010400503            | Maugan Ra Backpack                          | \$2.50 |
| 010400601            | Jain Zar Body                               | \$7.50 |
| 010400602            | Jain Zar Left Arm with Blade of Destruction | \$2.50 |

|           |                                       |        |
|-----------|---------------------------------------|--------|
| 010400603 | Jain Zar Right Hand with Silent Death | \$1.50 |
| 010400701 | Baharroth Body                        | \$7.50 |
| 010401906 | Baharroth Wings                       | \$3.50 |
| 010402801 | Karandras Body                        | \$8.50 |
| 010402802 | Karandras Head                        | \$2.50 |
| 010402801 | Fuegan Body                           | \$8.50 |
| 010402902 | Fuegan Fire Axe                       | \$2.50 |

## Metal Bitz - Elites

|                     |                                      |        |
|---------------------|--------------------------------------|--------|
| <b>Fire Dragons</b> |                                      |        |
| 010408001           | Fire Dragon Exarch Body              | \$5.75 |
| 010408002           | Fire Dragon Exarch Fusion Gun        | \$3.50 |
| 010408003           | Fire Dragon Exarch Body for Firepike | \$5.75 |

|           |                             |        |
|-----------|-----------------------------|--------|
| 010408004 | Fire Dragon Exarch Firepike | \$3.50 |
| 010408201 | Fire Dragon Body 1          | \$5    |
| 010408202 | Fire Dragon Body 2          | \$5    |
| 010408203 | Fire Dragon Body 3          | \$5    |

## Howling Banshees

|           |                               |        |
|-----------|-------------------------------|--------|
| 010406701 | Howling Banshee Body 1        | \$3.50 |
| 010406702 | Howling Banshee Body 2        | \$3.50 |
| 010406703 | Howling Banshee Body 3        | \$3.50 |
| 010406704 | Howling Banshee Sword 1       | \$1.50 |
| 010406705 | Howling Banshee Sword 2       | \$1.50 |
| 010406706 | Howling Banshee Sword 3       | \$1.50 |
| 010407001 | Howling Banshee Exarch Weapon | \$3.50 |
| 010407002 | Howling Banshee Exarch Body   | \$5.75 |

## Striking Scorpions

|           |                                    |        |
|-----------|------------------------------------|--------|
| 010407601 | Striking Scorpion Body 1           | \$3.50 |
| 010407602 | Striking Scorpion Body 2           | \$3.50 |
| 010407603 | Striking Scorpion Body 3           | \$3.50 |
| 010407604 | Striking Scorpion Chainsword Arm 1 | \$1.50 |
| 010407605 | Striking Scorpion Chainsword Arm 2 | \$1.50 |
| 010407801 | Striking Scorpion Exarch Body      | \$5.75 |
| 010407802 | Striking Scorpion Exarch Claw      | \$3.50 |

## Warp Spiders

|           |                                 |        |
|-----------|---------------------------------|--------|
| 010402601 | Warp Spider Body 1              | \$4    |
| 010402602 | Warp Spider Body 2              | \$4    |
| 010402603 | Warp Spider Body 3              | \$4    |
| 010403001 | Warp Spider Exarch Body         | \$5.25 |
| 010403002 | Warp Spider Exarch Carapace     | \$3    |
| 010403003 | Warp Spider Exarch Deathspinner | \$3    |

## Wraithguard

|           |                    |        |
|-----------|--------------------|--------|
| 010400801 | Wraithguard Head 1 | \$3.50 |
| 010400802 | Wraithguard Body 2 | \$7.50 |
| 010400803 | Wraithguard Head 2 | \$3.50 |
| 010400804 | Wraithguard Body 1 | \$7.50 |
| 010400805 | Wraithguard Head 3 | \$3.50 |
| 010400806 | Wraithguard Body 3 | \$7.50 |

## Metal Bitz & Plastic Sprues - Troops

|                      |                                     |        |
|----------------------|-------------------------------------|--------|
| <b>Dire Avengers</b> |                                     |        |
| 010407501            | Dire Avenger Exarch Head            | \$1.25 |
| 010407502            | Dire Avenger Head                   | \$1.25 |
| 010407503            | Dire Avenger Exarch Shuriken Pistol | \$1    |
| 010407504            | Dire Avenger Exarch Power Sword     | \$1    |
| 010407505            | Dire Avenger Tabard Sprue           | \$1.25 |

## Guardians

|             |                 |     |
|-------------|-----------------|-----|
| 98380104001 | Guardians Sprue | \$8 |
|-------------|-----------------|-----|

## Heavy Weapons Platform

|           |                                   |     |
|-----------|-----------------------------------|-----|
| 010402502 | Eldar Bright Lance                | \$5 |
| 010402503 | Eldar Missile Launcher            | \$5 |
| 010407708 | Gun Loader with Ammo Box          | \$3 |
| 010407709 | Gun Loader with Shuriken Catapult | \$3 |
| 010407710 | Gun Loader with Belt Scanner      | \$3 |
| 010407711 | Gunner with Shuriken Pistol       | \$3 |
| 010407712 | Gunner                            | \$3 |
| 010407713 | Gunner with Helmet                | \$3 |
| 010407714 | Crew Backpack                     | \$1 |
| 010407901 | Eldar Heavy Weapon Platform       | \$6 |



# PRICE LIST

|           |                       |     |
|-----------|-----------------------|-----|
| 010407902 | Eldar Weapon Shield   | \$3 |
| 010407903 | Eldar Scatter Laser   | \$4 |
| 010407904 | Eldar Shuriken Cannon | \$4 |
| 010407905 | Eldar Star Cannon     | \$4 |

## Rangers

|           |  |     |
|-----------|--|-----|
| 010401501 | Ranger with Long Rifle 6 & Shuriken Pistol | \$4 |
| 010401502 | Ranger with Power Sword & Shuriken Pistol  | \$4 |
| 010401503 | Ranger with Sniper Rifle 7                 | \$4 |
| 010401511 | Ranger with Long Rifle 1                   | \$4 |
| 010401512 | Ranger with Long Rifle 4                   | \$4 |
| 010401513 | Ranger with Long Rifle 2                   | \$4 |
| 010401514 | Ranger with Long Rifle 6                   | \$4 |
| 010401518 | Ranger with Long Rifle 3                   | \$4 |

## Eldar Storm Guardians

|           |                                     |     |
|-----------|-------------------------------------|-----|
| 010408501 | Storm Guardian Heads Sprue          | \$2 |
| 010408502 | Storm Guardian Pistol Sprue         | \$2 |
| 010408503 | Storm Guardian Chain Sword Sprue    | \$2 |
| 010408504 | Storm Guardian Power Weapon Sprue   | \$2 |
| 010408505 | Storm Guardian Assault Weapon Sprue | \$2 |

## Metal Blitz - Fast Attack

### Jetbike

|           |                              |     |
|-----------|------------------------------|-----|
| 010403101 | Jetbike Shuriken Rider Torso | \$2 |
| 010403102 | Jetbike Shuriken Cannon      | \$3 |

### Shining Spears

|           |                                   |     |
|-----------|-----------------------------------|-----|
| 010406901 | Shining Spear Body 1              | \$3 |
| 010406902 | Shining Spear Body 2              | \$3 |
| 010406903 | Shining Spear Body 3              | \$3 |
| 010406904 | Shining Spear Lance 1             | \$2 |
| 010406905 | Shining Spear Lance 2             | \$2 |
| 010406906 | Shining Spear Guidance System     | \$2 |
| 010406907 | Shining Spear Banner Pole         | \$1 |
| 010406908 | Shining Spear Legs 1              | \$2 |
| 010406909 | Shining Spear Legs 2              | \$2 |
| 010407101 | Shining Spear Exarch Body         | \$3 |
| 010407102 | Shining Spear Exarch Weapon Sprue | \$3 |
| 010407103 | Shining Spear Exarch Legs         | \$2 |

### Swooping Hawks

|           |                                |        |
|-----------|--------------------------------|--------|
| 010408101 | Swooping Hawk Exarch Body      | \$5 25 |
| 010408102 | Swooping Hawk Exarch Wing      | \$2 25 |
| 010408103 | Swooping Hawk Head & Arm Sprue | \$2 25 |
| 010408301 | Swooping Hawk Body 1           | \$4    |
| 010408302 | Swooping Hawk Body 2           | \$4    |
| 010408303 | Swooping Hawk Body 3           | \$4    |
| 010408304 | Swooping Hawk Wings            | \$2    |

## Metal Blitz & Plastic Sprues - Heavy Support

### Dark Reapers

|           |                              |     |
|-----------|------------------------------|-----|
| 010407201 | Dark Reaper Body 1           | \$4 |
| 010407202 | Dark Reaper Body 2           | \$4 |
| 010407203 | Dark Reaper Body 3           | \$4 |
| 010407204 | Dark Reaper Missile Launcher | \$2 |
| 010407301 | Dark Reaper Exarch           | \$9 |

### Falcon Grav Tank

|             |                            |      |
|-------------|----------------------------|------|
| 99390104001 | Grav Tank Hull Top         | \$11 |
| 99390104002 | Grav Tank Turbine          | \$9  |
| 99390104003 | Grav Tank Hull Bottom      | \$11 |
| 9939999038  | Eldar Vyper Jetbike Canopy | \$1  |

### Fire Prism Grav Tank

|           |                            |     |
|-----------|----------------------------|-----|
| 010403801 | Fire Prism Energizer       | \$5 |
| 010403802 | Fire Prism Probe           | \$2 |
| 010403803 | Fire Prism Sensor          | \$1 |
| 010403804 | Fire Prism Crystal Side A  | \$4 |
| 010403805 | Fire Prism Crystal Side B  | \$4 |
| 010403806 | Fire Prism Generator       | \$4 |
| 010403807 | Fire Prism Laser Projector | \$3 |

### Support Weapons Platform

|           |                                   |     |
|-----------|-----------------------------------|-----|
| 010407701 | Support Weapon Platform           | \$8 |
| 010407702 | Support Weapon Pivot              | \$2 |
| 010407703 | Support Weapon Targeter           | \$1 |
| 010407704 | Support Weapon Mount              | \$2 |
| 010407705 | Eldar Vibro-Cannon                | \$3 |
| 010407706 | Eldar Web Spinner                 | \$3 |
| 010407707 | Eldar D-Cannon                    | \$3 |
| 010407708 | Gun Loader with Ammo Box          | \$3 |
| 010407709 | Gun Loader with Shuriken Catapult | \$3 |
| 010407710 | Gun Loader with Belt Scanner      | \$3 |
| 010407711 | Gunner with Shuriken Pistol       | \$3 |
| 010407712 | Gunner                            | \$3 |
| 010407713 | Gunner with Helmet                | \$3 |
| 010407714 | Crew Backpack                     | \$1 |

### War Walker

|           |                             |     |
|-----------|-----------------------------|-----|
| 010400201 | War Walker/Wraithlord Torso | \$4 |
| 010400202 | War Walker Power Plant      | \$2 |
| 010400205 | War Walker Guardian         | \$4 |
| 010400212 | Weapon Shield               | \$1 |
| 010400213 | War Walker Right Leg        | \$5 |
| 010400214 | War Walker Left Leg         | \$5 |
| 010402502 | Eldar Bright Lance          | \$5 |
| 010402503 | Eldar Missile Launcher      | \$5 |
| 010407903 | Eldar Scatter Laser         | \$4 |
| 010407904 | Eldar Shuriken Cannon       | \$4 |
| 010407905 | Eldar Star Cannon           | \$4 |

### Wraithlord

|           |                             |        |
|-----------|-----------------------------|--------|
| 010400201 | War Walker/Wraithlord Torso | \$4    |
| 010400212 | Weapon Shield               | \$1    |
| 010400302 | Wraithlord Power Plant      | \$2 50 |
| 010400303 | Wraithlord Head             | \$4    |
| 010400304 | Wraithlord Right Arm        | \$4 50 |
| 010400305 | Wraithlord Left Arm         | \$4 50 |
| 010400307 | Wraithlord Right Leg        | \$5 50 |
| 010400308 | Wraithlord Left Leg         | \$5 50 |
| 010402502 | Eldar Bright Lance          | \$5    |
| 010402503 | Eldar Missile Launcher      | \$5    |
| 010407903 | Eldar Scatter Laser         | \$4    |
| 010407904 | Eldar Shuriken Cannon       | \$4    |
| 010407905 | Eldar Star Cannon           | \$4    |

## Classic/Collector's Range

### Metal Blitz - HQ

|           |                 |     |
|-----------|-----------------|-----|
| 010402101 | Classic Farseer | \$9 |
|-----------|-----------------|-----|

### Classic Warlock

|           |                             |         |
|-----------|-----------------------------|---------|
| 010402102 | Warlock 2 with Frazor Ring  | \$11 25 |
| 010402103 | Warlock 1 with Frazor Blade | \$11 25 |

## Metal Blitz - Elites

### Classic Fire Dragons

|           |                                |        |
|-----------|--------------------------------|--------|
| 010414301 | Fire Dragon 1                  | \$5    |
| 010414302 | Fire Dragon 2                  | \$5    |
| 010414303 | Fire Dragon 3                  | \$5    |
| 010414304 | Fire Dragon 4                  | \$5    |
| 010421005 | Fire Dragon Exarch with Frazor | \$8 75 |

### Classic Howling Banshees

|           |  |        |
|-----------|--|--------|
| 010414301 | Howling Banshee 1                      | \$5    |
| 010414302 | Howling Banshee 2                      | \$5    |
| 010414303 | Howling Banshee 3                      | \$5    |
| 010414304 | Howling Banshee 4                      | \$5    |
| 010421001 | Howling Banshee Exarch with Frazor Axe | \$8 75 |

### Classic Striking Scorpions

|           |                          |        |
|-----------|--------------------------|--------|
| 010414301 | Striking Scorpion 1      | \$5    |
| 010414302 | Striking Scorpion 2      | \$5    |
| 010414303 | Striking Scorpion 3      | \$5    |
| 010414304 | Striking Scorpion 4      | \$5    |
| 010421001 | Striking Scorpion Exarch | \$8 75 |

## Metal Blitz & Plastic Sprues - Troops

### Classic Dire Avengers

|           |                                      |        |
|-----------|--------------------------------------|--------|
| 010414301 | Dire Avenger 1                       | \$5    |
| 010414302 | Dire Avenger 2                       | \$5    |
| 010414303 | Dire Avenger 3                       | \$5    |
| 010414304 | Dire Avenger 4                       | \$5    |
| 010421001 | Dire Avenger Exarch with Power Sword | \$8 50 |

### Collector's Guardians

|           |                        |        |
|-----------|------------------------|--------|
| 010414301 | Guardian 1             | \$1 75 |
| 010414302 | Guardian 2             | \$1 50 |
| 010414303 | Guardian 3             | \$1 50 |
| 010414304 | Guardian 4             | \$1 50 |
| 010421001 | Guardian Exarch        | \$1 50 |
| 010421002 | Guardian Arms Sprue    | \$1 50 |
| 010421003 | Guardian Weapons Sprue | \$1 50 |

### Classic Heavy Weapons Platform

|           |                                      |        |
|-----------|--------------------------------------|--------|
| 010414301 | Heavy Weapons Platform               | \$1    |
| 010414302 | Heavy Weapons Platform               | \$5    |
| 010414303 | Heavy Weapons Platform               | \$5    |
| 010414304 | Heavy Weapons Platform               | \$5    |
| 010421001 | Heavy Weapons Platform with Shuriken | \$1 75 |
| 010421002 | Heavy Weapons Platform               | \$1 75 |
| 010421003 | Heavy Weapons Platform               | \$1 75 |
| 010421004 | Heavy Weapons Platform               | \$1 75 |
| 010421005 | Heavy Weapons Platform               | \$1 75 |
| 010421006 | Heavy Weapons Platform               | \$1 75 |
| 010421007 | Heavy Weapons Platform               | \$1 75 |
| 010421008 | Heavy Weapons Platform               | \$1 75 |
| 010421009 | Heavy Weapons Platform               | \$1 75 |
| 010421010 | Heavy Weapons Platform               | \$1 75 |

## Metal Blitz - Fast Attack

### Classic Swooping Hawks

|           |                      |        |
|-----------|----------------------|--------|
| 010414301 | Swooping Hawk 1      | \$5    |
| 010414302 | Swooping Hawk 2      | \$5    |
| 010414303 | Swooping Hawk 3      | \$5    |
| 010414304 | Swooping Hawk 4      | \$5    |
| 010421001 | Swooping Hawk Exarch | \$8 50 |
| 010421002 | Swooping Hawk Wings  | \$1 50 |

## Metal Blitz - Heavy Support

### Classic Dark Reapers

|           |                    |        |
|-----------|--------------------|--------|
| 010414301 | Dark Reaper 1      | \$5    |
| 010414302 | Dark Reaper 2      | \$5    |
| 010414303 | Dark Reaper 3      | \$5    |
| 010421001 | Dark Reaper Exarch | \$8 50 |

## Metal Blitz - Harlequins

### Collector's Harlequins

|           |                  |        |
|-----------|------------------|--------|
| 010414301 | Harlequin 1      | \$5    |
| 010414302 | Harlequin 2      | \$5    |
| 010414303 | Harlequin 3      | \$5    |
| 010421001 | Harlequin Exarch | \$8 50 |



|           |   |        |
|-----------|---|--------|
| 010400905 | Trouper 4 (2 Pistols)                         | \$5    |
| 010400906 | Trouper 5 (Sword & Pistol)                    | \$5    |
| 010400907 | Trouper 6 (Axe & Pistol)                      | \$5    |
| 010400911 | Trouper 7 (Flamer & Powerfist)                | \$5    |
| 010400913 | Trouper 8 (Sword & Pistol)                    | \$5    |
| 010400915 | Trouper 9 (Harlequin's Kiss & Pistol)         | \$5    |
| 010400919 | Trouper 21 (Harlequin's Kiss & Pistol)        | \$5    |
| 010400920 | Trouper 24 (Sword & Pistol)                   | \$5    |
| 010400924 | Trouper 12 (Sword & Pistol)                   | \$5    |
| 010400929 | Trouper 13 (Chainword & Pistol)               | \$5    |
| 010400927 | Trouper 23 (Harlequin's Kiss & Plasma Pistol) | \$5    |
| 010400931 | Trouper 14 (Sword & Powerfist)                | \$5    |
| 010400933 | Trouper 16 (Pistol & Powerfist)               | \$5    |
| 010400934 | Trouper 17 (Chainword & Sword)                | \$5    |
| 010400938 | Trouper 27 (Pistol & Powerfist)               | \$5    |
| 71518-3   | Death Jester 2                                | \$7.50 |
| 71518-8   | Trouper 18 (2 Pistols)                        | \$5    |
| 71518-9   | Death Jester 1                                | \$5    |
| 71518-0   | Trouper 15 (2 Pistols)                        | \$5    |
| 71518-2   | Trouper 10 (Sword & Pistol)                   | \$5    |
| 71518-14  | Shadowseer (Power Weapon & Pistol)            | \$7.50 |
| 71518-16  | Death Jester 3                                | \$7.50 |
| 71518-17  | Troupe Leader 3 (2 Pistols)                   | \$7.50 |
| 71518-18  | Solitaire 3 (Pistol & Harlequin's Kiss)       | \$7.50 |
| 71518-21  | Solitaire 1 (Pistol & Harlequin's Kiss)       | \$7.50 |
| 71518-30  | Troupe Leader 4 (Powerfist & Pistol)          | \$7.50 |
| 71518-35  | Trouper 22 (Axe & Pistol)                     | \$5    |
| 71518-37  | Trouper 25 (Axe & Pistol)                     | \$5    |
| 71518-41  | Great Harlequin 1 (Powerfist & Axe)           | \$5    |
| 71518-48  | Harlequin 1 (Harlequin's Kiss & Pistol)       | \$4    |
| 71518-10  | Harlequin 2 (Harlequin's Kiss & Pistol)       | \$4    |
| 71518-11  | Harlequin 3 (Harlequin's Kiss & Pistol)       | \$4    |

The Eldar god of war is known as the Blood-Handed God. The Aspect Warriors each represent a different facet of Khaine's existence, a different "aspect" of death and destruction. When an Eldar trends the Path of the Warrior, he or she will choose an Aspect Shrine in which to study the arts of war.

## CLASSIC RANGE



Classic Warlock 1  
with Witch Blade  
010402405



Classic Warlock 2  
with Force Rod  
010402402



Necromunda  
Farseer  
FNOM003A



Classic Fire Dragon  
Exarch with Firepike  
010402108



Classic Fire  
Dragon 1  
010401406



Classic Fire  
Dragon 2  
010401413



Classic Fire  
Dragon 3  
010401419



Classic Fire  
Dragon 4  
010401424



Classic Howling Banshee  
Exarch with Power Axe  
010401703



Classic Howling  
Banshee 1  
010401001



Classic Howling  
Banshee 2  
010401009



Classic Howling  
Banshee 3  
010401015



Classic Howling  
Banshee 4  
010401020



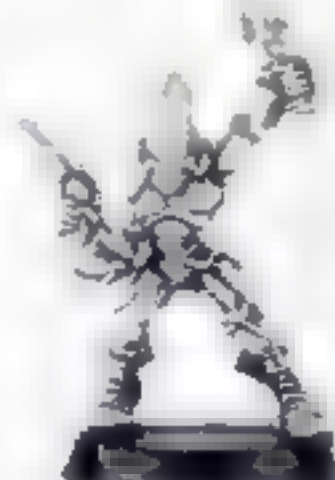
# CLASSIC RANGE



**Classic Striking  
Scorpion Exarch**  
010401804



**Classic Striking  
Scorpion 1**  
010401102



**Classic Striking  
Scorpion 2**  
010401110



**Classic Striking  
Scorpion 3**  
010401116



**Classic Striking  
Scorpion 4**  
010401121



**Classic Dire  
Avenger Exarch  
with Power Sword**  
010402007



**Classic Dire  
Avenger 1**  
010401305



**Classic Dire  
Avenger 2**  
010401312

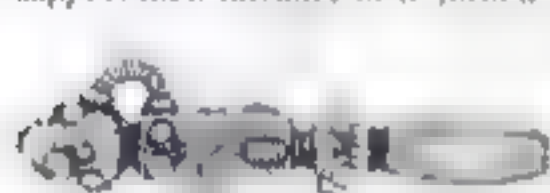


**Classic Dire  
Avenger 3**  
010401318



**Classic Dire  
Avenger 4**  
010401323

*Ultramarine gravitic technology is a source of constant amazement and awe to the Adversus Mechanicus. It is this mechanism that enables the Ultramarine to create anti-grav vehicles and weapons. These same weapons are used by the Ultramarine army to support their advance or to form a solid defense.*



**Classic D-Cannon**  
010402510



**Classic Scatter Laser**  
010402501



**Classic Star Cannon**  
010402504



**Weapon Shield**  
010400212

*Note: The weapon shield for the Classic Heavy Weapons Platform is the same one used for the Walker found on p. 142.*



**Classic Spotter w/  
Goggles**  
010402507



**Classic Spotter w/  
Helmet**  
010402508



**Classic Gunner w/  
Shuriken Catapult**  
010402509



**Classic Gunner w/ Shuriken  
Catapult & Helmet**  
010402505



**Classic Anti-Grav  
Platform**  
010402506





**Classic Guardian 15**  
010402317



**Classic Guardian 8**  
010402318



**Classic Guardian 3**  
010402320



## CLASSIC RANGE



**Classic Guardian Arms Sprue**  
99399999010



**Classic Guardian Weapons Sprue**  
99399999011

*Note: Sprues shown at 70% of actual size*

*Guardian Storm squads are formed from Eldar who were once warriors from one of the close combat Aspect Armies – such as the Striking Scorpions. Some Guardians carry a close range weapon – such as a beam gun, which enables them to fire a powerful and deadly blast of energy at any enemy that gets too close.*



**Classic Guardian 2**  
010402321



**Classic Guardian 13**  
010402322



**Classic Swooping Hawk Exarch**  
010401905



**Classic Swooping Hawk 1**  
010401203



**Classic Swooping Hawk 2**  
010401211



**Classic Swooping Hawk 3**  
010401217



**Classic Swooping Hawk 4**  
010401222



**Baharroth Wings**  
010401906



**Classic Swooping Hawk Wings**  
010401204



**Classic Dark Reaper 1**  
010401607



**Classic Dark Reaper 2**  
010401614



**Classic Dark Reaper 3**  
010401625

*Note: The wings for the Classic Swooping Hawk Exarch are the same ones used for Baharroth found on p. 129.*



**Classic Dark Reaper Missile Launcher**  
010401608





# COLLECTOR'S RANGE



**Great Harlequin 1**  
(Pointing w/ Sword)  
71518-41



**Harlequin Solitaire 1**  
(Pistol & Harlequin Kiss)  
71518-21



**Harlequin Solitaire 3**  
(Pistol & Harlequin Kiss)  
71518-18



**Harlequin Shadowseer**  
(Power Weapon & Pistol)  
71518-14



**Harlequin Troupe Leader 2**  
(Pistol & Sword)  
71518-12



**Harlequin Troupe Leader 4**  
(Power Fist & Pistol)  
71518-30



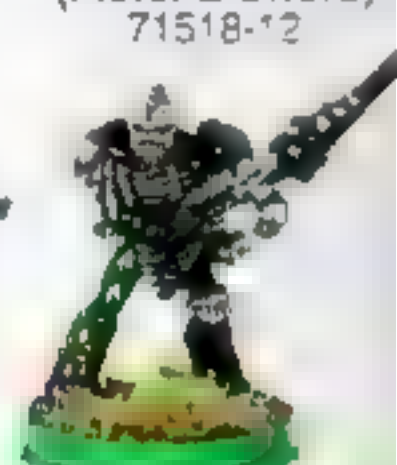
**Harlequin Troupe Leader 3**  
(2 Pistols)  
71518-17



**Death Jester 1**  
71518-9



**Death Jester 2**  
71518-3



**Death Jester 3**  
71518-16



**Harlequin Trouper 1**  
(Sword & Pistol)  
010400901



**Harlequin Trouper 4**  
(2 Pistols)  
010400905



**Harlequin Trouper 5**  
(Sword & Pistol)  
010400906



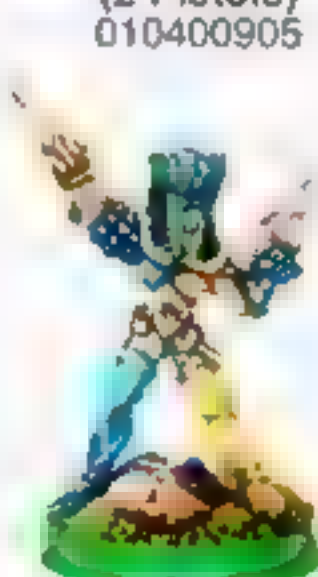
**Harlequin Trouper 6**  
(Axe & Pistol)  
010400907



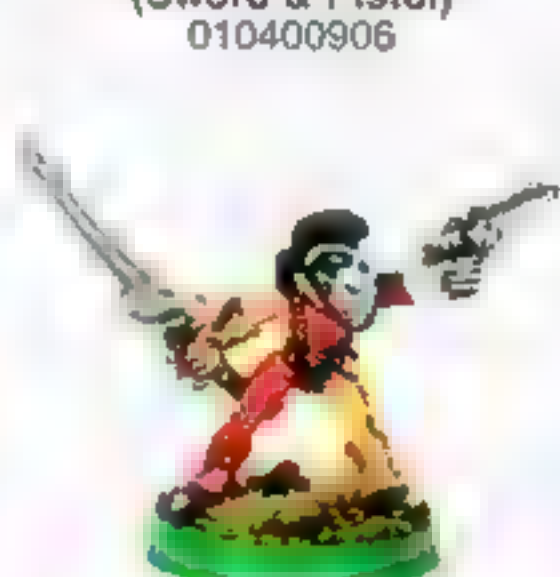
**Harlequin Trouper 7**  
(Flamer & Powerfist)  
010400911



**Harlequin Trouper 8**  
(Sword & Pistol)  
010400913



**Harlequin Trouper 9**  
(Harlequin Kiss & Pistol)  
010400915



**Harlequin Trouper 12**  
(Sword & Pistol)  
010400924



**Harlequin Trouper 15**  
(Sword & Powerfist)  
010400931



**Harlequin Trouper 17**  
(Chainsword & Pistol)  
010400934



# COLLECTOR'S RANGE



**Harlequin Troupers 25**  
(Axe & Pistol)  
71518-35



**Harlequin Troupers 13**  
(Chainsword & Pistol)  
010400925



**Harlequin Troupers 18**  
(2 Pistols)  
71518-10



**Harlequin Troupers 19**  
(2 Pistols)  
010400902



**Harlequin Troupers 20**  
(2 Pistols)  
71518-8



**Harlequin Troupers 21**  
(Kiss & Pistol)  
010400919



**Harlequin Troupers 22**  
(Sword & Pistol)  
010400904



**Harlequin Troupers 23**  
(Harlequin Kiss & Plasma Pistol)  
010400927



**Harlequin Troupers 24**  
(Sword & Pistol)  
010400920



**Harlequin Troupers 26**  
(Axe & Pistol)  
71518-37



**Harlequin Troupers 27**  
(Pistol & Powerfist)  
010400938



**Harlequin Troupers 16**  
(Pistol & Powerfist)  
010400933

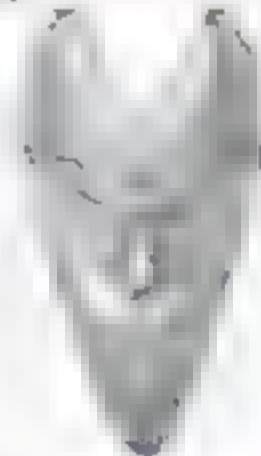
*Note: The Harlequin Jetbike metal body shown below is not available. The plastic Jetbike sprue (46-06) seen on p. 137 will be needed to complete this Jetbike.*



**Harlequin Jetbike Rider**  
71533-11



**Harlequin Jetbike Rider Legs**  
71533-10



**Harlequin Jetbike Face Plate**  
71533-8





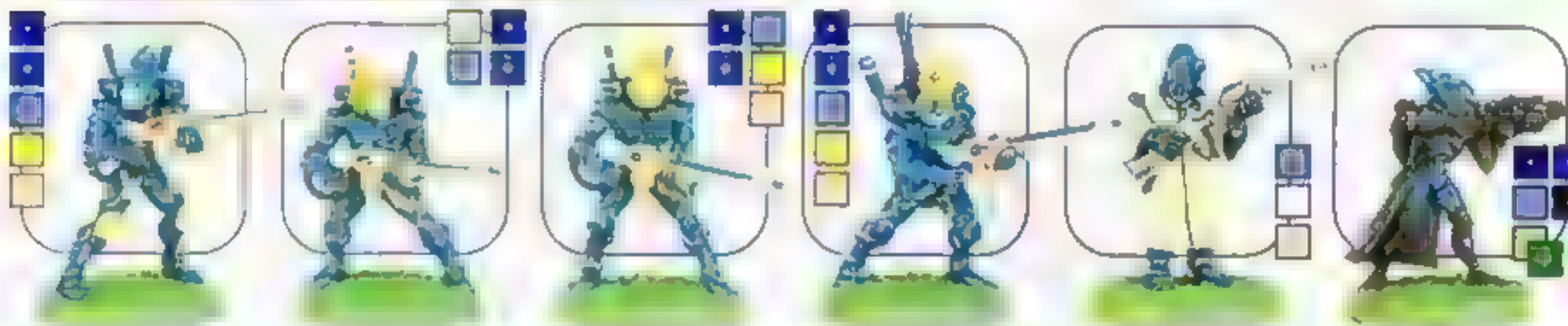
# COLORS OF WAR

**ULTYME.** Ullthwe is one of the most sinister craftworlds, and its black uniforms look suitably grim and foreboding. To emphasize this theme, we used a bone color to contrast the black. Bone is more subtle than pure white and helps keep the tone of the army uniformly dark.



**Painting Wraithbone.** Wraithbone forms the basis of all Eldar armor on vehicles and troops. You can paint wraithbone any color you want, including metallic colors such as Furnished Gold. However, you might prefer to paint it a natural bone color. By far the simplest way to do so is to use a base color of Snakebite Leather and highlight with Bleached Bone. If you use lots of Bleached Bone and Skull White you will get a polished bone look, but by keeping the highlights small, you will end up with more ancient-looking wraithbone. Try using the drybrushing technique to gently "dust" these highlights in place.

**AIANTOC.** The primary color of the Aiantoc Craftworld is deep blue, with a bright contrasting color. For our army, we have used Sunburst Yellow, but as an alternative, you could use any bright color you like, as you can see in the examples below. To add a bit more of an alien and exotic feel to our Aiantoc Guardians, we have used a mottled effect to vary the colors on the blue parts of the Guardians' armor.



The Guardians' shurken catapults were painted a bone color, which was achieved with Vomil Brown and Bleached Bone. If you are unsure whether you can pull off the mottling effect on the armor, keep it simple and use a single color such as Regal Blue.

The army of Aiantoc is noted for the considerable number of Rangers among its warriors, as well as its highly experienced scouts known as Pathfinders. Rangers can be painted in a variety of different color schemes, some examples of which are shown below. In our Aiantoc force, we have differentiated between our Rangers and Pathfinders by painting the helmets and undersuits of the Rangers in the same colors as our Guardians, while the Pathfinders are far more individualized, as befits their nature.

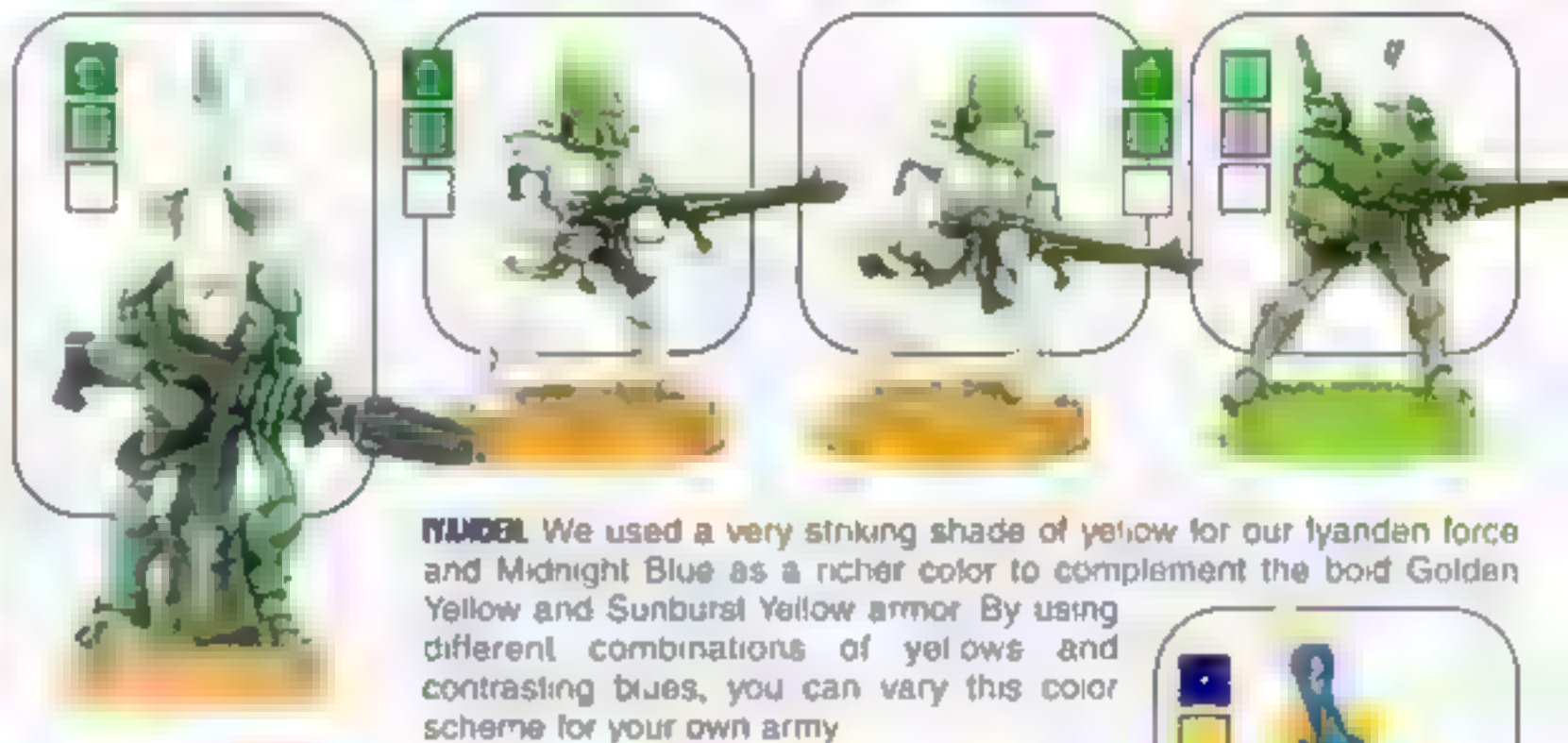


**Painting Rangers.**  
To mottle armor and vehicles, start with a Regal Blue base color and then dab on small patches of Enchanted Blue. Make the dabs different shapes and sizes. Also do the same with Storm Blue. Use this effect, with different colors of course, to make camouflage patterns on any force's warriors or Rangers.

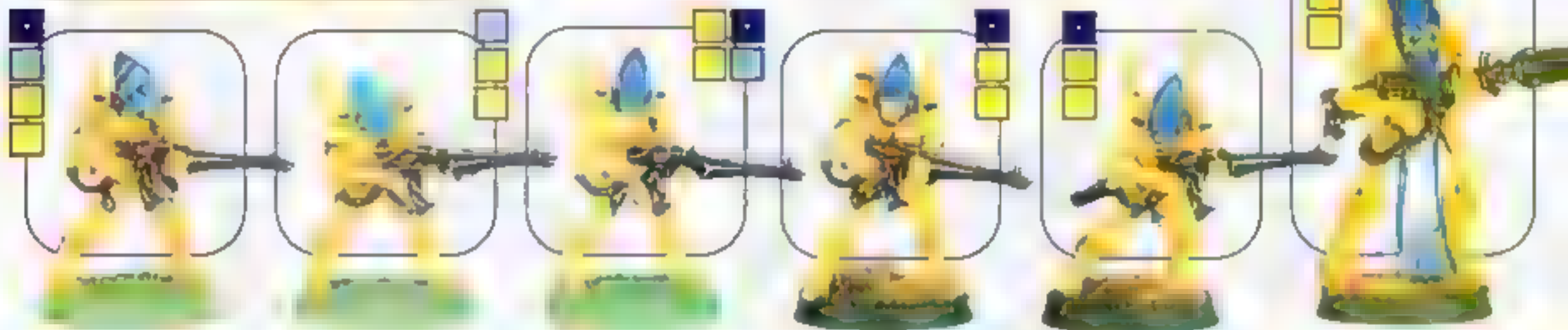




**BEL-TAN.** The Craftworld of Bel-Tan is the most aggressive, and its primary colors are white, which is the Eldar color for death, and green, which represents hope and renewal. You can see that there are a number of ways to combine the green and white colors of the Bel-Tan. For the majority of our Guardians, we have used white on most of the armor and reserved green for use on helmets and weapons.



**TYANDER.** We used a very striking shade of yellow for our Tyanden force and Midnight Blue as a richer color to complement the bold Golden Yellow and Sunburst Yellow armor. By using different combinations of yellows and contrasting blues, you can vary this color scheme for your own army.



**SAIM-HANN.** The best way to get a good looking Saim-Hann force is to find a way of painting a strong red that you are comfortable with. We have opted for a very bold red by using Blood Red, but you could keep the tone darker and more sinister by choosing Scab Red. We have chosen white and black as our two secondary colors, because red, white, and black is a very striking combination. Our Guardians have been given white helmets with black face plates, but these colors could easily be swapped. Alternatively, you could pattern the helmets with stripes and chevrons, as shown on the Wild Rider Kinsman above.



**Applying Transfers.** Eldar vehicle models come with waterslide transfers so you can easily apply Eldar runes to your figures. If you are feeling adventurous, you can do all sorts of things with these transfers. For instance, you can paint over the top of the designs, perhaps making a white transfer yellow. You can also cut up runes before applying them to the vehicle and combine them to make new designs.





# COLORS OF WAR

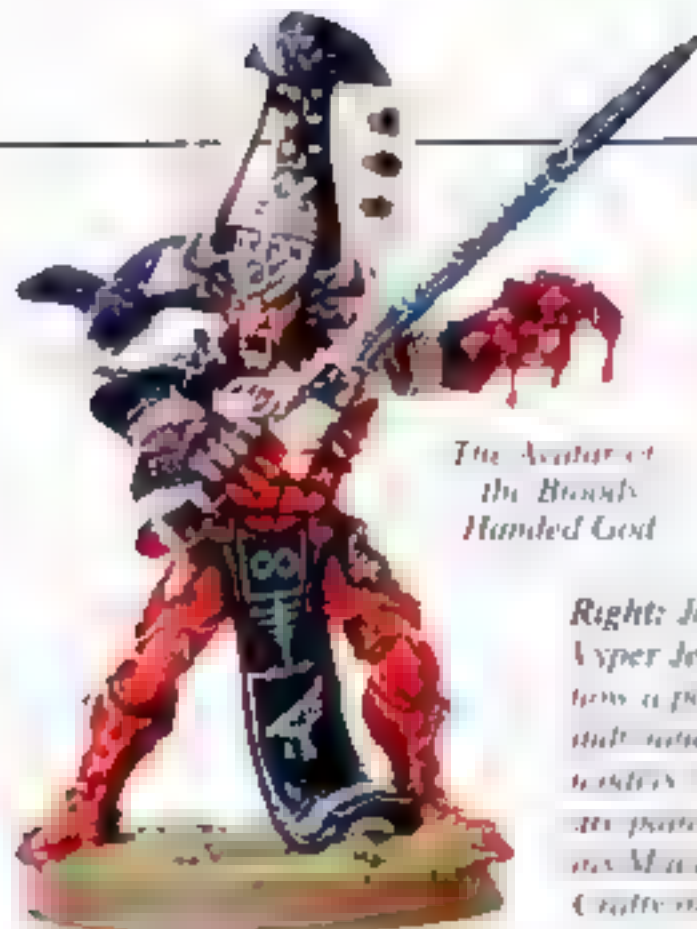
**CRAFTWORLD ASPECT WARRIORS.** Each of the Aspect shrines has its own unique colors and patterns. These colors vary tremendously from shrine to shrine and from squad to squad. On these two pages, you can see examples of the most widespread Aspect color schemes, as well as some interesting variations which you may like to use instead. How closely you adhere to the basic colors of the

Aspect Warriors is up to you. Some players like to follow the Aspect colors strictly. The Aspect colors can bring variety and a range of colors to an army. Other players paint their Aspect Warriors in their Craftworld colors so that they fit in with the overall look of the army. Another method is to use elements of your Craftworld's color scheme combined with the standard Aspect colors. For instance a bone-colored Biel-Tan Howling Banshee could wear a green or white sash. Although you can paint Exarchs in the same way as the rest of the squad, these models look great if you reverse the squad's color scheme or add extra decoration so the Exarch stands out from his compatriots.





# SHOWCASE



*The Avatar of the Blood-Handed God*

*Right: Jonas Ekstrom's Vyper Jetbike shows how a painter can still retain his own tastes. The Jetbikes are painted as part of his Maelstrom Craftworld army.*



*Below: Fudo Viper by Brian Covert, first place Warhammer 40,000 vehicle French Golden Demon 2009*



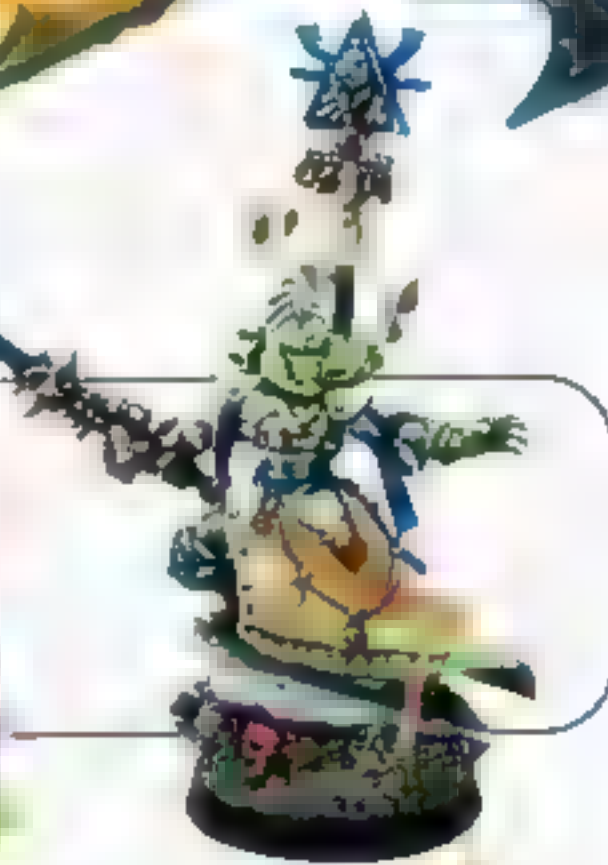
*Clockwise: These three Guardian color variants were painted by Tobias Kixhner from Germany*



*Next Great Vyper Future*

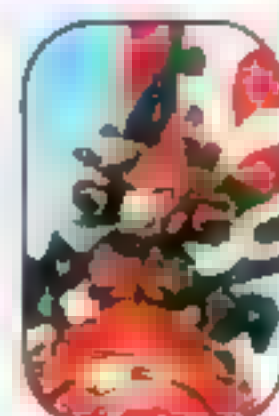
*Right Middle: Adam Rait won top place in the Warhammer 40,000 Single Miniature and was the Silver Sword winner at the 2003 Canadian Golden Demon competition*

*Far Right: Brian Shaw won third place in the Warhammer 40,000 Single Miniature at the Los Angeles 2004 Golden Demon competition*



*Above: A Dark Reapers Exarch by Ben Jefferson, taken from his first place Warhammer 40,000 squad Golden Demon 1996*

*Left: Wrathlord by Ben Jefferson, first place Warhammer 40,000 vehicle Golden Demon 1996*



*Above: Joe Hill's Wood Rider Chief is converted with parts from Warhammer and Warhammer 40,000 models with a modeling putty mesh. His kinsmen are painted by David*





# IMPERIAL GUARD



Above: Imperial Guard Veteran by Mike Anderson

The Imperial Guard are drawn from the innumerable inhabited worlds that make up the Imperium, and their ranks are truly immeasurable. While there is much conformity and regulation in the Imperial Guard, there is also an amazing amount of diversity as many regiments from different worlds maintain aspects of their home identity. These brave soldiers stand and fight for the Emperor across a thousand battle zones scattered throughout the vastness of Imperial space.

## Fighting Style

The Imperial Guard are not genetically engineered, nor do they use super-powered alien technology. The basic soldier of the Imperial Guard does not have claws, mutations, nor thick chitinous hides. What Imperial Guard members do have, however, is an amazing array of firepower. In addition to squad after squad of infantry armed with lasguns and heavy weapons, the mechanized branch can field deadly armor and artillery. Advancing against an Imperial Guard army means to march forward against a veritable wall of incoming fire.

Dismissing Imperial Guard tactics as merely standing back and shooting can be misleading. First off, there are numerous troops and options for the Guard to launch terrific counterattacks. Some Imperial armies can move quickly either by streaking across the battlefield and deploying out of Chimeras or by employing fast-moving forces like Rough Riders, Sentinel Squadrons, or the flame-throwing Hellhound vehicle. Second, if an Imperial Guard player does stand back and fire, it can be with a well thought out fire pattern of awesome artillery, heavy weapons teams, tanks, and massed firepower from the infantry squads. No enemy force can afford to disrespect the potential volume of fire that can be called down on any battlefield!

*The Orks, great brutal warriors with enormous crude chopping weapons, were surging up the hillside. Several of the lower trenchline defenses had already been overrun, and the seething tide of savage aliens came on. Sergeant Grissom didn't know how long he could keep his squad in place. Already some of the seemingly random shooting of the Orks had taken out several troopers, and the remainder were looking shakier and shakier. Those greenskins were getting closer. Suddenly the vox-caster crackled, and Captain Grant's voice could be heard above the tumult. "What the hell are you doing down there, Grissom? I need you to hold that hill! Get that missile launcher onto the Dreadnought coming up the east facing." Somehow, the fact that the command squad was aware of their plight and needed their help was reassuring. "Get that missile launcher over here," shouted the Sergeant with renewed vigor.*

## Collecting an Imperial Guard Army

As with any army, the best way to start collecting an Imperial Guard force is to establish a basic playable force. Start with some Troops choices and a leader, which will also fulfill your compulsory selections on the Standard Missions Force template. Unsurprisingly, the foundation of an Imperial Guard army is the Infantry Platoon. The standard Infantry squad can be modified

by extra weapon options like heavy or special weapons. These options are subtle but can be game-winning. For instance, against a numerous, but lightly armored foe like Orks, the heavy bolter would serve best, while a heavily armored enemy or one that employed many vehicles would be better countered by a lascannon. A Command Squad is another essential for all Imperial Guard players and

*Right: Ian Strickland's Imperial Guard army. Ian started collecting his Imperial Guard because of his historical interest in World War II.*

*His army features a lot of Cadrons, as he thought it looked like a "footstagger" image of the Guard. His chosen Camo scheme is fairly unique as it consists of lots of random dots of color, like a "moss" camouflage.*

*Around half of the army is converted, including rank and file troops. Most of the conversions are head or weapon swaps (he wanted to build the army up fairly quickly). The force shown here is about half the full size. Ian owns a fairly large Guard army and takes to heart the Guard's "quantity over quality" battlefield approach!*





also another opportunity to customize with such things as weapon options, Medic Standard Bearer, or vox-caster upgrades or even additional characters like Commissars, Sanctioned Psykers Priests, or even whole Support Squads.

Players looking to add onto their Imperial Guard armies have many great options but many are first drawn to the vast range of armored fighting vehicles. From the lumbering but heavily armed Leman Russ battle tank to the fast walkers known as Sentinels, the Imperial Guard has a mighty arsenal of weaponry to choose from. A Basilisk can provide artillery support. Hellhounds can spew flame. Should any infantry squads need to be redeployed, the Chimera transport vehicle is ready to do so in a hurry. Imperial Guard commanders looking for even more troop options can go for the massed approach of a Conscript Infantry Platoon, elite Hardened Veterans and Stormtroopers, close-combat-oriented Ogryns, or the mounted support of the Rough Riders. Of course, the Imperial Guard can never get too many infantrymen, and additional Infantry Squads or Heavy Weapons Platoons are always needed. Start recruiting your army today.



Left: Vox-caster upgrade and Medic Standard Bearer

Below: Ian Strickland's Basilisk has been subtly converted with gunner landings and pieces from other Tank kits







## GETTING STARTED

Codex: Imperial Guard and a Battle Force are great starts to your Imperial Guard army. From there, it's easy to expand your force.

The 64-page Codex: Imperial Guard rulebook (47-01) contains painting and modeling guides, background, and the full army list for the Imperial Guard, plus the rules for specialized troops and regimental traits to personalize your Guard to your own fighting style.



**Codex:  
Imperial Guard**  
47-01-60

## SHOWCASE

A selection of Guardsmen including Schurker & Reks, from Dave Taylor's painting & conversion to Penza Legion.



### Cadian Battle Force Box (47-20)

- 20 Cadian Guardsmen
- 3 Cadian Heavy Weapon Teams
- 1 Leman Russ Battle Tank
- 1 Ruined Building Set

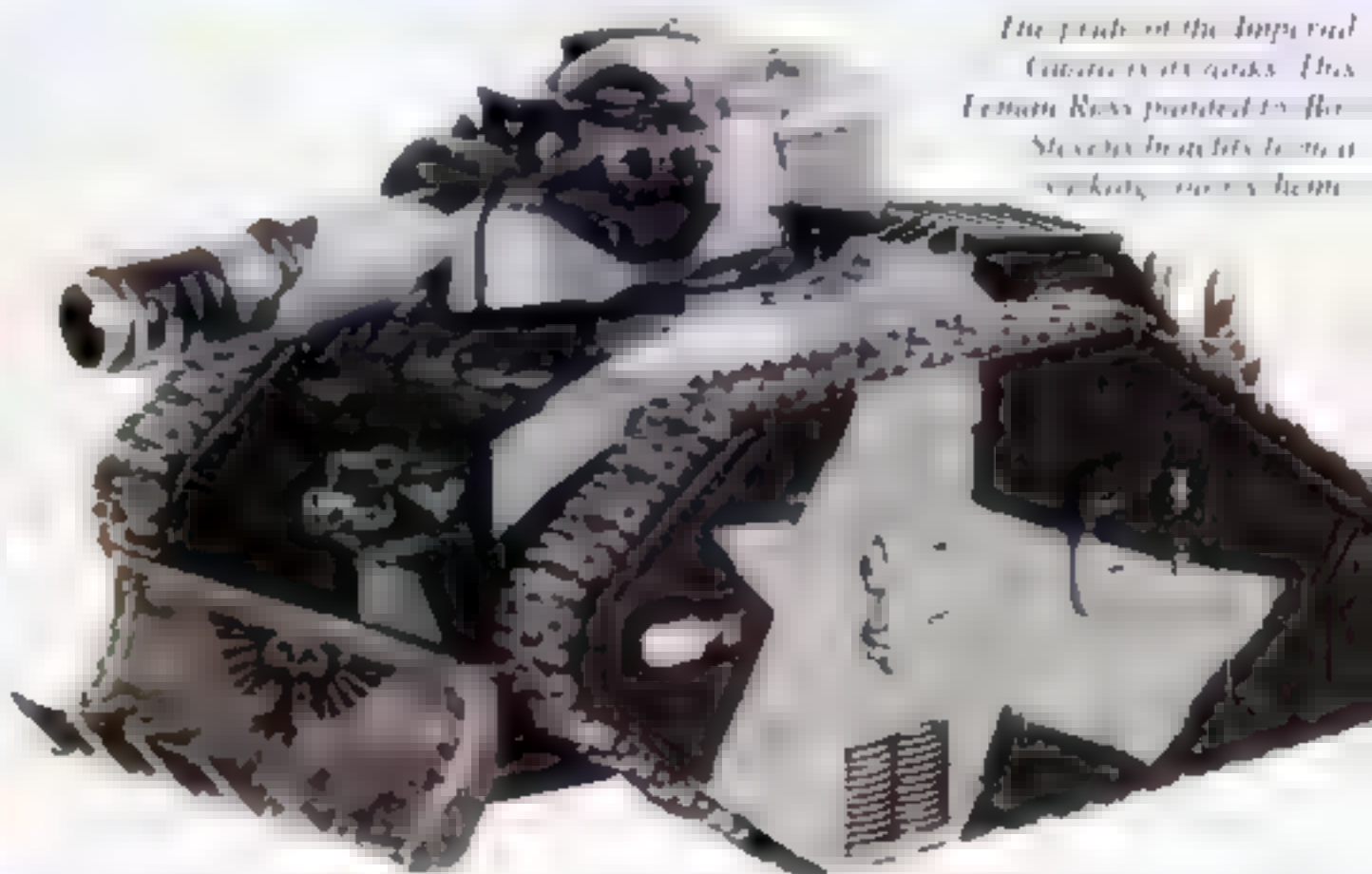


### Catachan Battle Force Box (42-10)

- 25 Catachan Guardsmen
- 3 Catachan Heavy Weapon Teams
- 2 Catachan Sentinels
- 1 Set of Jungle Trees



The pride of the Imperial Guard is its tanks. This Leman Russ painted by Bob Stevens beautifully forms a vehicle for your army.





## HQ



**Cadian Command Squad Box (6)**  
47-21

*Note: The Cadian  
Standard Bearer and  
Medic are included  
in the box set.*



**Cadian Commander**  
010516401

**Cadian  
Standard Bearer**  
47-65 (Blister)  
010516402 (Bit)



**Cadian Officer 1** 010516601  
**Cadian Officer 2** 010516602  
**Cadian Officer Blister (Random 2)**  
47-44



**Cadian Melita Gun**  
47-45 (Blister)  
010517201 (Bit)



**Cadian Medic**  
47-65 (Blister)  
010516403 (Bit)

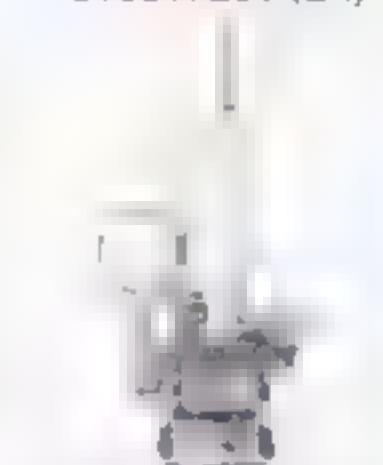


**Cadian Casualty**  
010516406

*Cadian nobles are raised from birth  
to be officers. They have an innate  
understanding of tactics, but can  
keep their emotions in check  
only when necessary.*



**Cadian Officer 3** 010516603  
**Cadian Officer 4** 010516604  
**Cadian Officer 5** 010516605  
**Cadian Officer 6** 010516606



**Cadian Comm-link**  
010516405



**Cadian Comm Body**  
010516404



*Painted example  
of complete  
Cadian  
Comm-link*





### POSE THE BASE BROADLY

The first thing to think about on a new set of models is the pose. The most basic part of the pose is the position of the legs on the base.

The space on the front of the base focuses the attention on that side of the model, giving it an extra sense of drama, as well as showing off the detail on the front of the model.

In the second example, (left) the model is positioned toward the back of its base, with most of the space to the front. This position helps to create a sense of forward motion and helps balance the weight of the model, which always helps.

The design of the models means that the weapon arms fit comfortably in only one position. This position makes matching up the gun arm with the supporting arm easier. It's a good idea to stick on the weapon arm first and then the supporting arm straight away. By using polystyrene cement, you give yourself a little time to adjust the arms if they don't meet perfectly. To get an idea of what the different arms look like on a finished model, take a look at the photos of models throughout this section of the catalog, in *White Dwarf* magazine, or on the Games Workshop web site. Use the photos as guides as you assemble your models.

One thing to keep in mind when putting the models together is to keep the pose feeling natural. A good way to check this out is just to stick the parts of the model together with Blu-Tac before you go ahead with the gluing. This step gives you a chance to see how the model will look before you start gluing. You could even try taking up a pose yourself, to get the feel of how a real person would stand. The models below show two very naturalistic poses; it's easy to assemble well posed models, it just takes a few moments of forethought and planning before you let loose with the glue!



*Example 1. Using the base as a direct source of dramatic positioning, the model takes on a more striking pose.*



*Example 2. By making the initial decision to set the model further back on the base, the illusion of speed is generated.*

## HQ



**Catachan Captain Backpack**  
010501703



**Catachan Captain Bolter**  
010501702



**Catachan Captain Body**  
010501701



**Catachan Captain Blister (1)**  
42-37



**Catachan Officer 1**  
010518701



**Catachan Officers Blister (Random 2)**  
42-36

**Catachan Officer 2**  
010518702



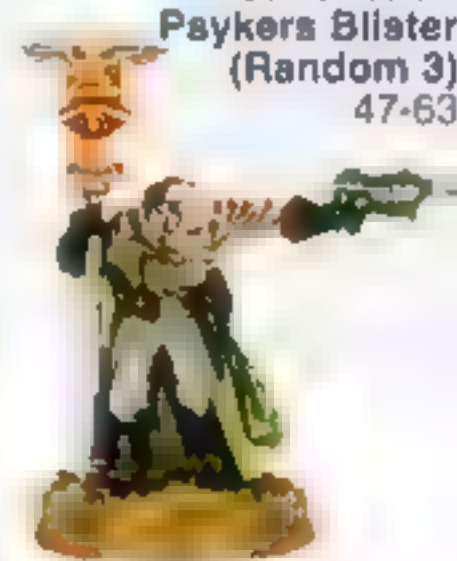
**Catachan Officer 3**  
010518703



**Sanctioned Psyker 1**  
010517301



**Sanctioned Psyker 2**  
010517302



**Sanctioned Psyker 3**  
010517303

**Sanctioned Psykers Blister (Random 3)**  
47-63



**Steel Legion Lieutenant 1**  
010515201



**Steel Legion Lieutenant Blister (Random 1)**  
47-58

**Steel Legion Lieutenant 2**  
010515202



*A commander must have the courage to see his plan through, good or ill. Wars are won or lost when the battle lines are drawn.*  
The Tactical Imperium



Note: The Steel Legion Commissar is at  
the bottom of the Commissar list.

HQ



**Imperial  
Commissar Blister  
(Random 1)**  
47-37



**Steel Legion  
Commissar (1)**  
MO 0307



**Commissar 1 Arm**  
010501907



**Commissar 3  
Hand Flamer Arm**  
010501905



**Commissar 1 Body**  
010501908



**Commissar 2 Body**  
010501901



**Commissar 3 Body**  
010501904



**Steel Legion  
Commissar Body**  
010515801



**Commissar 2  
Sword Arm**  
010501902



**Commissar 2  
Bolt Gun Arm**  
010501903



**Ursarkar Creed &  
Jarran Kell  
Blister (2)**  
47-48



**Jarran Kell**  
010516202



**Ursarkar Creed**  
010516201



**Colonel Straken Blister (1)**  
42-41 (Blister)  
010513901 (Bit)

*"Don't Follow me! I  
show you how  
to take this mud  
grabbing full  
Colonel  
from Hand" Straken*



**Commissar Yarrick Blister (1)**  
47-56

*Hero of the Imperium, deliverer of Hades How  
and saviour of Armageddon*



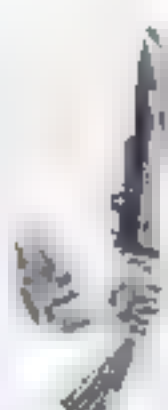
**Commissar  
Yarrick Body**  
010514901



**Yarrick  
Accessories**  
010514902



**Sly Marbo Blister (1)**  
42-44



**Sly Arm**  
010514302



**Sly Body**  
010514301

*Sly Marbo is known as the  
one-man army. He  
operates alone, strikes  
from the jungle, and then  
merges back into the deep  
foliage. Blood and death  
have warped him to the  
point that he only feels  
normal with a blade in  
his hand*



## HQ



Colonel Commissar Gaunt  
Blister (1)  
47-36



Gaunt Body 010516001  
Gaunt Sword 010516002



Colonel Schaeffer Blister (1)  
47-35



Col. Schaeffer Body 010513301  
Col. Schaeffer Sword 010513302



Tanith Command HQ (5)  
MO 0423



Brin Milo Pipes  
010516006



Brin Milo Body  
010516005



Men of Tanith do not want to live forever?  
Comdr. Commissar Gaunt



Medic Dorden  
010516007



Colonel Corbec  
010516003



Tanith Ghost 2  
010516102



Tanith  
Plasma Gun  
010516008

## SHOWCASE

Summary Execution  
by Mike A. (aka. 'The Golden Demon')  
Dennis L. K. (aka. 'The Golden Demon')



York Dredd & Victoria Lamberton  
Golden Demon  
Australia 2001



## ELITES



**Ratling 1**  
010501201



**Ratling 2**  
010501202



**Ratling 3**  
010501203

**Ratling Sniper Blister**  
(Random 3)  
47-42

*One shot - one kill*

**Cadian Sniper Blister (Random 2)**  
47-66



**Cadian Sniper 1**  
010517601



**Cadian Sniper 2**  
010517602



**Ratling 4**  
010501204



**Ratling 5**  
010501205



**Ratling 6**  
010501206



**Catachan Sniper 1**  
010514202



**Catachan Sniper 2**  
010514201



**Catachan Sniper 3**  
010514203

**Catachan Sniper**  
**Blister (Random 3)**  
42-43

*Master Sniper of the Tenth Ghosts  
'Mad' Larkin learned his trade by  
perching in  
the hedwood  
forests of his  
home world*



**Tanith Ghost Sniper**  
**'Mad' Larkin**  
010516004



**Tech-Priest**  
**Engineers**  
**Blister**  
(Random 1)  
47-64

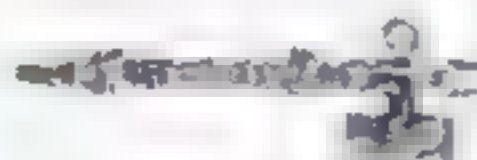


**Engineer Body 1**  
010517501

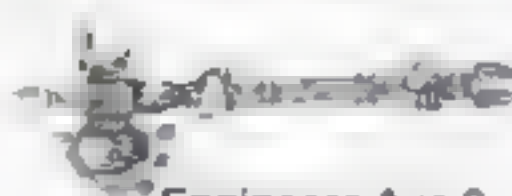


**Engineer Body 2**  
010517502

*I don't  
remember the  
third rule, the  
engineer did  
sing, and they  
were good*



**Engineer Axe 1**  
010517503



**Engineer Axe 2**  
010517504



**Engineer**  
**Backpack Arm**  
010517505

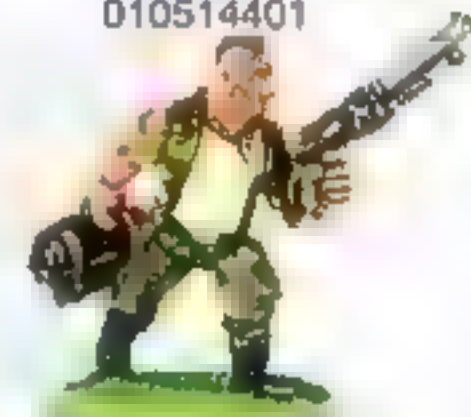


**Engineer**  
**Backpack**  
010517506

**Catachan Demolition**  
**Charges Blister (2)**  
42-45



**Catachan Demolition**  
**Charge 1**  
010514401



**Catachan Demolition**  
**Charge 2**  
010514402

*Always endeavor to fight the enemy on our  
terms. If you are powerful at close quarters,  
then engage in dense terrain where your  
advantage will prove greatest. If you are  
superior at long range, then fight the battle at a  
distance. No one ever won a battle who failed to  
take advantage of his enemy's weakness.*

The Tactical Imperium



Do not strike until you are ready to crush the enemy utterly and then attack without mercy. Destroy every last vestige of resistance. Leave no one to work against you.

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 City \_\_\_\_\_  
 State \_\_\_\_\_  
 Zip \_\_\_\_\_



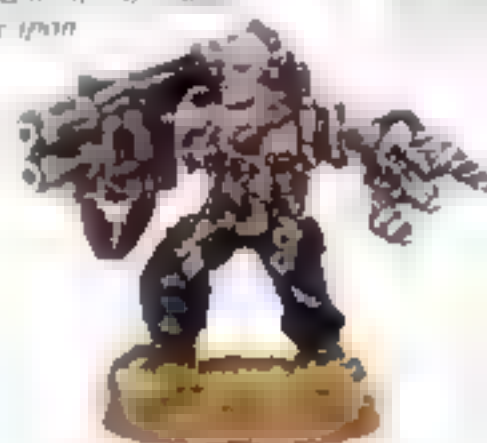
Gun Servitor 2  
010701701



**Servitor 1**  
010701703



**Servitor 2**  
Q10701702



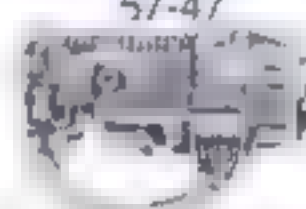
**Imperial Servitor**  
**Blister (Random 2)**  
57-47



**Gun Servitor**  
**Heavy Bolter**  
010701704



**Gun Servitor**  
**Multi-Melta**  
010700108



**Gun Servitor Heavy  
Plasma Gun  
010701705**



Ogryn Head 1  
010504301



**Ogryn Head 2**  
010504302



Ogryn Head 3  
010504303



Ogryn Body 1  
010504306



**Ogryn Head 2**  
010504307



**Ogryn Head 3**  
010504310



Ogryn w/ Ripper Gun  
Blister (Random 1)  
47-43



**Ogryn Gun 1**  
010504309



Ogryn Gun 2  
010504308



**Ogryn Gun 3**  
010504311



**Ogryn Legs 1**  
010504304



**Ogryn Legs 2**  
010504305

Those Elder are doing to hard so what have we got left that won't get used to Beth and back.

*(Ogryns, Lieutenant, Ogryns Let's see how those degenerate sophistates cope with good ol' fashioned*

 $\Gamma_{\alpha}(\theta) = \delta$ ,  $\Gamma_{2,\alpha}(\theta, z) = d_{\alpha}(z)$ ,  $\Gamma_{E_1} = PF_1 = g$ .



# ELITES



**Cadian Kasrkin Squad Box (10)**  
47 23



**Kasrkin Sergeant Blister**  
47 67 (Blister)  
010516501 (Bit)



**Cadian Kasrkin 1**  
010516503



**Cadian Kasrkin 2**  
010516504



**Cadian Kasrkin 3**  
010516505



**Cadian Kasrkin 4**  
010516506



*1. Cadian Kasrkin w/ Special Weapons Blister*  
*2. Cadian Kasrkin w/ Special Weapons Blister*  
*3. Cadian Kasrkin w/ Special Weapons Blister*  
*4. Cadian Kasrkin w/ Special Weapons Blister*  
*5. Cadian Kasrkin w/ Special Weapons Blister*  
*6. Cadian Kasrkin w/ Special Weapons Blister*  
*7. Cadian Kasrkin w/ Special Weapons Blister*  
*8. Cadian Kasrkin w/ Special Weapons Blister*  
*9. Cadian Kasrkin w/ Special Weapons Blister*  
*10. Cadian Kasrkin w/ Special Weapons Blister*



**Cadian Kasrkin w/ Special Weapons Blister (Random 2)**  
47 46



**Cadian Kasrkin Flamer**  
010517001



**Cadian Kasrkin Backpack**  
010516502



**Cadian Kasrkin Flamer Backpack**  
010517005



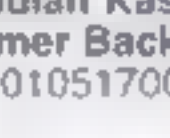
**Cadian Kasrkin Grenade Launcher**  
010517002



**Cadian Kasrkin Grenade Launcher Backpack**  
010517006



**Cadian Kasrkin Plasma Gun**  
010517004



**Cadian Kasrkin Plasma Gun Backpack**  
010517008



**Cadian Kasrkin Melta Gun**  
010517003

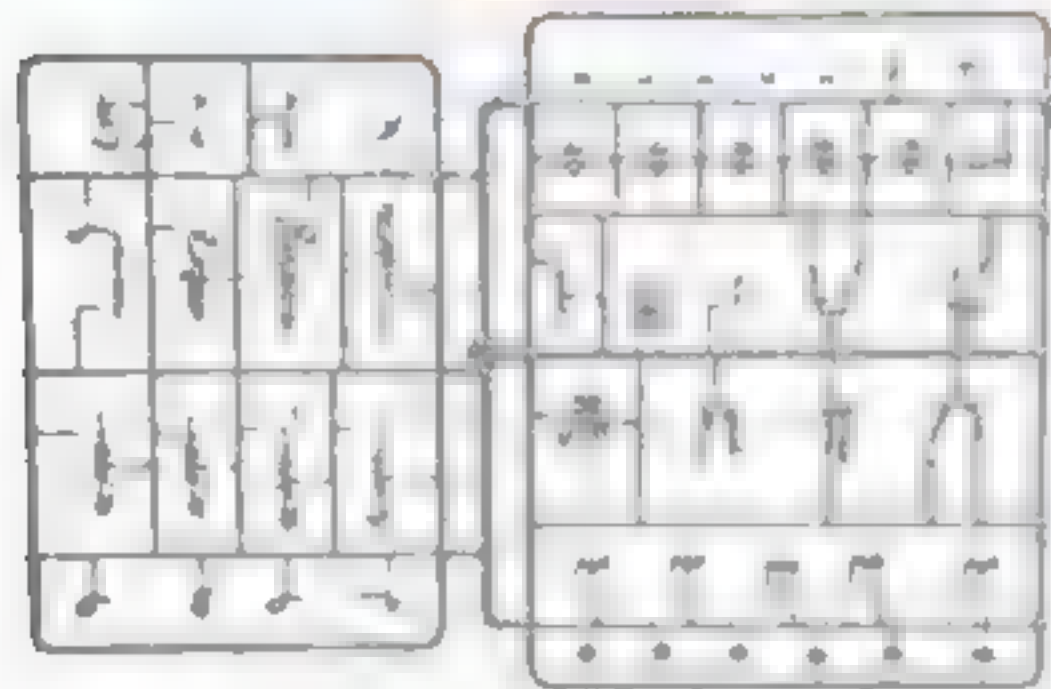


**Cadian Kasrkin Melta Gun Backpack**  
010517007



# TROOPS

**Cadian Shock Troops Box (20)**  
47-17



**Note:** Sprue shown is 40% off retail price.  
**Cadian Shock Troop Sprue**  
99380105002

**Cadian w/ Assault Weapons Blister (2)**  
47-45

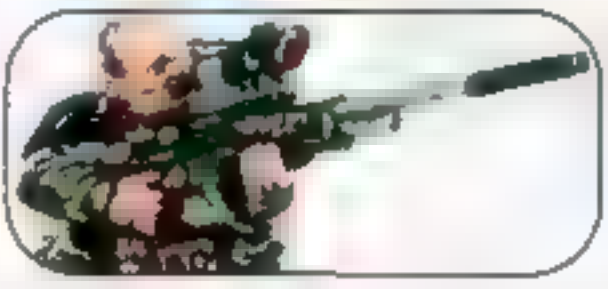


**Cadian w/ Melta Gun**  
010517201



**Cadian w/ Plasma Gun**  
010517202

| Item                                  | Price  |
|---------------------------------------|--------|
| Cadian Shock Troop Box (20)           | £14.99 |
| Cadian w/ Assault Weapons Blister (2) | £4.99  |
| Cadian w/ Melta Gun                   | £2.49  |
| Cadian w/ Plasma Gun                  | £2.49  |
| Cadian Shock Troop Sprue              | £9.99  |



| Item                       | Price  |
|----------------------------|--------|
| Cadian Storm Trooper Squad | £14.99 |
| Cadian Storm Trooper Squad | £14.99 |
| Cadian Storm Trooper Squad | £14.99 |
| Cadian Storm Trooper Squad | £14.99 |
| Cadian Storm Trooper Squad | £14.99 |

## DOCTRINES

- Light Infantry
- Storm Trooper Squads
- Drop Troops
- Iron Discipline
- Special Weapons Squads

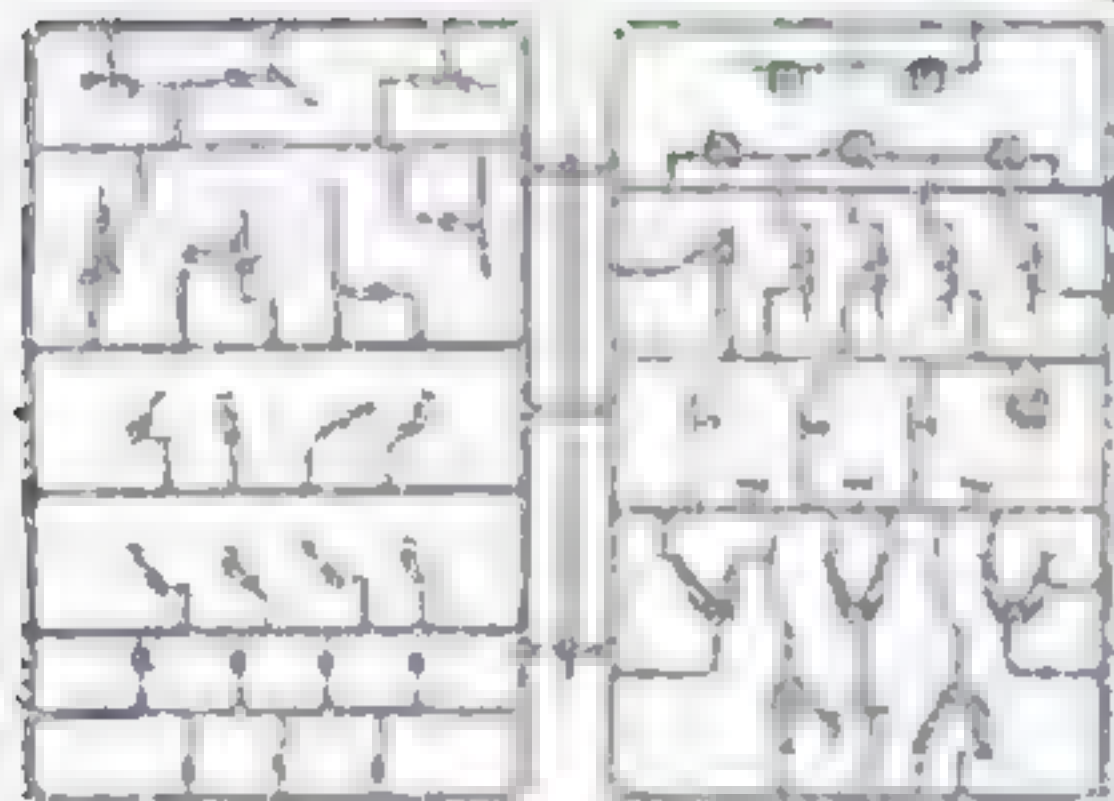




## TROOPS



**Catachan Jungle Fighters Squad Box (20)**  
42-06



Notes: Spruce shown at 40% in final size.

**Catachan Jungle Fighter Sprue**  
99380105001



**Catachan  
w/ Flamer  
010505612**



**Catatan  
w/ Melta Gun  
010504806**

**Catachan w/ Assault Weapons  
Blister (2)  
42-35**

We've got the water tanks  
in the middle tanks  
Three men died from  
a tank leak. I  
was the only one to live  
out. My tanks of  
water is still in the  
middle and the trees are  
so thick in places you  
can't squeeze between  
them. I suppose help me  
I love this place

Captain Rock of the  
t. ... ..  
... ..  
... ..  
... ..



*These Fourth First & Only are by Dave Taylor and inspired by the series of novels by Dan Abnett. Dave Taylor's heavily converted Fourth Squad uses bits from Conan, Necromunda and Fourth Company models.*

## DOCTRINES

Light Infantry  
Priests  
Sharpshooters  
Veterans  
Hardened Fighters  
Independent Commissar  
Special Equipment  
Cameo/line



# HEROES OF THE 24TH MACHARIAN BY DAVE TAYLOR

The Macharian 24th PDF was the inspiration for Dave Taylor's Veteran squad. This regiment from one of the planets in the Cadian sector is known for its devotion to Solar Macharus, their planet's namesake. Dave is an enthusiastic Imperia Guard collector and is planning to collect a whole army of Macharians 1,500 models strong.



Dave's squad consists of the decorated heroes of the Macharian 24th. Although their weapons are very personalized, their uniforms are still standard. The main additions are the Imperial Scripture embroidery and putty seals. These additions show that these troops are the most devout followers of Imperial Scripture in the sector and have proven their faith in battle.

Dave has really gone to town with the Sergeant (shown above), used all kinds of plastic and metal components, and added putty seals made from green stuff. The halo, made from an Ork shoulder pad, reflects the extreme putty and devotion of the Sergeant.



## TROOPS



Tanith Ghost Squad (10)  
MO 0424

Tanith Ghosts Blister (Random 3)  
99-23



Tanith Ghost 1  
010516101



Tanith Ghost 2  
010516102



Tanith Ghost 3  
010516103

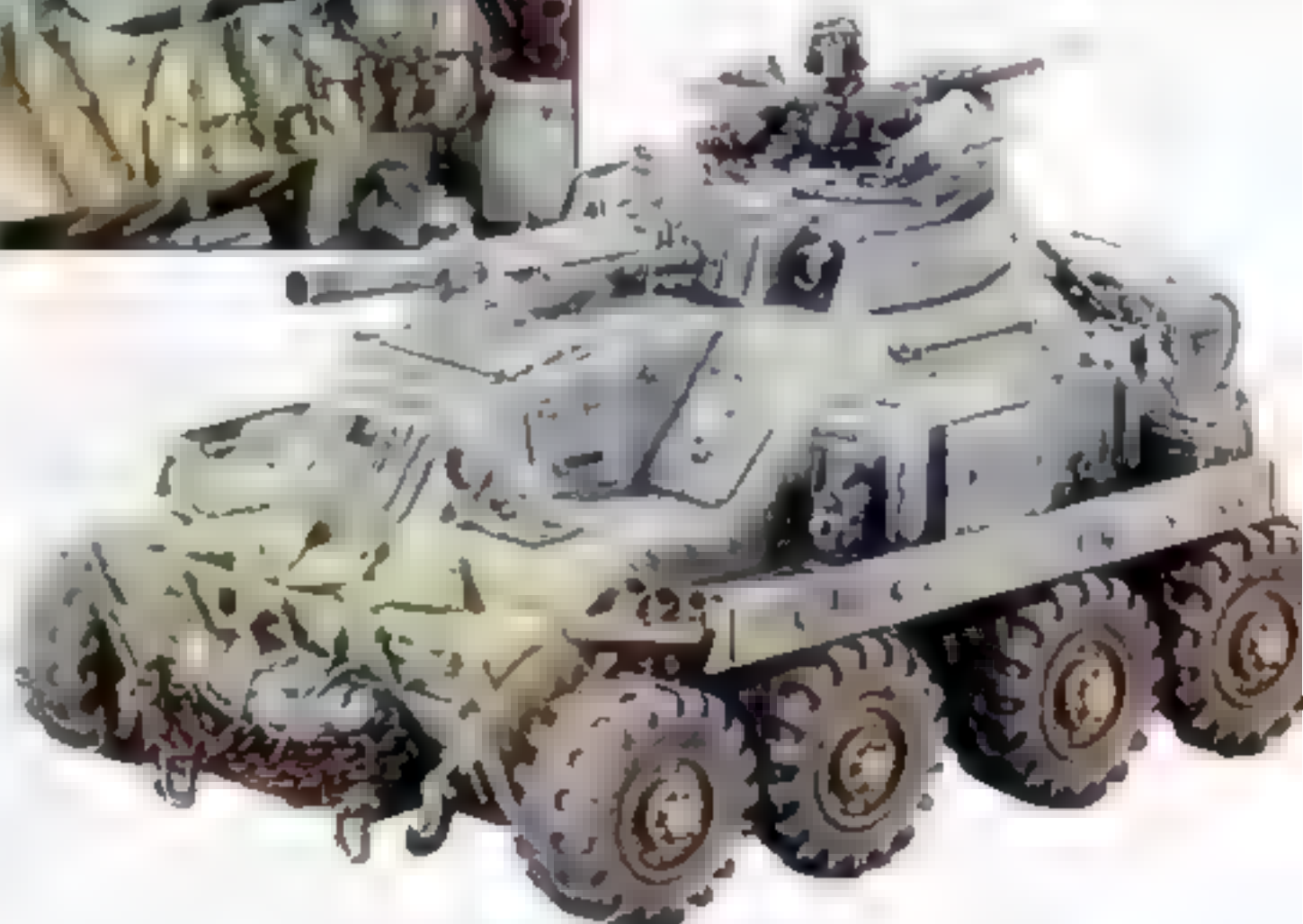


Tanith Ghost 4  
010516101

## SHOWCASE



This Chimera conversion was created by Kevin Downes. He won Silver in the Best Warhammer 40,000 Vehicle Category at Golden Demon U.K. 2002.





# TROOPS



**Armageddon Steel Legionnaire Squad Box (10)**  
47-15



**Steel Legionnaire 1**  
010514804



**Steel Legionnaire 2**  
010514805



**Steel Legionnaire 3**  
010514806



**Steel Legionnaire 4**  
010514807

**Steel Legionnaire Blister (Random 3)**  
47-59



**Steel Legionnaire 5**  
010514808



**Steel Legionnaire 6**  
010514809

**Steel Legionnaire w/ Assault Weapons Blister (2)**  
47-58



**Steel Legionnaire w/ Grenade Launcher**  
010514803



**Steel Legionnaire w/ Plasma Gun**  
010515303



**Steel Legionnaire Sergeant Blister (Random 1)**  
47-68



**Steel Legion Sergeant 1 Arm**  
010515302



**Steel Legion Sergeant 1 Body**  
010515301



**Steel Legion Sergeant 2 Body**  
010514801



**Steel Legion Sergeant 2 Arm**  
010514802



**Steel Legion Missile Launcher Team Blister (1 Team)**  
47-62



**Steel Legion Missile Launcher Loader**  
010514810



**Steel Legion Missile Launcher Gunner**  
010514811



**Steel Legion Loader Backpack**  
010514813



**Steel Legion Missile Launcher**  
010514812



*The Steel Legion's Armageddon units are the most elite of the Ork. They are fully mobile in their Chimera transports and are trained for rapid attacks. A common tactic is to overrun the enemy's lines and take out the command structure.*

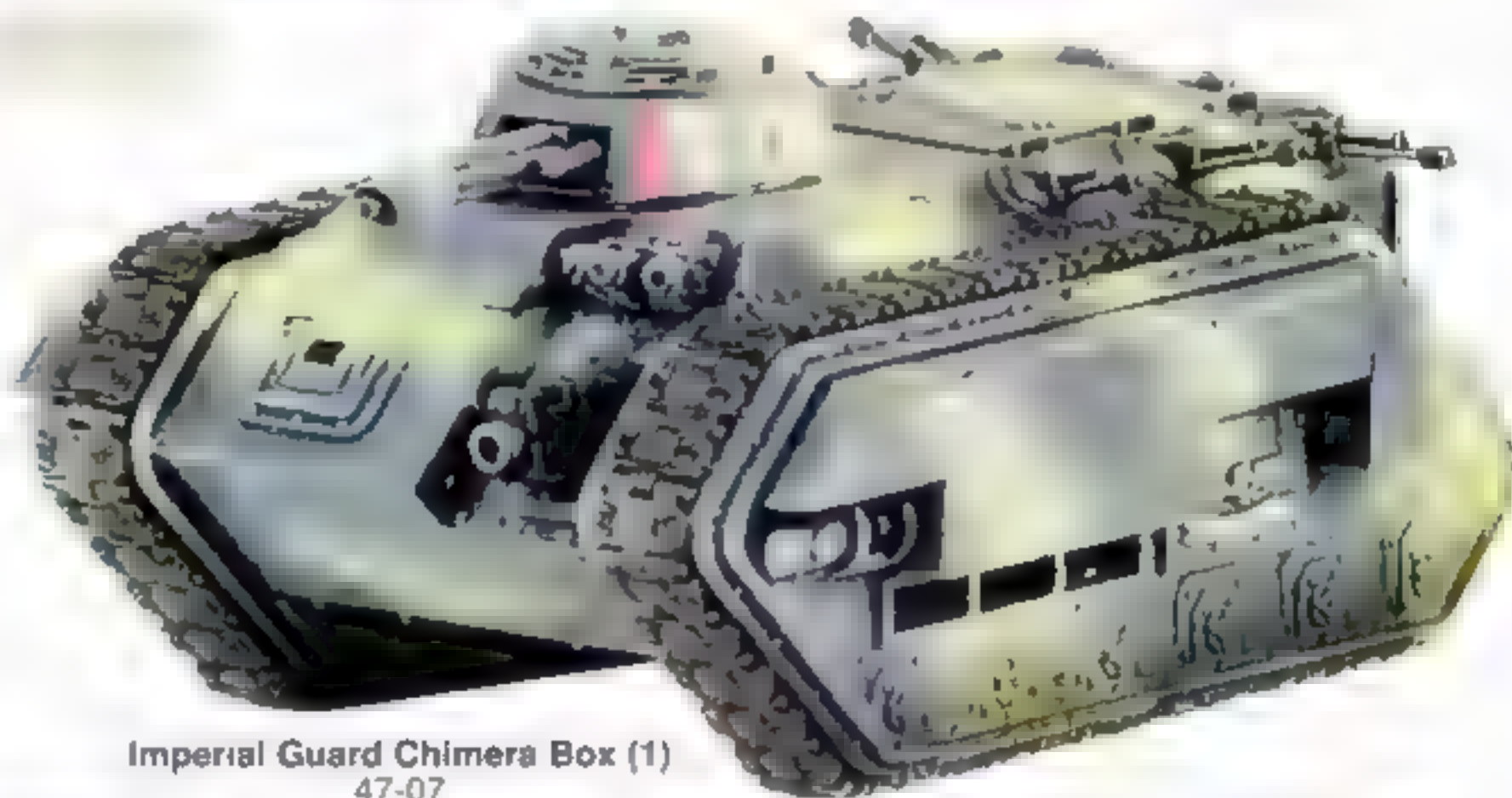




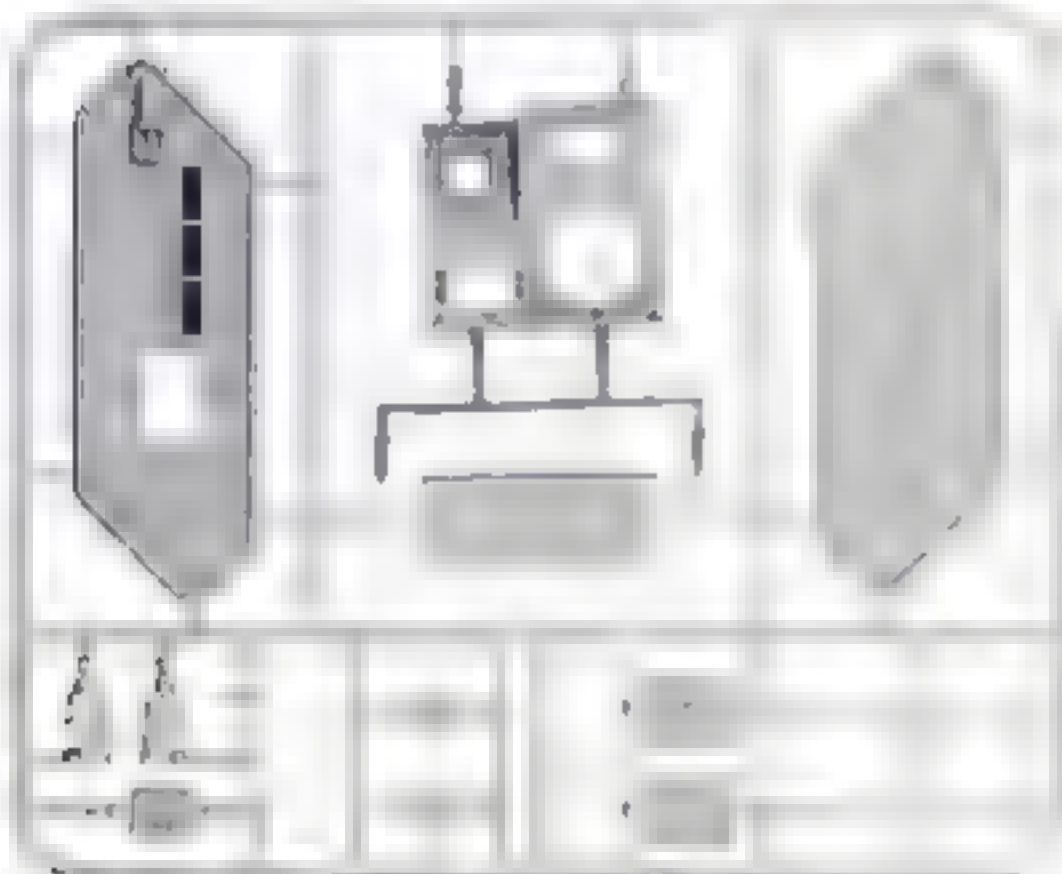
## TROOPS



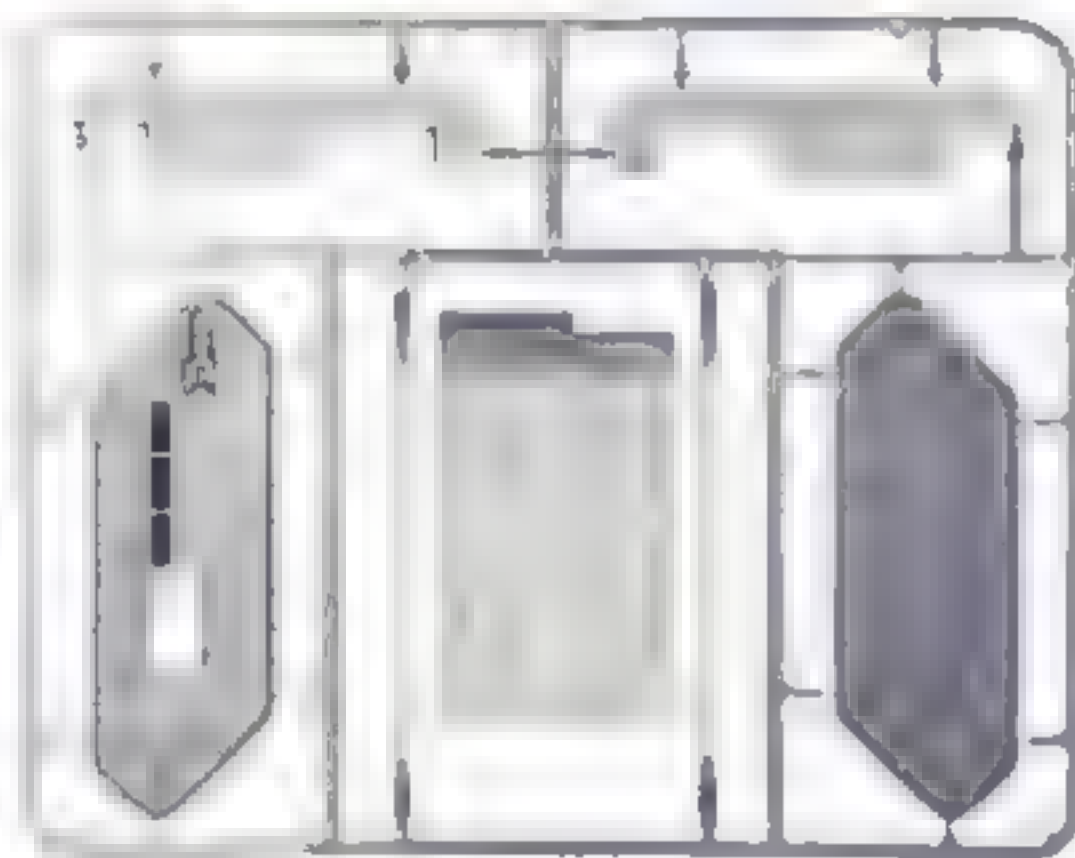
The following components are also needed to complete a Chimera Tank: Chimera Hull B, Hull C, Hull D, Hull E, Tank Wheel Sprue, Tank Track Sprue & Tank Accessory Sprue.



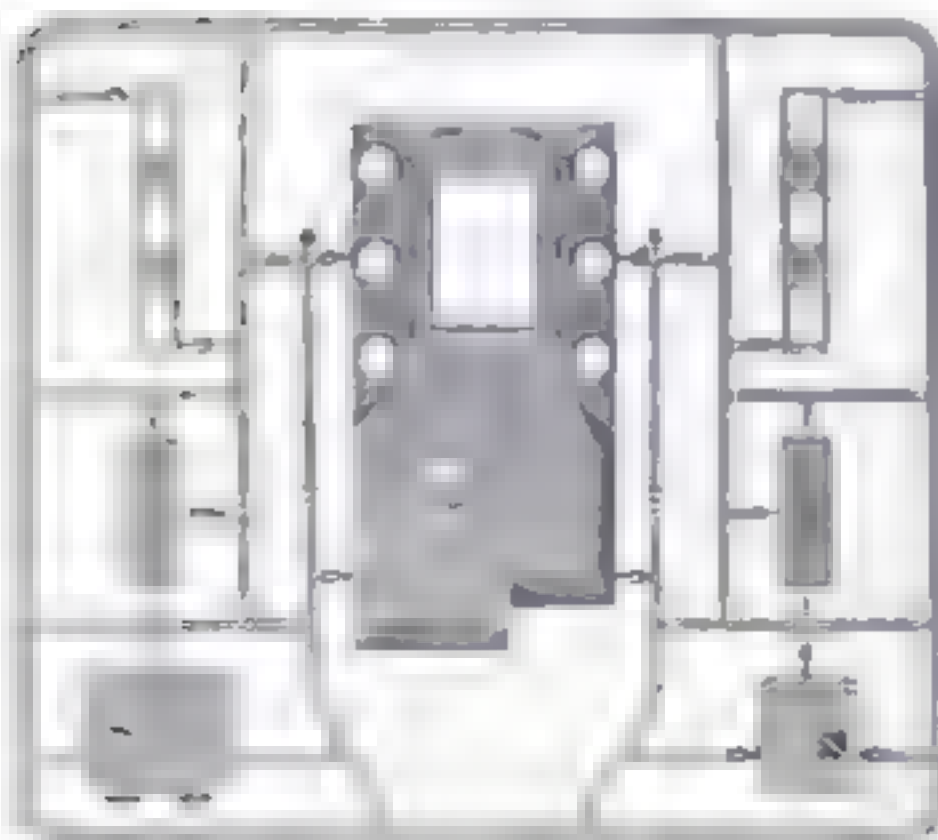
Imperial Guard Chimera Box (1)  
47-07



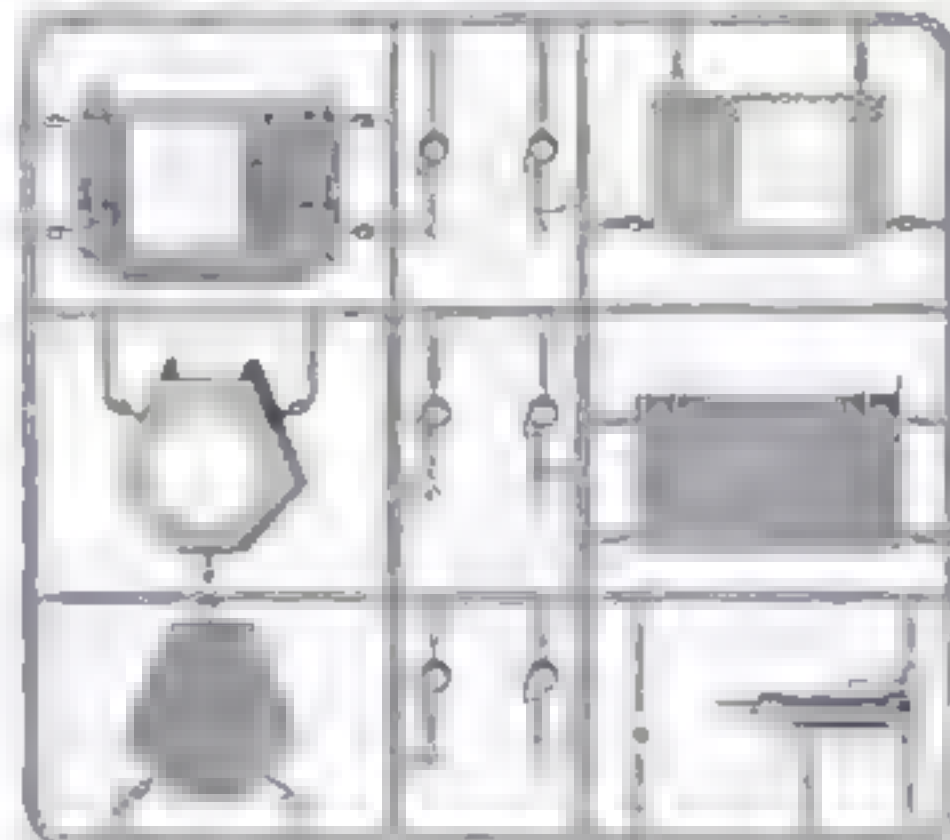
Chimera Hull B  
99399999046



Chimera Hull C  
99399999047



Chimera Hull D  
99399999048



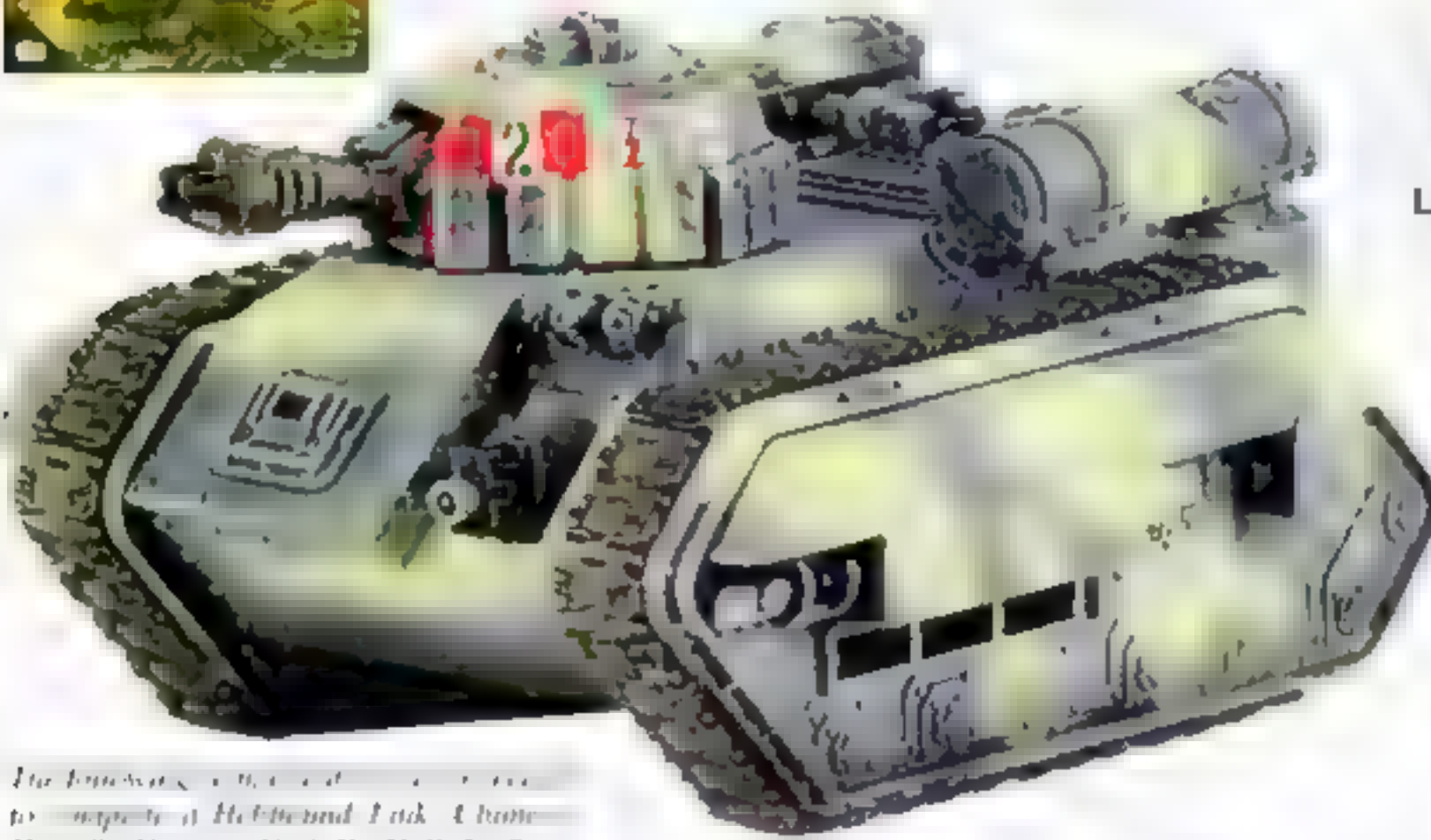
Chimera Hull E  
99399999050

Note: Sprues shown at 25% actual size





## FAST ATTACK



The Imperial Guard's most powerful tank to transport a Hellhound Tank Chassis. Hull B Hull C Hull D Hull E Tank Wheel Spine Tank Track Spine X Tank Armoured Aperture

Imperial Hellhound Box (1)  
47-12



Hellhound  
Fuel Tank Top  
010505506



Hellhound  
Fuel Tank Bottom  
010505505



Hellhound  
Targeting Cupola  
010505504



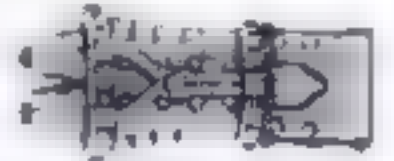
Hellhound  
Large Turret Plate  
010505508



Hellhound  
Small Turret Plate  
010505507



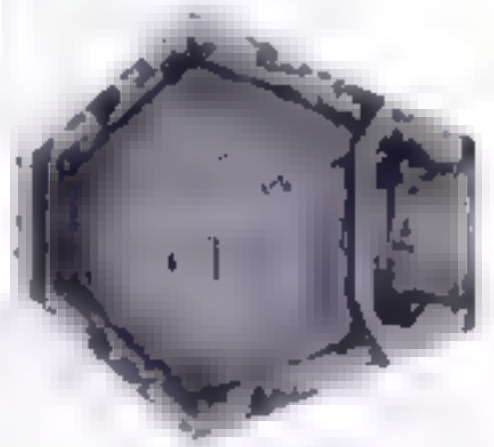
Hellhound  
Top Plate  
010505502



Hellhound  
Inferno Cannon  
010505503



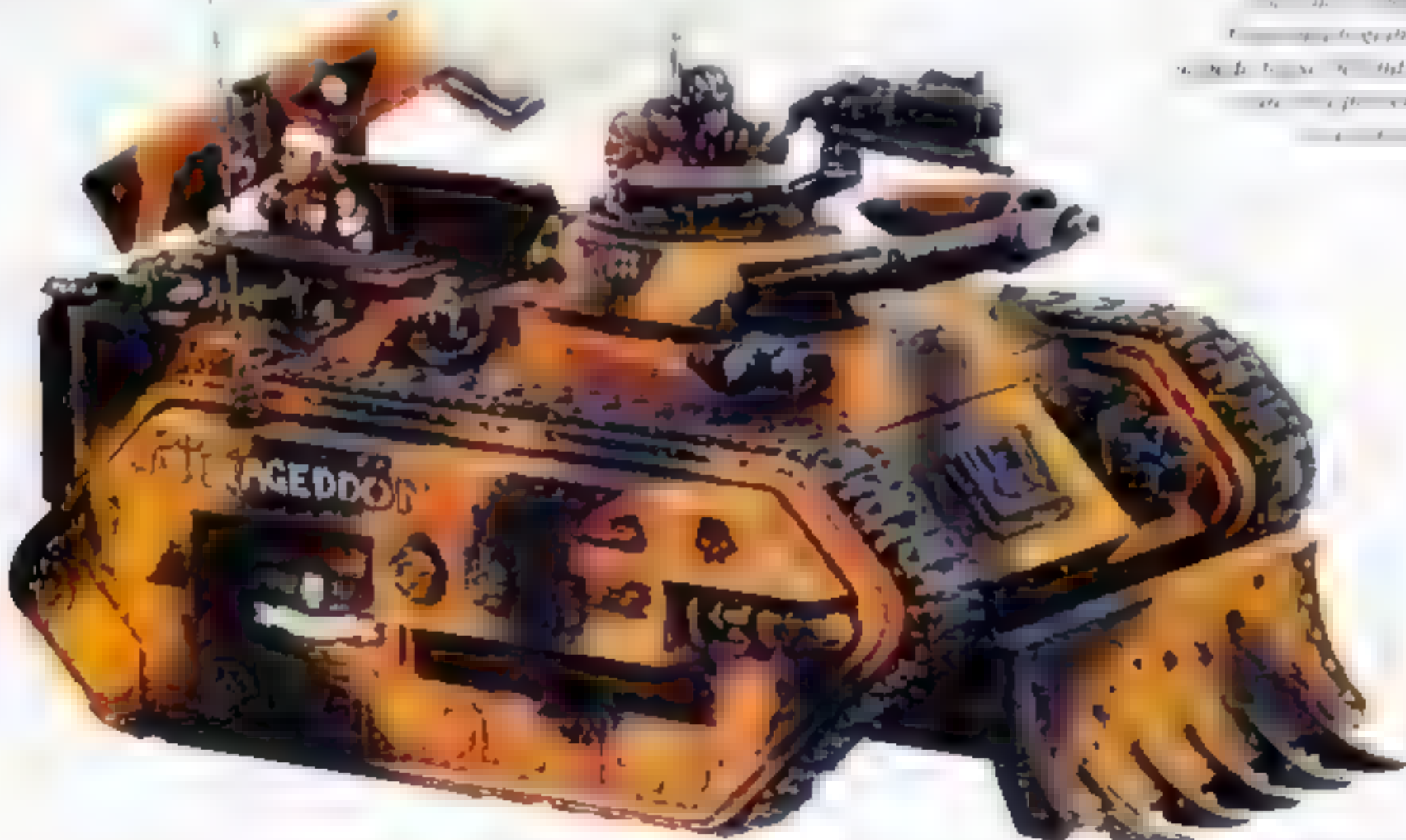
Hellhound  
Fuel Hose  
010505509



Hellhound  
Turret Bottom  
010505501

## SHOWCASE

Chimera from the 68th Armageddon Militia by Matt Lewis



If the enemy comes out in a narrow trench, as tanks are want to do, then try to do the same. Turn a narrow defile or enclosed space which is a natural advantage for the tank into a narrow defile or enclosed space which is a natural disadvantage for the tank. The tank is a powerful weapon, but it is a powerful weapon only if it is used in a narrow defile or enclosed space.

The Tactica Imperium.



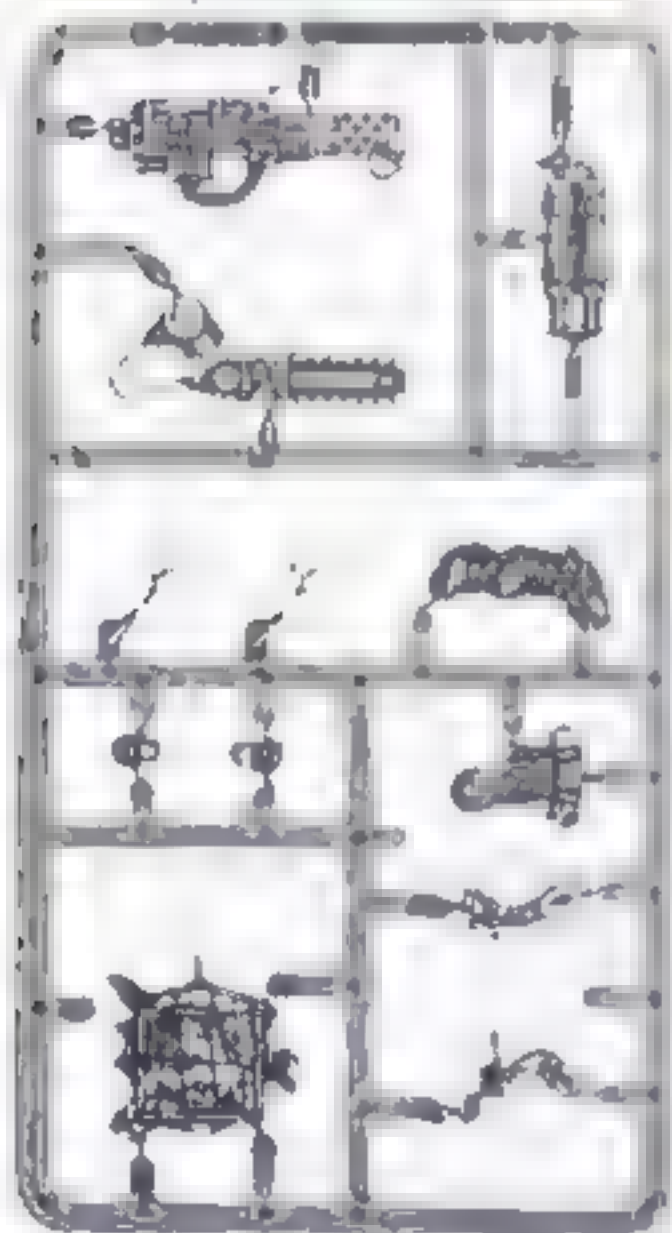


# FAST ATTACK

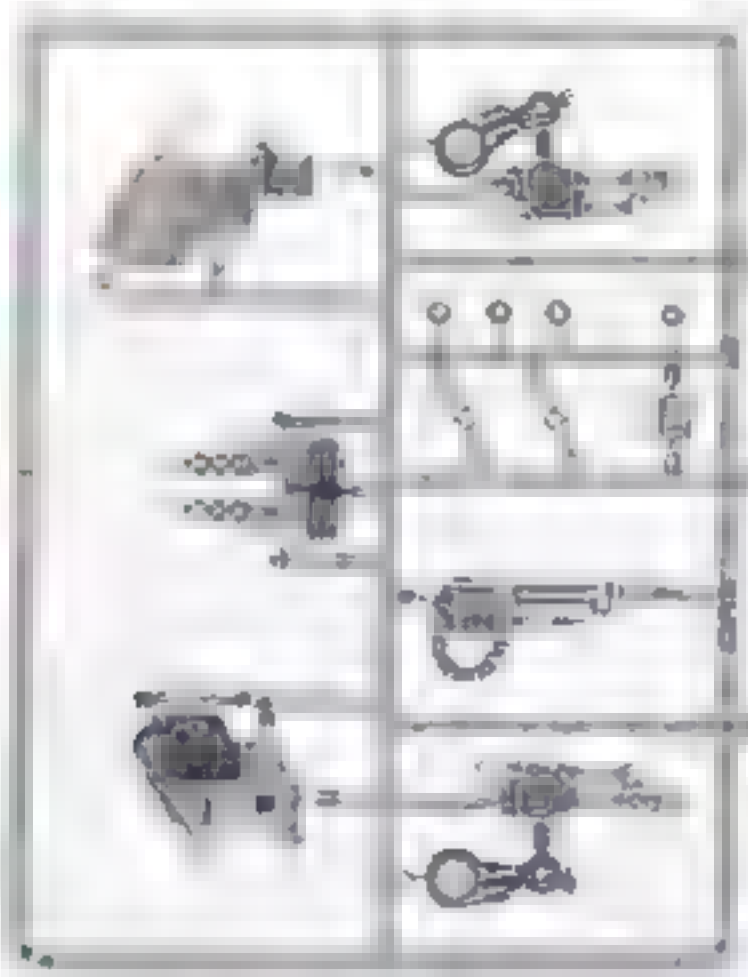


**Imperial Guard Sentinel Box (1)**  
47-09

*Note: Sprue shown at scale*

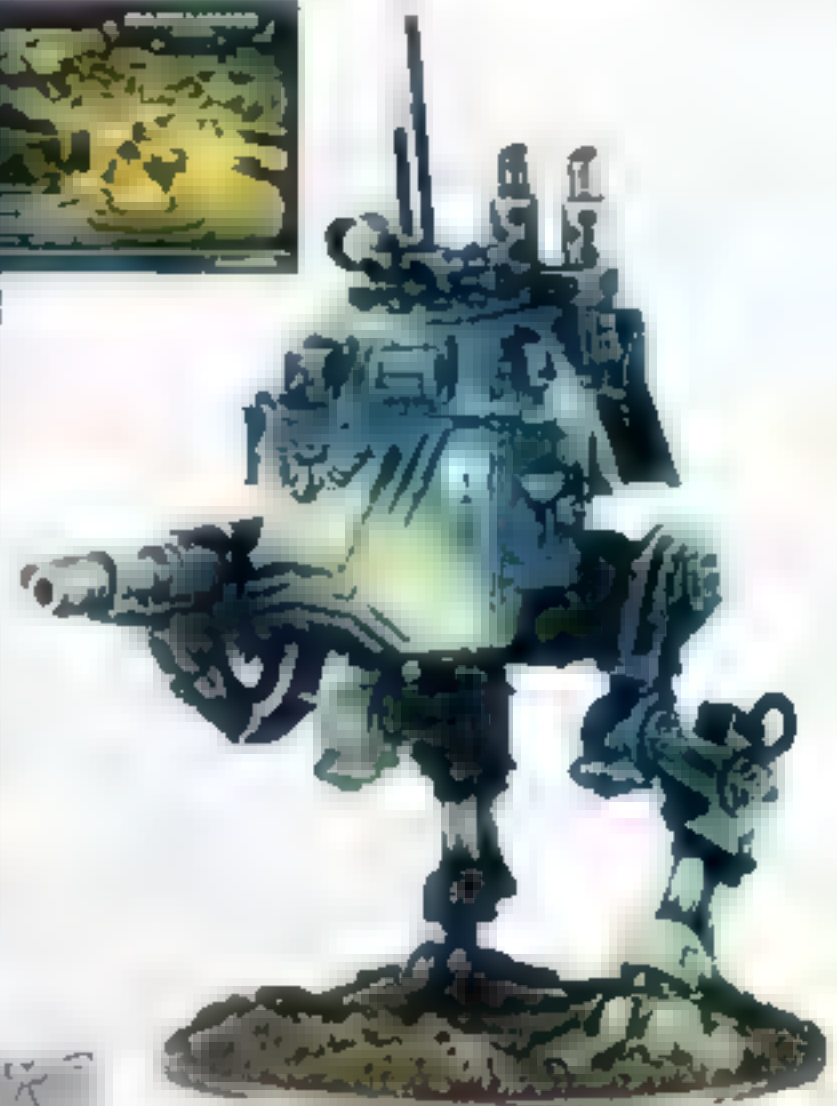
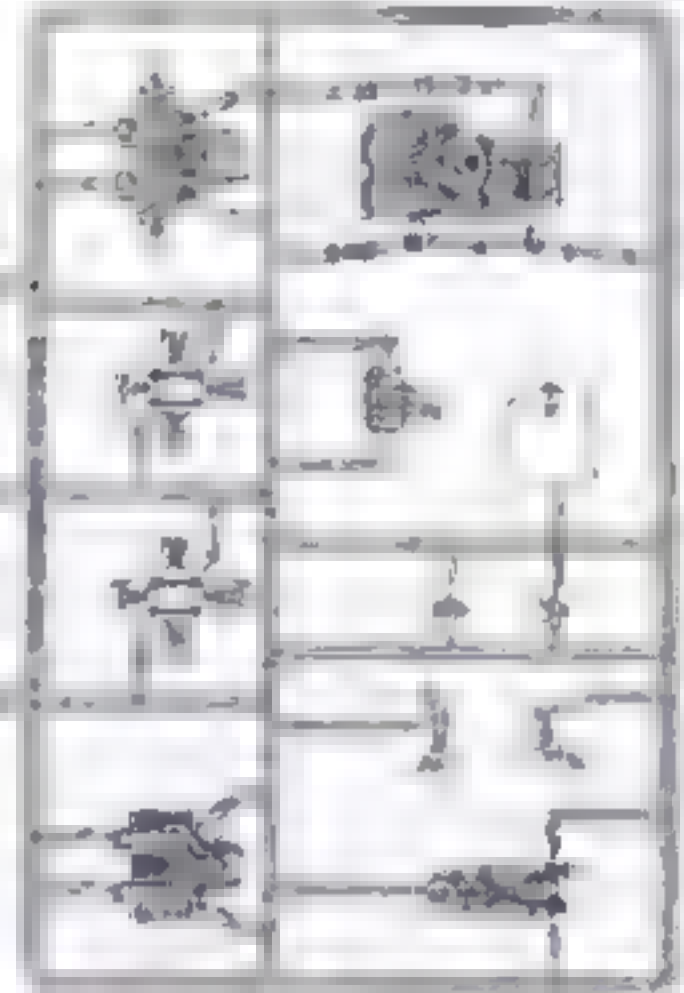


**Catachan Sentinel  
Accessory Sprue**  
99390105002



**Imperial Guard Sentinel Sprue**  
99390105001

*Note: Sprue shown at scale*



**Steel Legion Sentinel Box (1)**  
99-08



**Steel Legion  
Sentinel Lascannon**  
010515103



**Steel Legion  
Sentinel Shield**  
010515106



**Steel Legion  
Sentinel Aerial**  
010515101



**Steel Legion  
Sentinel Sight**  
010515104



**Steel Legion  
Sentinel  
Power Pack**  
010515105



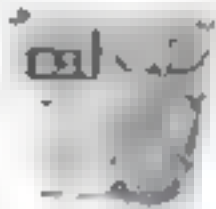
**Steel Legion  
Sentinel Canopy**  
010515102



## FAST ATTACK



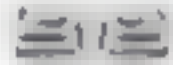
**Cadian Sentinel Front**  
010516801



**Cadian Sentinel Plate**  
010516802



**Cadian Sentinel Turret**  
010516803



**Cadian Sentinel Vision Slits**  
010516804



**Cadian Sentinel Head**  
010516805



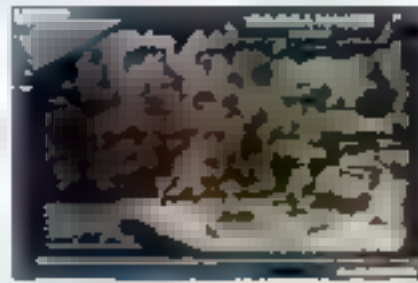
**Cadian Sentinel Head**  
010516806



**Cadian Sentinel Pack**  
010516807



**Cadian Sentinel Tarpaulin**  
010516808



**Cadian Sentinel Box (1)**  
47-22



*This Imperial Guard Sentinel by Rowland Cox features vehicle upgrades from the Imperial Vehicle Accessory sprue*



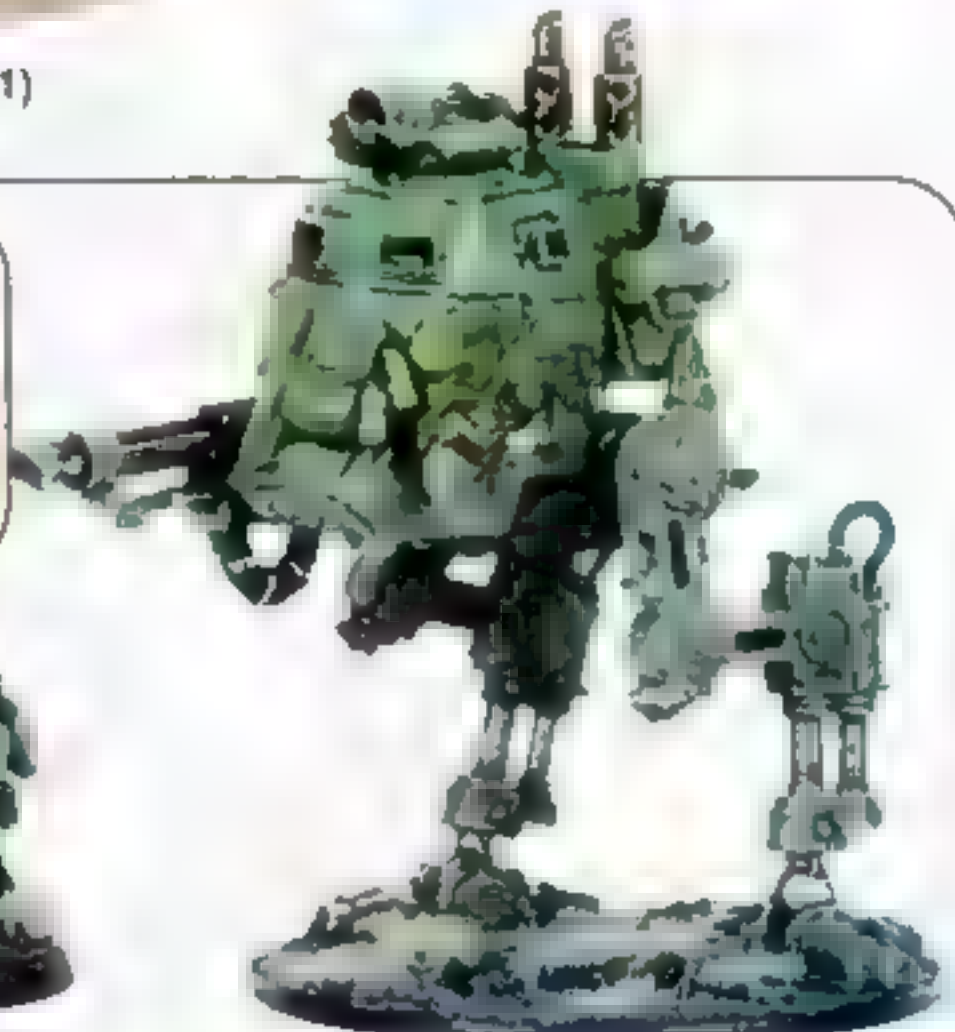
*Andy Hoare's Mordant North Sky Rats are a drop troop regiment*

*The Sky Rats are converted by combining Cadian foot & Cadian Guardsmen plastics. To add character to his squad, he has mixed in a couple of metal miniatures such as a Warrior Woman from the Classic Last Chancers range. The gravity chutes backpacks were made from a vehicle grenade launcher.*



### DOCTRINES

Drop Troops  
Light Infantry  
Special Weapon Squads  
Veterans  
Hardened Fighters







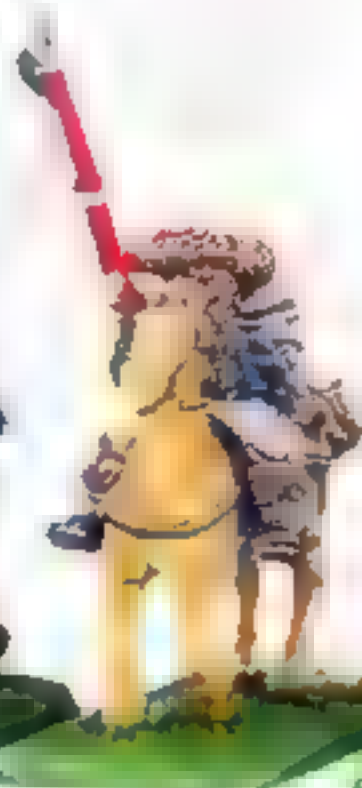
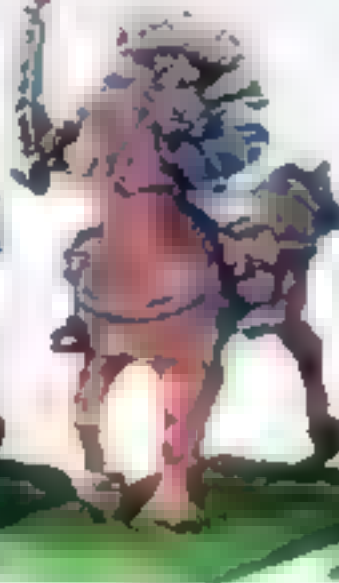
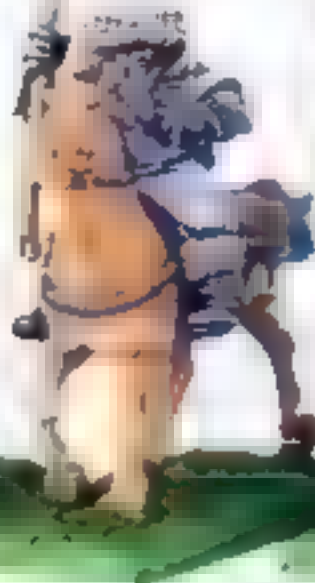
## FAST ATTACK



**Classic Rough Rider Standard**  
010500601



**Rough Rider Blister (Random 1)**  
47-39



**Rough Riders Squad (5)**  
MO 0141



**Rough Rider Torso 1**  
010504401



**Rough Rider Torso 2**  
010504402



**Rough Rider Torso 3**  
010504403



**Rough Rider Hunting Lance**  
010504406



**Rough Rider Hunting Legs 1**  
010504405



**Rough Rider Hunting Legs 2**  
010504404



**Classic Rough Rider Chainsword**  
010504407



**Rough Rider Lieutenant Body**  
010505201

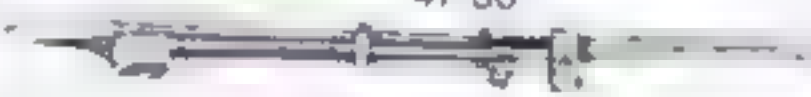
*In the name of the Emperor  
CHARGE!*



**Lieutenant Arm**  
010505202



**Rough Rider Command Blister (1)**  
47-38



**Lieutenant Hunting Lance**  
010505203

## SHOWCASE



*These Jallorn Desert  
Raiders by Julian  
Beckers won  
Honorable Mention  
in the Best  
Warhammer 40,000  
Squad category at  
Golden Demon  
UK 2000.*



## SHOWCASE



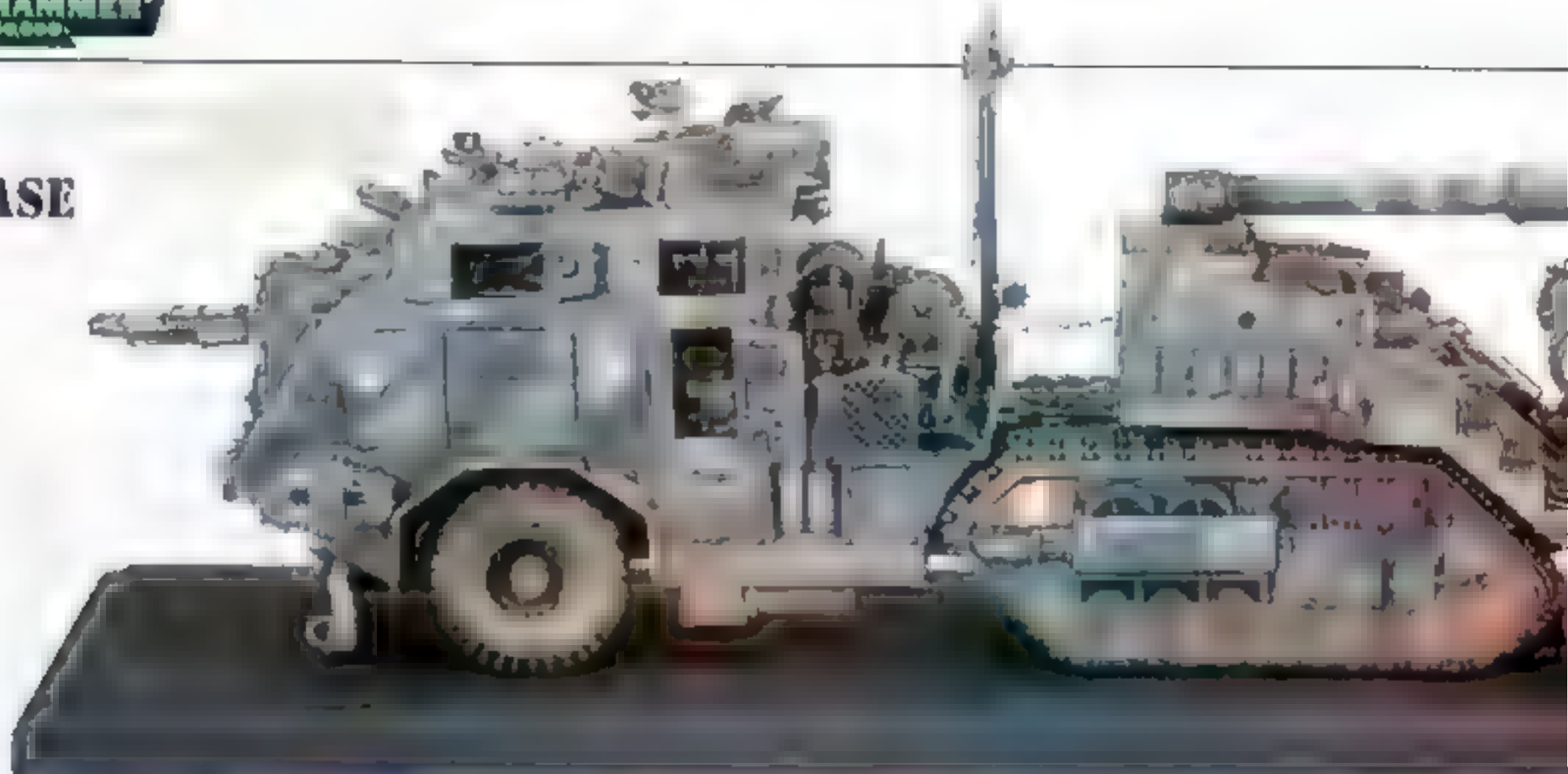
*The main and the main structure, Harry's  
 A model of the main structure, Harry's  
 and the main structure, Harry's*





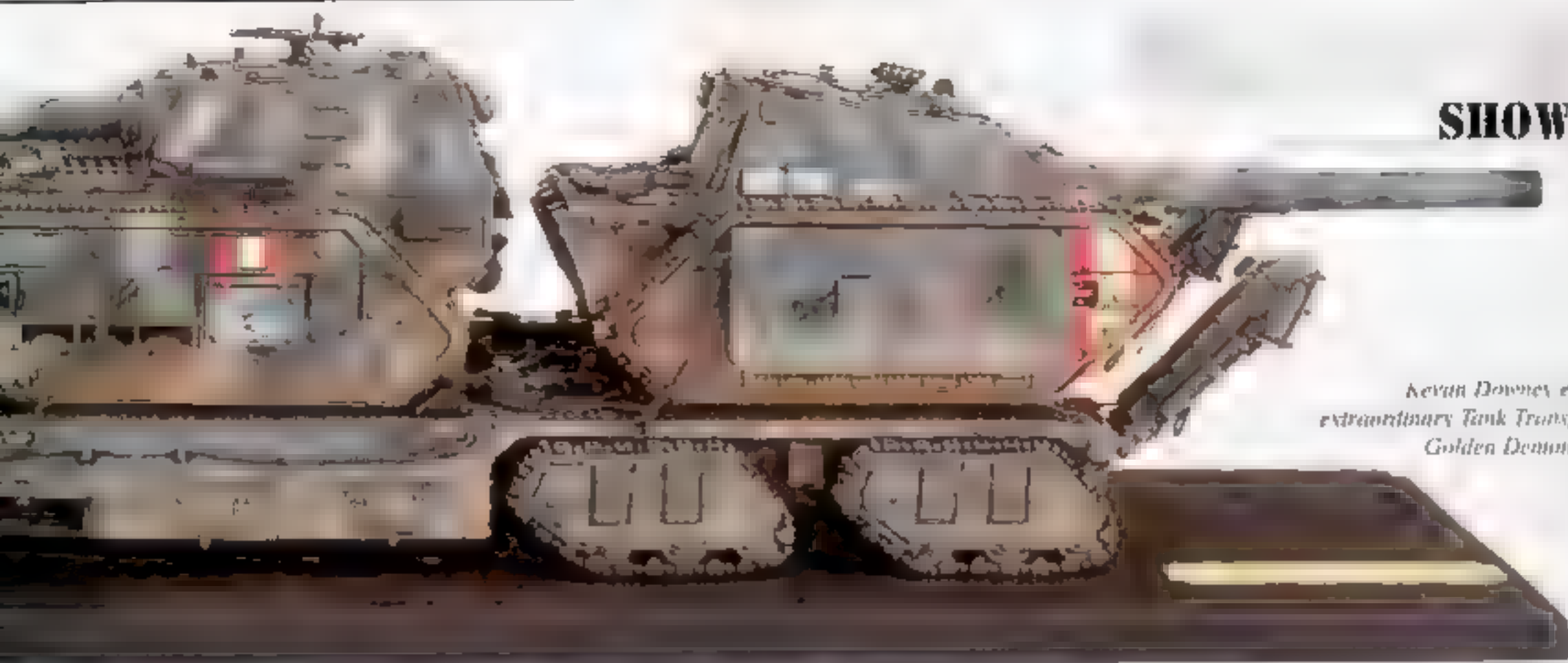


## SHOWCASE





## SHOWCASE

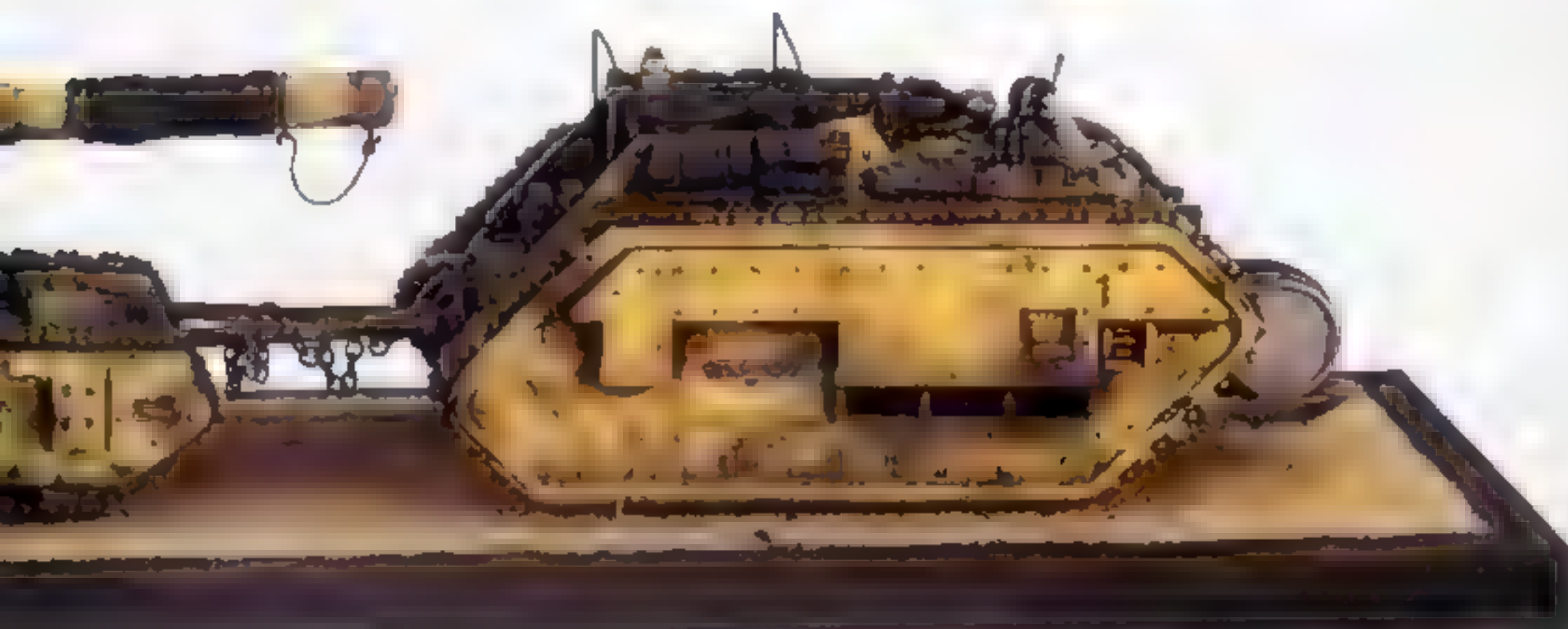
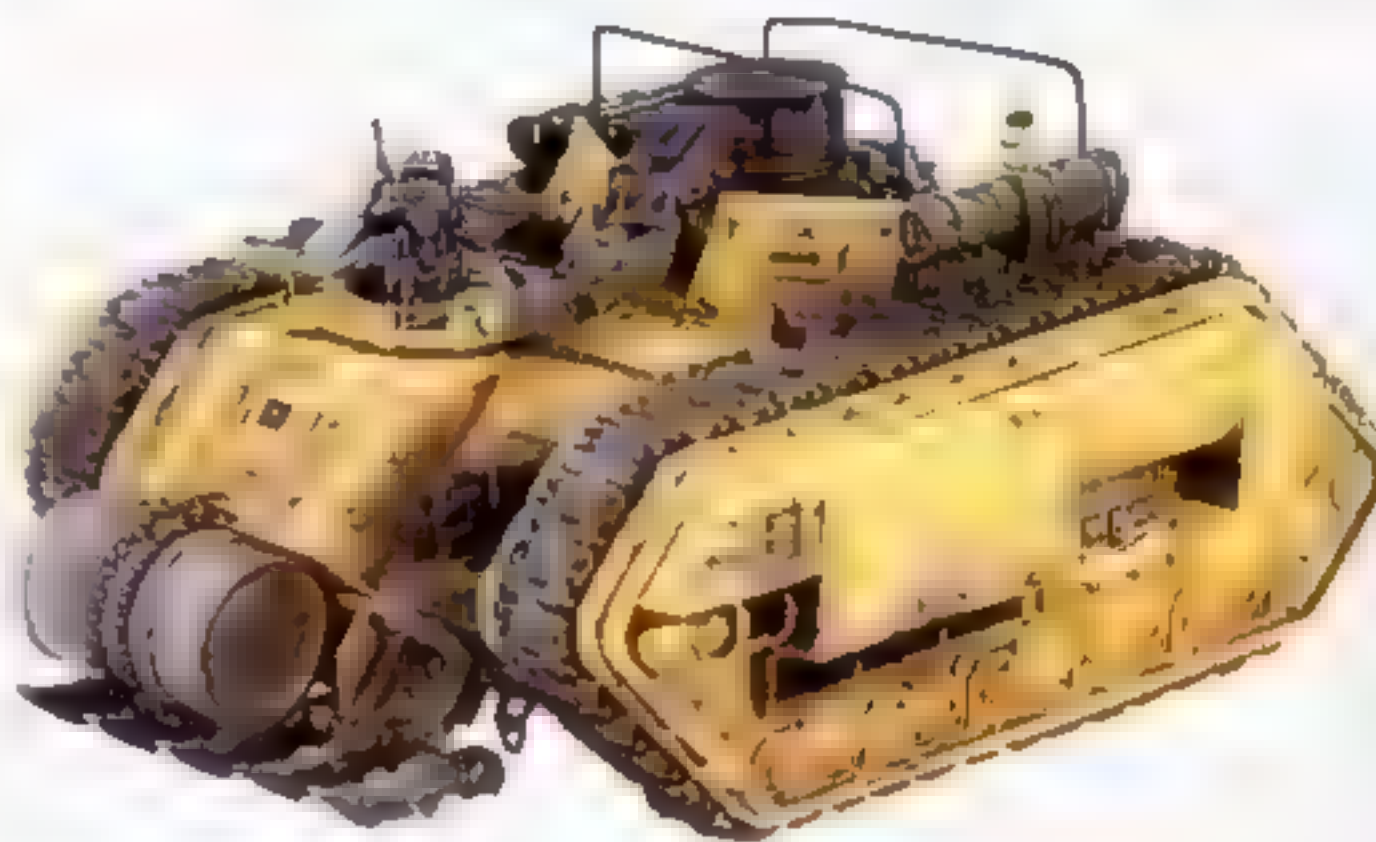


*Kevin Downey enters  
extraordinary Tank Transporter in  
Golden Demon UK 2000*

*Guy Carpenter entered this Salamander  
Command Vehicle into the Golden Demon  
UK 2000 competition*

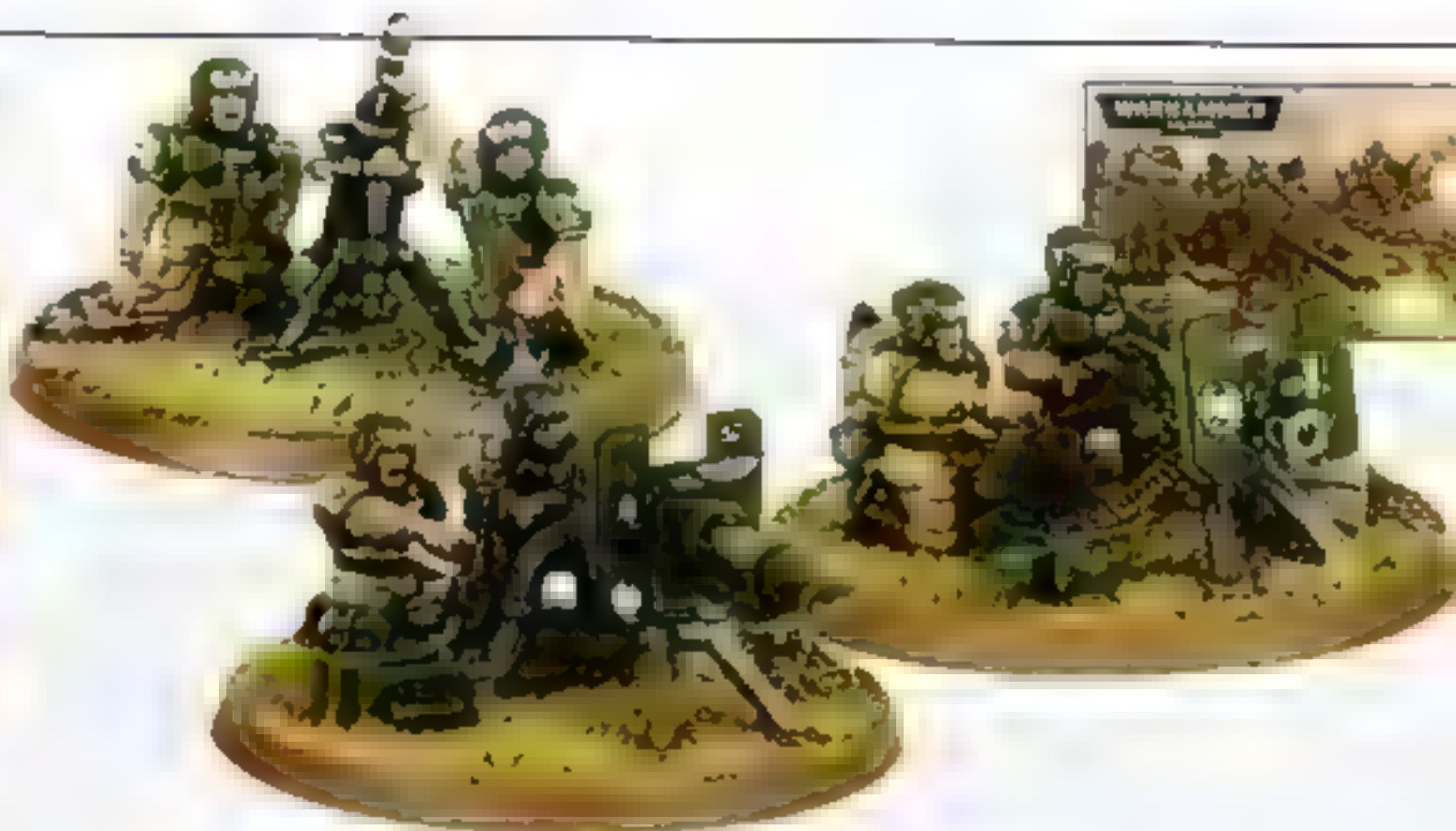
*Guy took his inspiration from WWII vehicles  
and the earthshaker gun itself. He also  
includes this tip on imagery: "Look at  
photos of real tanks for reference. The thing  
that really looks nice is simple little touches  
like ammo feeds and rigging and the like."*

*To get areas of worn paint and battle  
damage, he simply paints metal underneath  
the colors.*

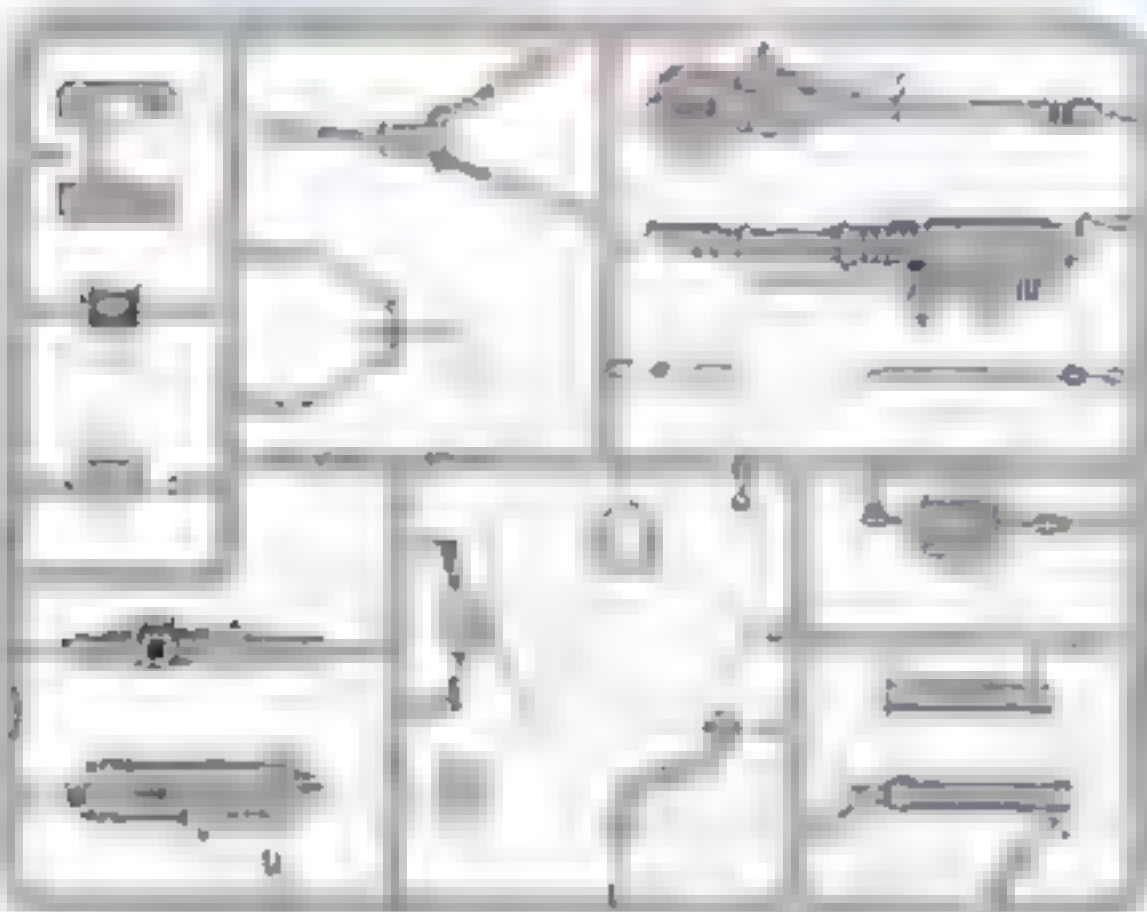




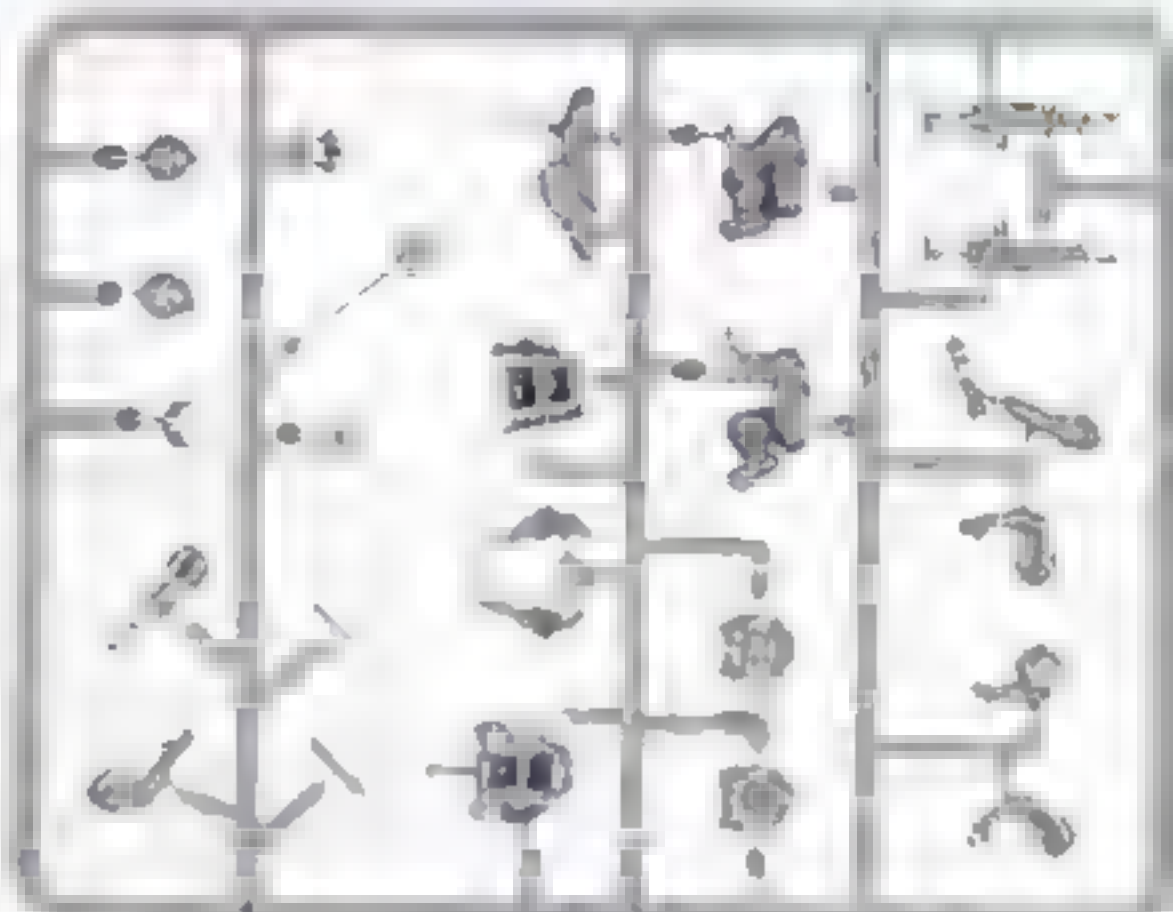
**Cadian Heavy Weapon Team**  
**Box (1 Team)**  
 47-18



**Cadian Heavy Weapon Squad Box (3 Teams)**  
47-19



**Imperial Guard Heavy Weapon Sprue**  
99380105003

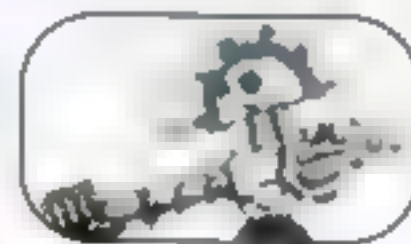


**Cadian Heavy Weapon Crew Sprue**  
99380105004

## DOCTRINES

Engineers  
Sharpshooters  
Special Weapon Squads  
Heavy Weapon Squads  
Storm Trooper Squads

His Black & Imperial Colours are given to him for a valiant deed. In battle he wears a red Flap. Several times he has given his enemies a bloody wound. He has slain many of them. His sword is marked with the name of the African King. His close combat weapon is marked with the name of the African King.

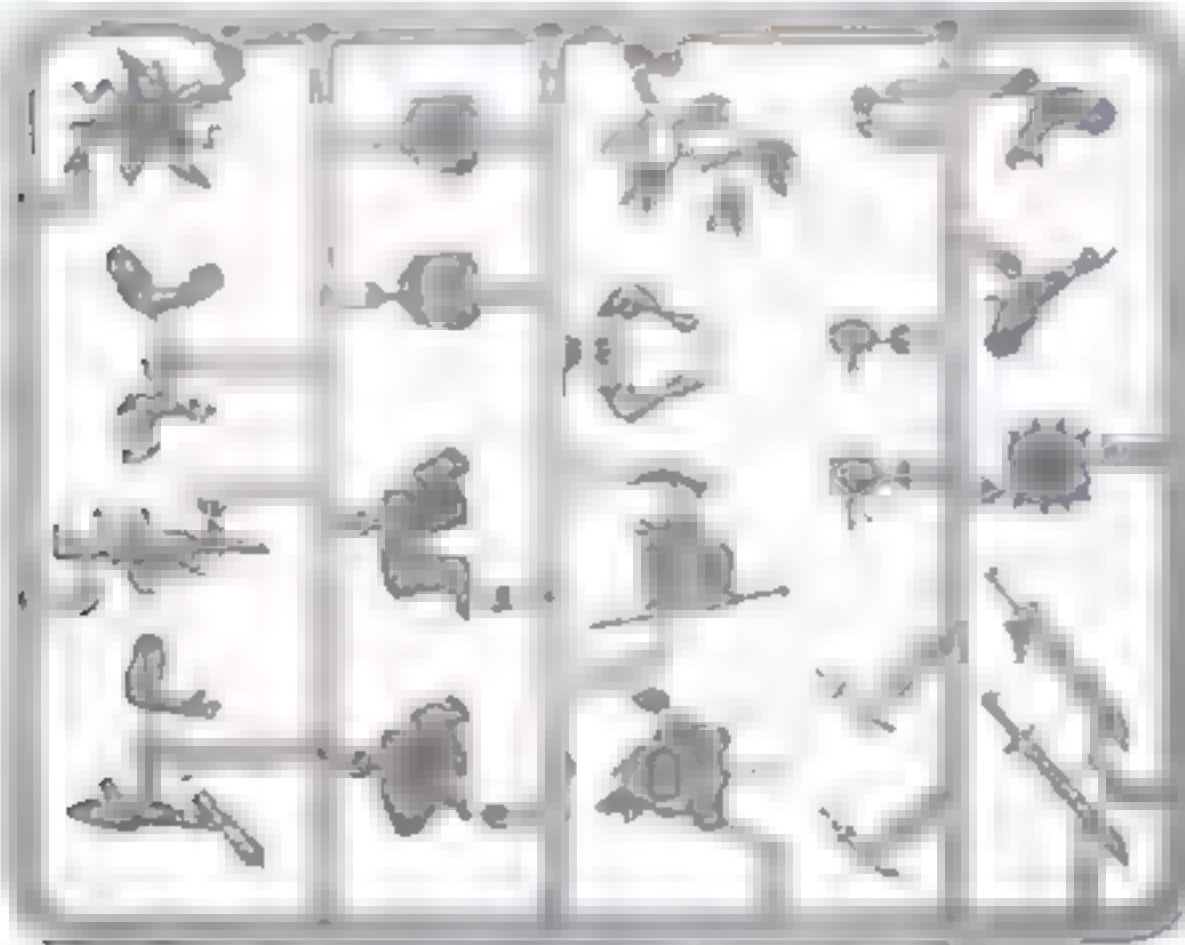






**Catachan Heavy Weapon Squad  
Box (3 Teams)**  
42-08

**Catachan Heavy Weapon  
Team Box (1 Team)**  
42-09



**Catachan Heavy Weapon Crew Sprue**  
99060105006

*Note: Sprue  
shown at 50%  
actual size*

## HEAVY SUPPORT

*The firepower and adaptability of heavy support can  
be decisive in the toughest jungle battle.*



**Catachan Heavy  
Flamers Blister (2)**  
42-42



**Catachan Heavy  
Flamer Body 1**  
010514001



**Catachan Heavy  
Flamer Body 2**  
010514002



**Catachan Heavy  
Flamer**  
010514003

### DOCTRINES

Engineers  
Special Weapons Squads  
Storm Trooper Squads  
Light Infantry  
Iron Discipline

*Stefan Langlois's Imperial  
Guardsmen feature some minor  
conversions, including extra  
body armor for the Sergeant and  
a Sniper converted from a  
normal Guardsman. The biggest  
conversion in the Squad is a  
flamer operator wearing fire-  
retardant clothing.*







## HEAVY SUPPORT



**Steel Legionnaire  
Missile Launcher  
Team Blister (1 Team)**  
47-62



**Missile Launcher  
Loader**  
010514810



**Missile Launcher  
Gunner**  
010514811



**Missile Launcher**  
010514812



**Loader  
Backpack**  
010514813



**Steel Legionnaire  
Heavy Bolter Team  
Blister (1 Team)**  
47-60



**Steel Legionnaire  
Lascannon Team  
Blister (1 Team)**  
47-61



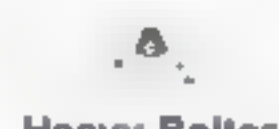
**Heavy Bolter  
Gunner**  
010515601



**Heavy Bolter  
Loader**  
010515602



**Heavy Bolter**  
010515603



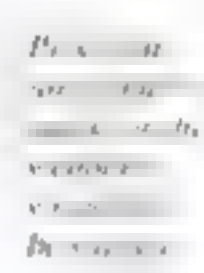
**Heavy Bolter  
Stand**  
010515604



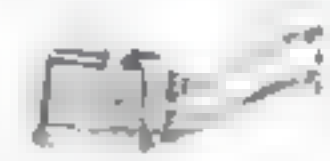
**Lascannon  
Gunner**  
010515701



**Lascannon  
Loader**  
010515702



**Lascannon**  
010515705

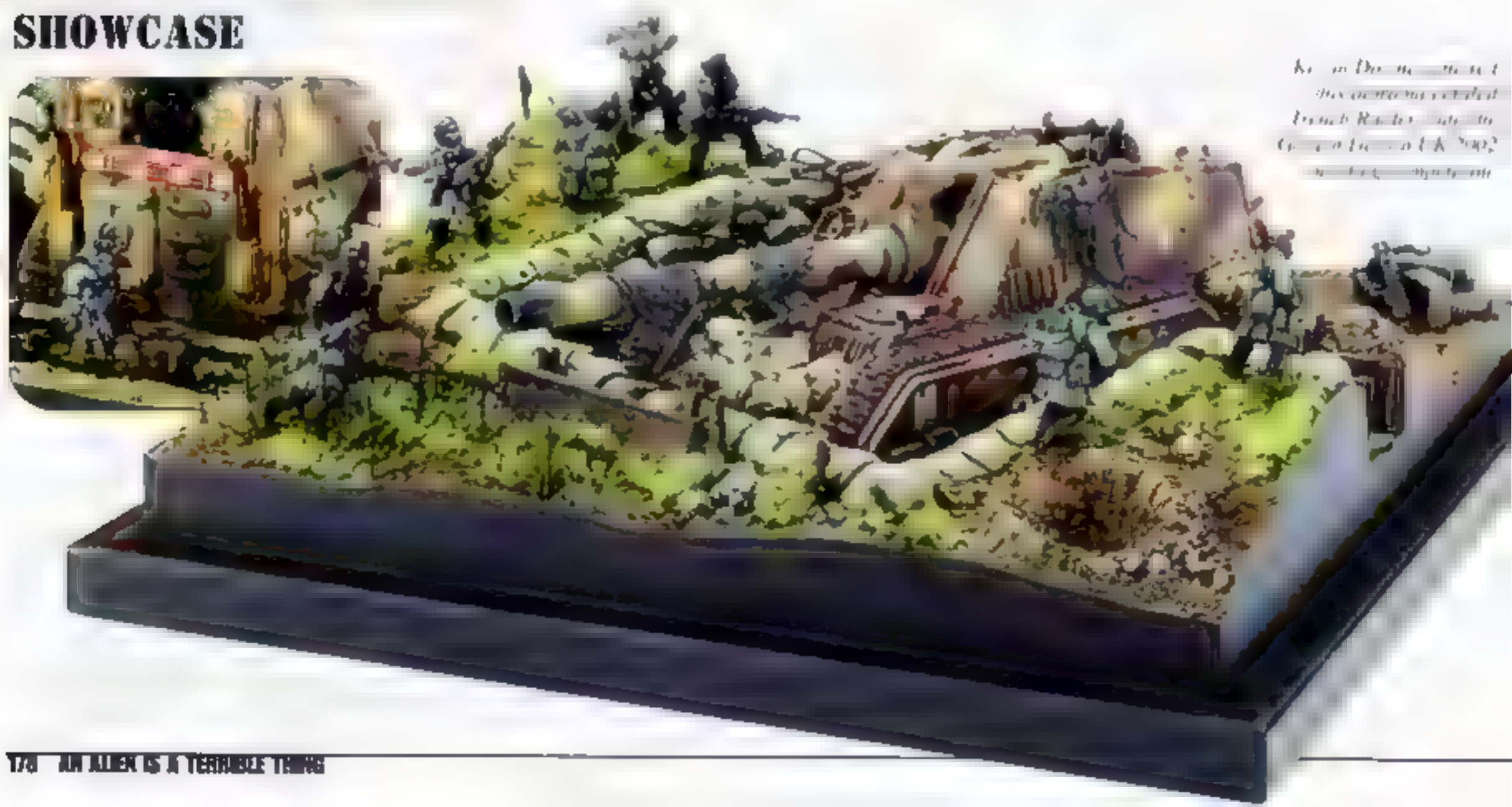


**Lascannon  
Power Pack**  
010515703



**Lascannon Stand**  
010515704

## SHOWCASE



*Keep in mind that this set includes the French Rache unit in Green Legion LK 5002. It is not included in this set.*





The Basilisk is a heavy support weapon used by the Imperial Guard. It is a large, self-propelled howitzer that can fire a variety of ammunition, including high explosive, armor-piercing, and anti-aircraft rounds. The Basilisk is a key component of the Imperial Guard's heavy support arsenal.

## HEAVY SUPPORT



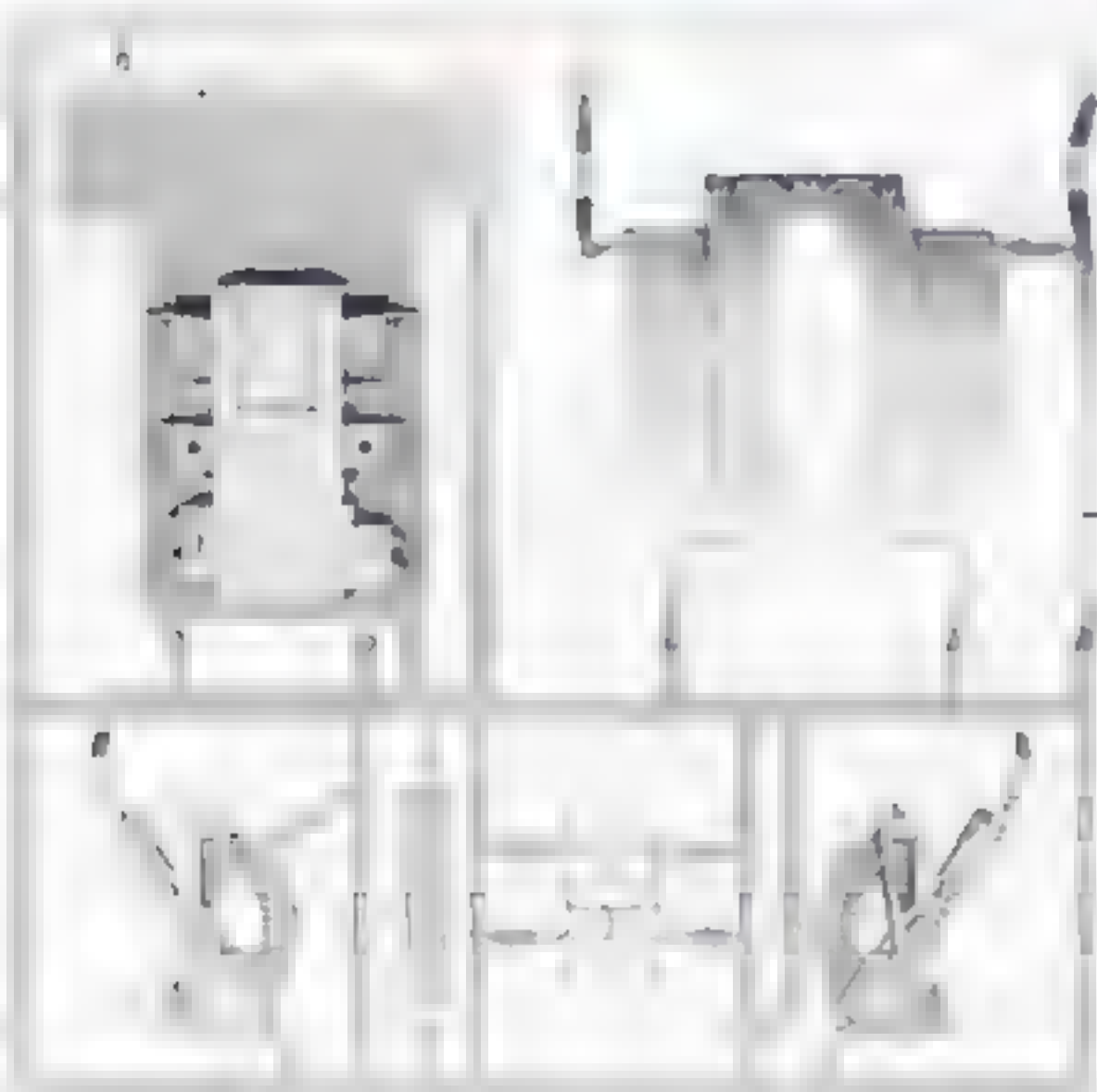
Classic Basilisk Crew 1  
010512701



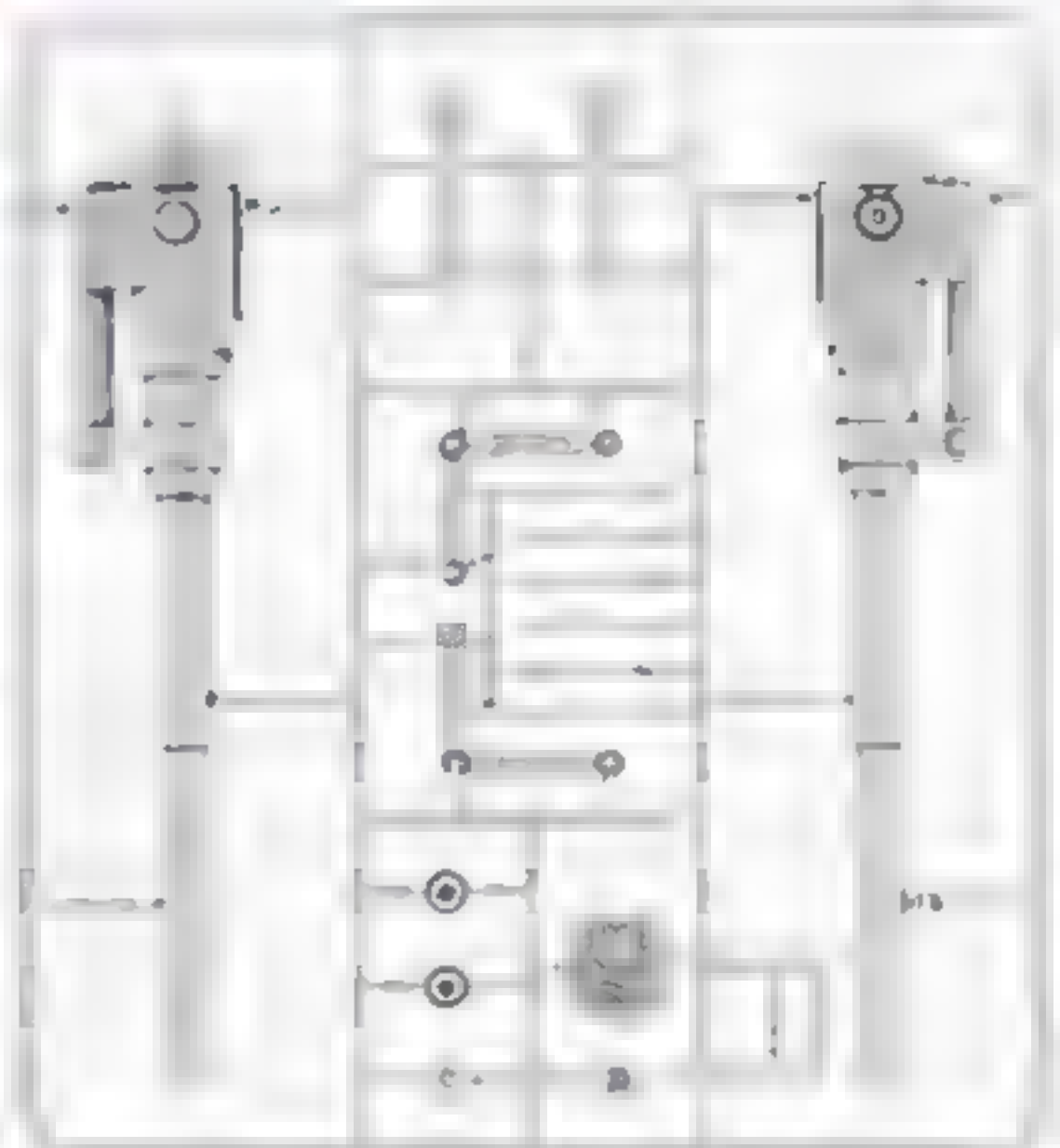
Classic Basilisk Crew 2  
010512702



Imperial Basilisk Box (1)  
47-08



Basilisk Frame D  
99399999044



Basilisk Frame E  
99399999045





## HEAVY SUPPORT



Classic Imperial  
Tank Crew 1

Classic Imperial  
Tank Crew 2  
010513401



Classic Imperial  
Tank Crew 3  
010513402



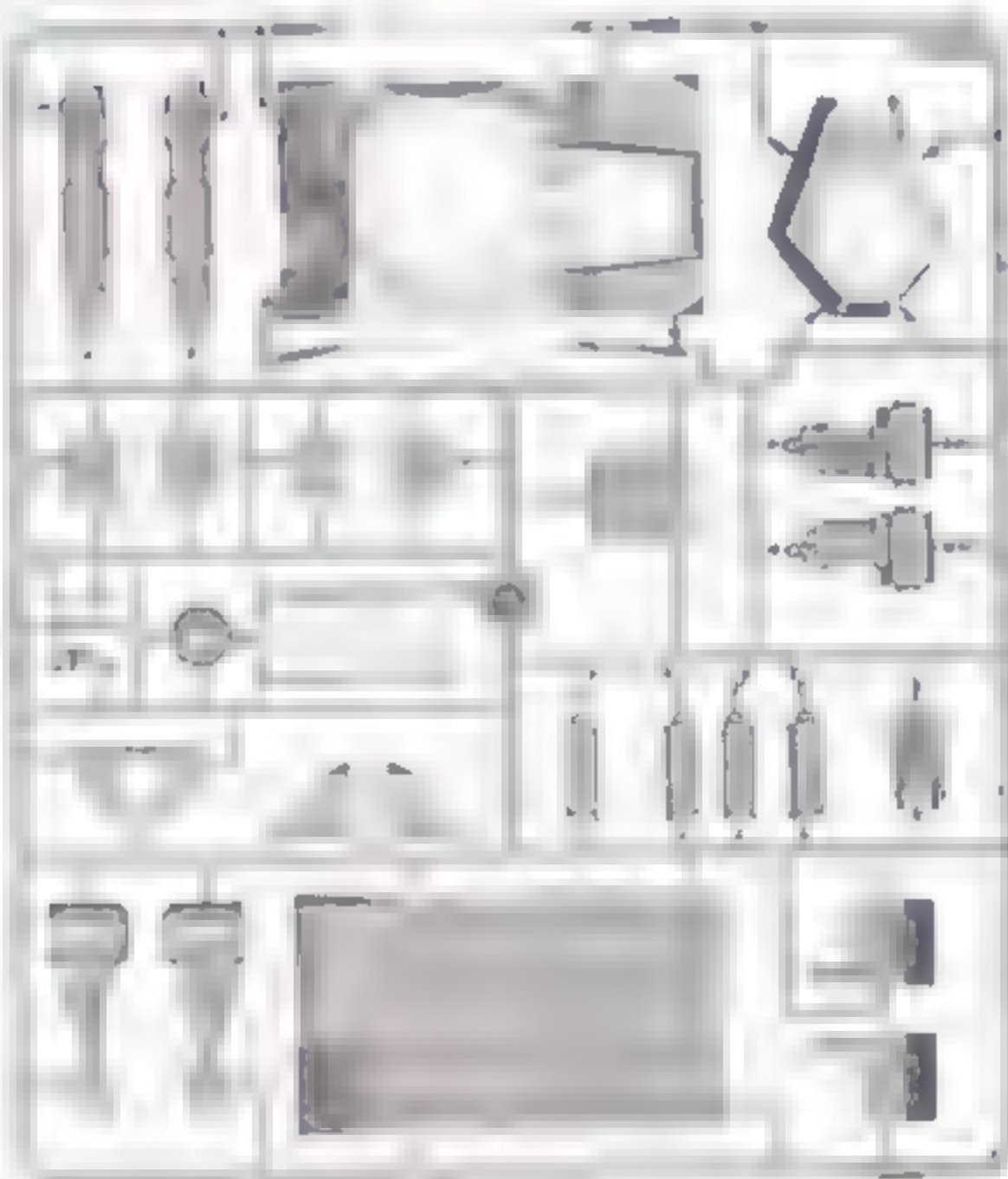
Classic Imperial  
Tank Crew 4



Leman Russ Battle Tank Box (1)  
4700

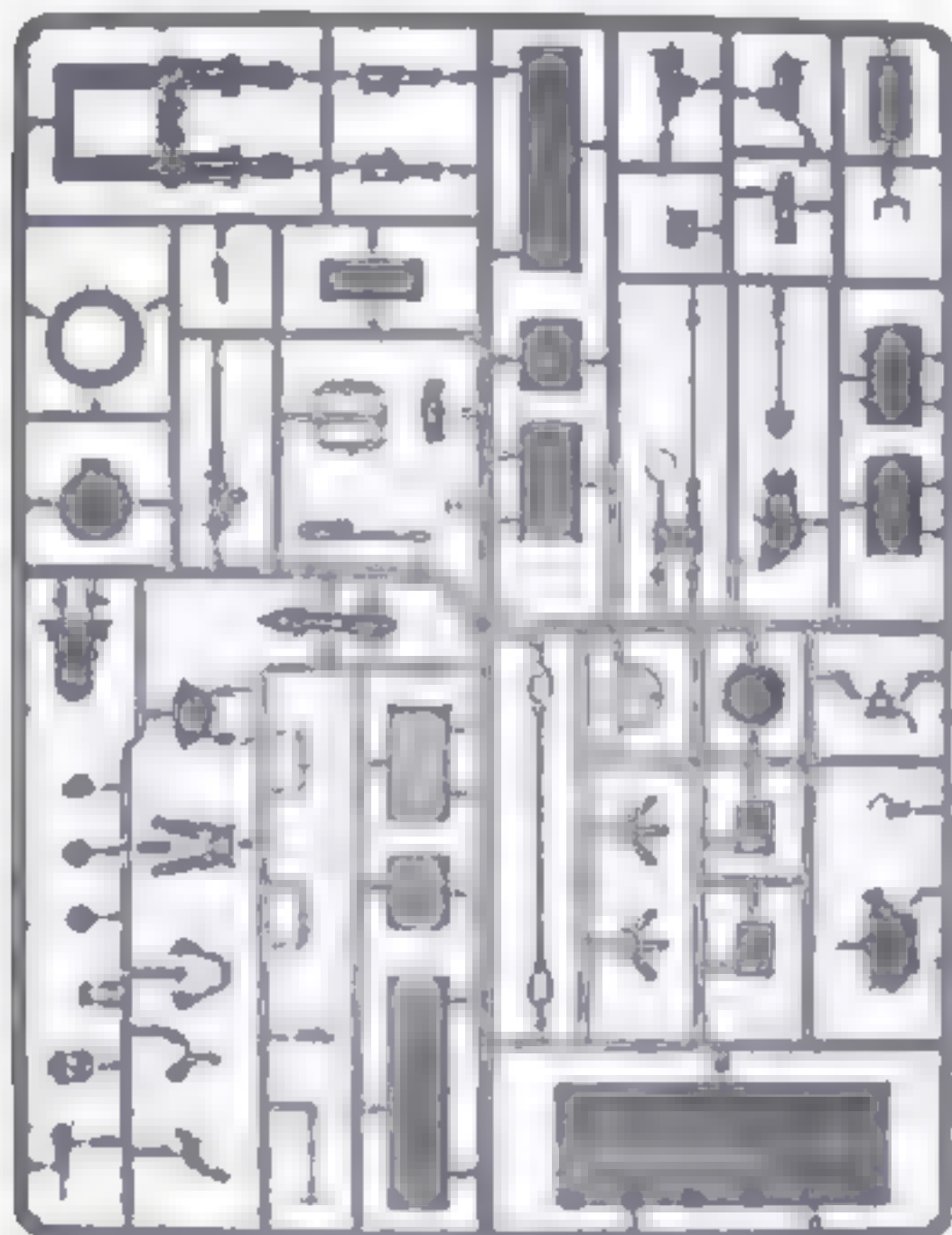


Leman Russ Hull C

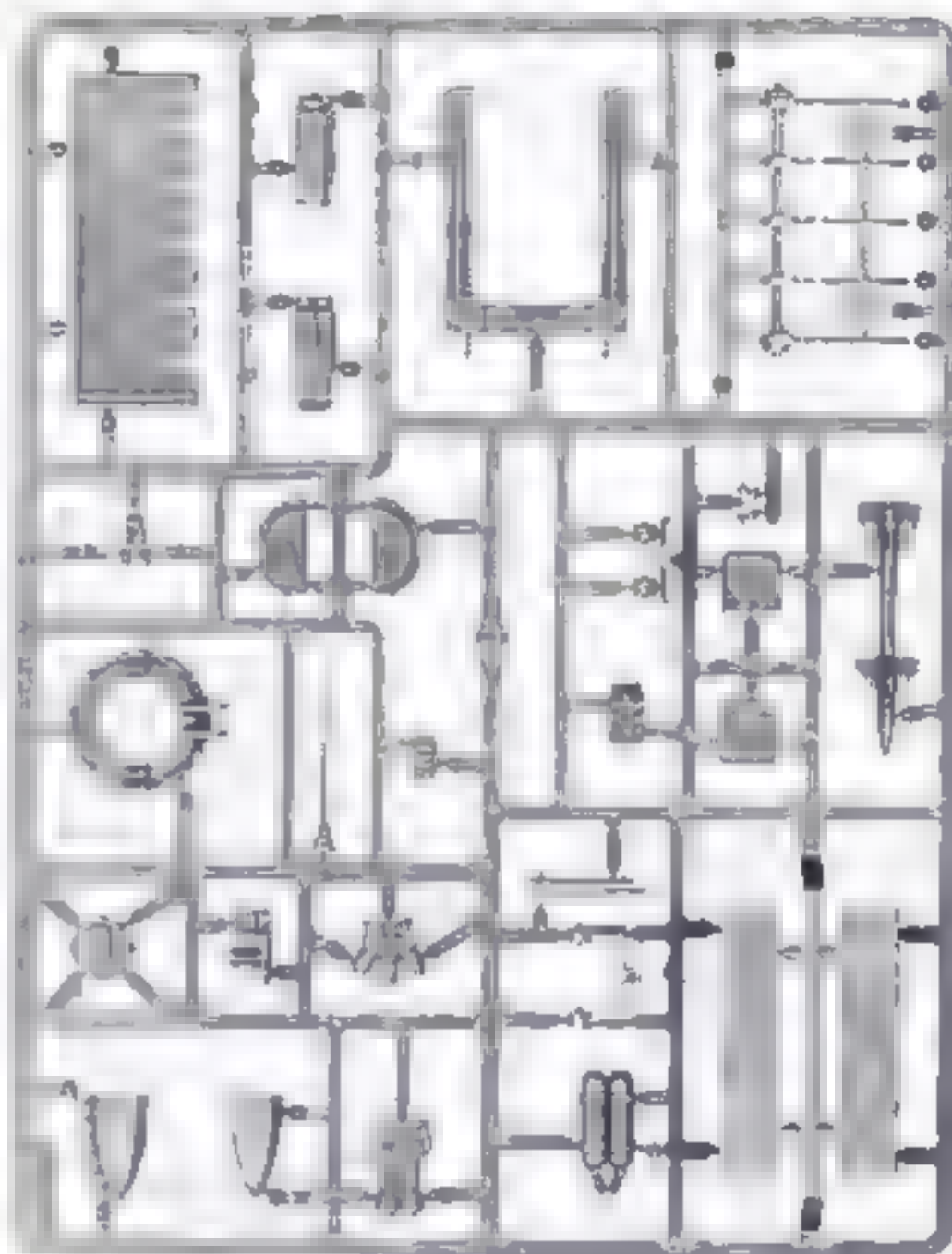


Leman Russ Hull B  
010513403

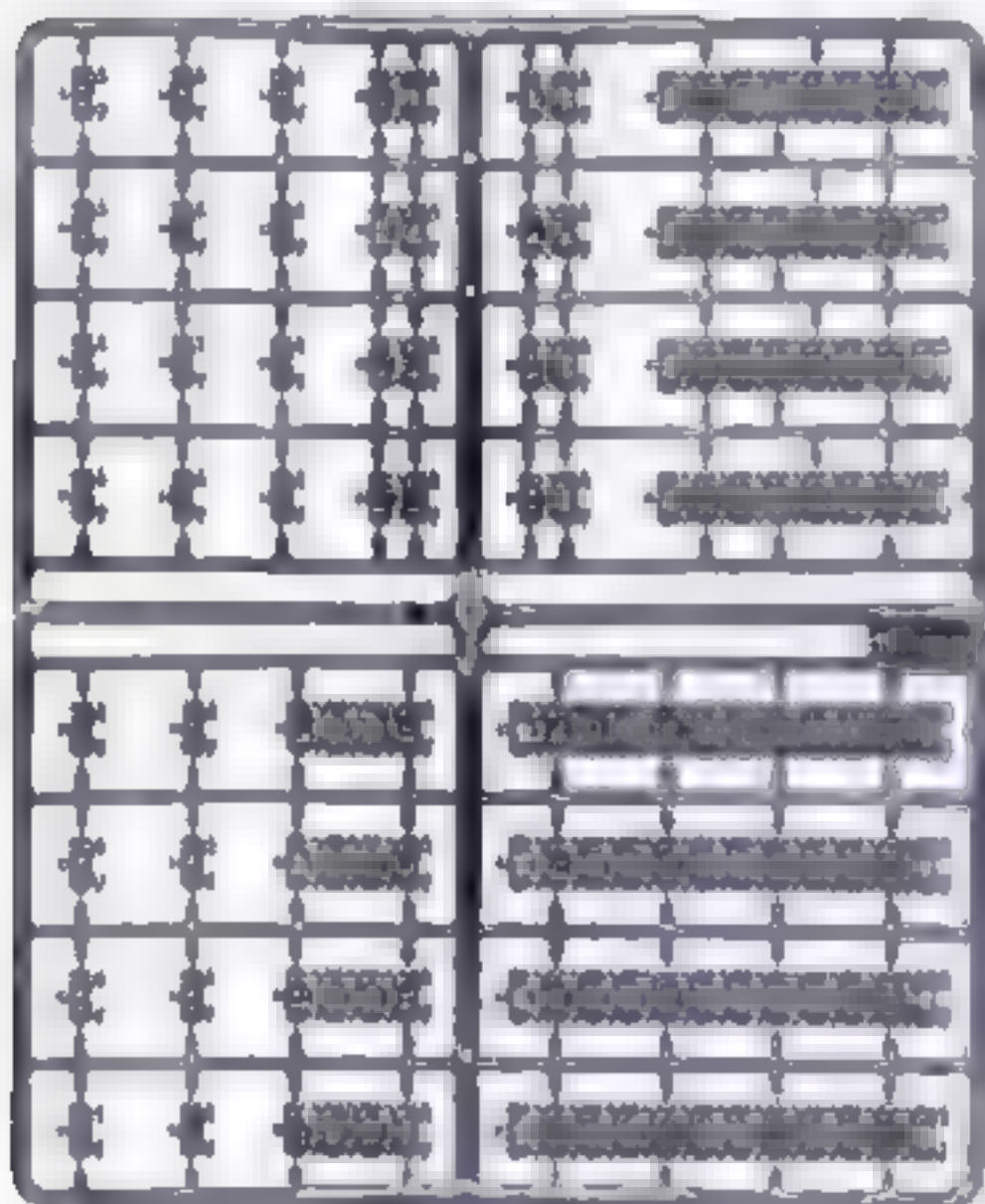




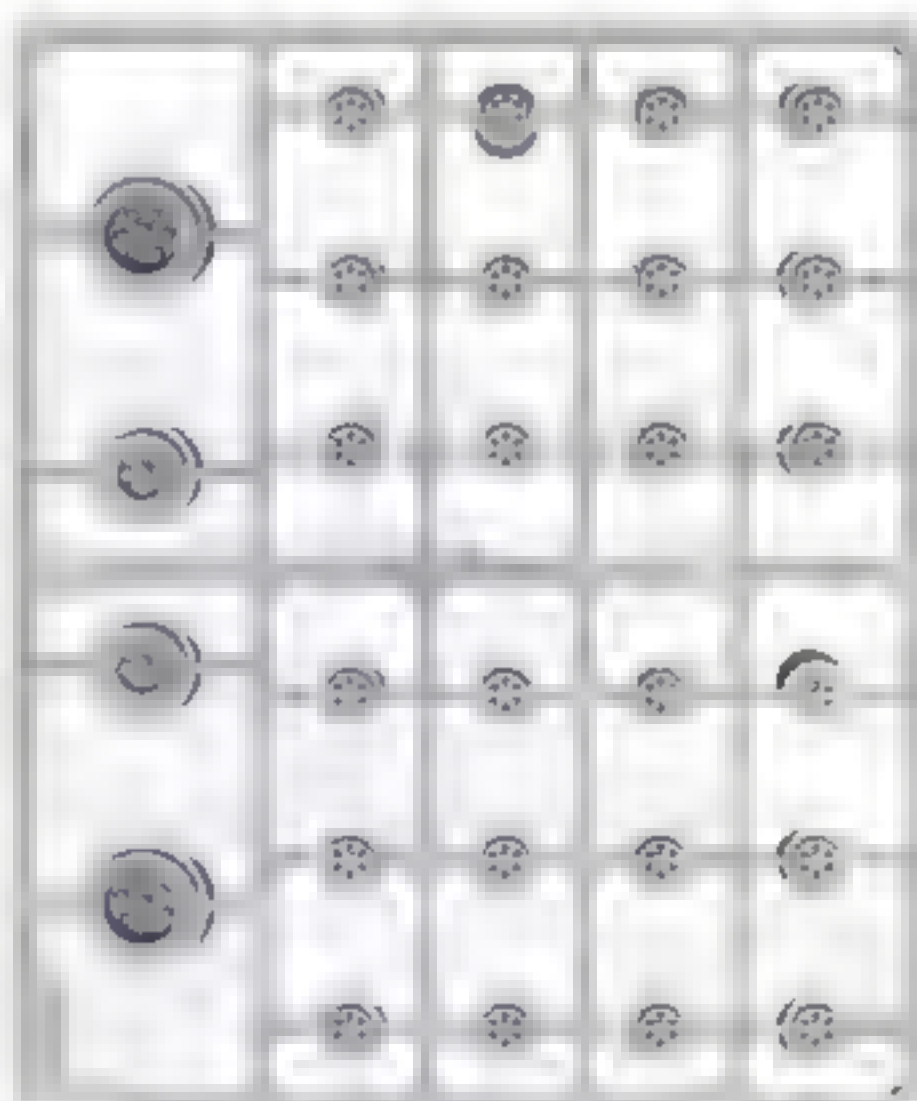
Imperial Vehicle  
Equipment Sprue  
99390105003



Imperial Vehicle  
Accessory Sprue  
99399999035



Tank Track Sprue  
99399999042



Tank Wheel Sprue  
99399999043





## HEAVY SUPPORT



**Demolisher  
Cannon**  
010516701



**Demolisher  
Cannon Barrel**  
010516702



**Demolisher  
Cannon Mantlet**  
010516703



**Demolisher  
Turret Plate 1**  
010516704



**Demolisher  
Turret Plate 2**  
010516705

**Demolisher Siege Tank Box (1)**  
47-11



**Demolisher  
Heavy Plasma Gun**  
010516707

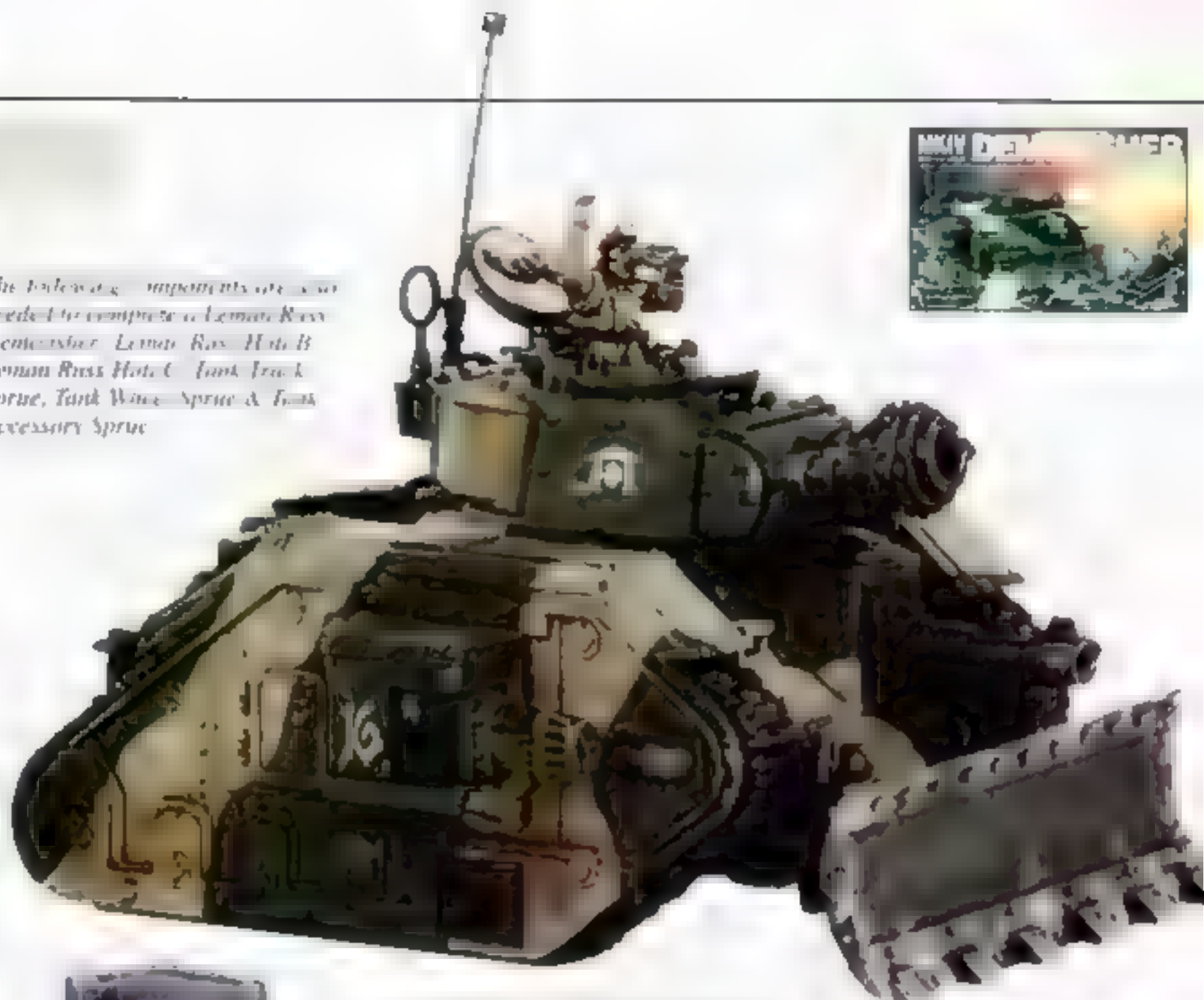


**Demolisher  
Multi-Melta**  
010516708

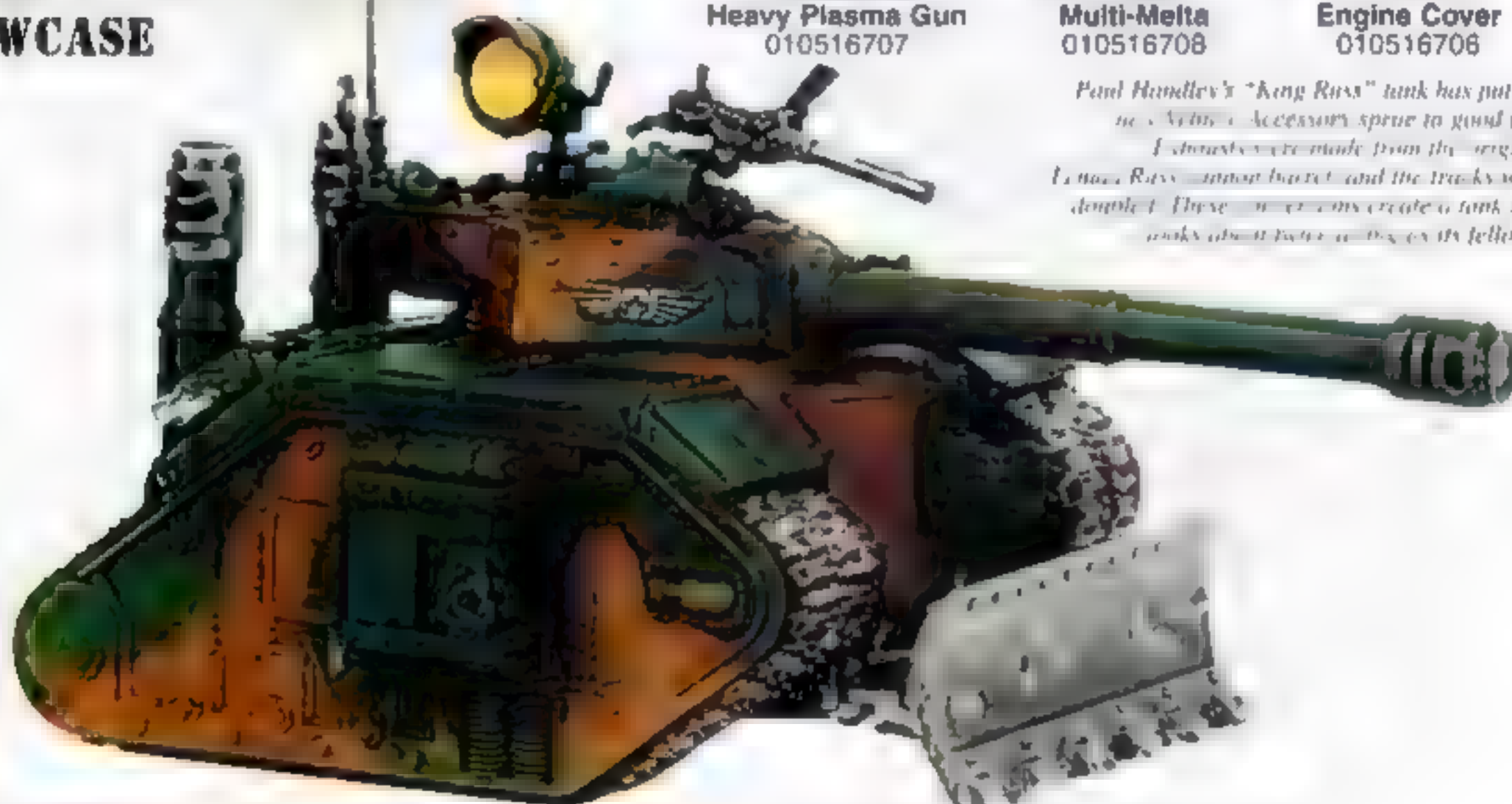


**Demolisher  
Engine Cover**  
010516706

*The following components are also  
needed to complete a Lemnax Russ  
Demolisher: Lemnax Russ Hull B  
Lemnax Russ Hull C Tank Track  
Sprue, Tank Wheel Sprue & Tank  
Accessory Sprue*



## SHOWCASE



*Paul Handley's "King Russ" tank has put the  
new Archaia Accessory sprue to good use.  
Edwards were made from the original  
Lemnax Russ cannon barrel, and the tracks were  
duplicated. These new accessories create a tank that  
looks about twice as big as its fellows!*



## PRICE LIST

## Getting Started

|  |                       |      |
|--|-----------------------|------|
| 47-01-60   | Codex: Imperial Guard | \$20 |
| 47-20  | Cadian Battle Force   | \$90 |
| Contents: 20 Cadian Guardsmen, 3 Cadian Weapon Teams, 1 Leman Russ & 1 Set of Placed Buildings         |                       |      |
| 42-10  | Catachan Battle Force | \$90 |
| Contents: 25 Catachan Guardsmen, 3 Catachan Weapon Teams, 2 Catachan Sergeants & 1 Set of Jungle Trees |                       |      |

## Boxed Sets &amp; Blister Packs - HQ

|                           |                                |      |
|---------------------------|--------------------------------|------|
| 47-21                     | Cadian Command HQ              | \$30 |
| Blister includes 6 models |                                |      |
| 47-44                     | Cadian Officers                | \$9  |
| Blister includes 2 models |                                |      |
| 47-65                     | Cadian Medic & Standard Bearer | \$9  |
| Blister includes 2 models |                                |      |
| 42-36                     | Catachan Officers              | \$9  |
| Blister includes 2 models |                                |      |
| 42-37                     | Catachan Captain               | \$8  |
| Blister includes 1 model  |                                |      |
| 47-58                     | Steel Legionnaire Lieutenant   | \$7  |
| Blister includes 1 model  |                                |      |
| 47-63                     | Imperial Guard Psykers         | \$9  |
| Blister includes 2 models |                                |      |
| 47-37                     | Commissar                      | \$8  |
| Blister includes 1 model  |                                |      |
| MO307                     | Steel Legionnaire Commissar    | \$8  |
| Blister includes 1 model  |                                |      |
| MO423                     | Tanith Ghost Command Squad     | \$20 |
| Box includes 5 models     |                                |      |

## Special Characters

|                           |                             |      |
|---------------------------|-----------------------------|------|
| 47-48                     | Ursarkar Creed & Jarran Kel | \$20 |
| Blister includes 2 models |                             |      |
| 42-41                     | Colonel "Iron Hand" Straken | \$10 |
| Blister includes 1 model  |                             |      |
| 47-56                     | Commissar Yarrick           | \$10 |
| Blister includes 1 model  |                             |      |
| 42-44                     | Sly Marbo                   | \$10 |
| Blister includes 1 model  |                             |      |
| 47-35                     | Colonel Schaeffer           | \$10 |
| Blister includes 1 model  |                             |      |
| 47-36                     | Commissar Gaunt             | \$10 |
| Blister includes 1 model  |                             |      |

## Boxed Sets &amp; Blister Packs - Elites

|                           |                                   |      |
|---------------------------|-----------------------------------|------|
| 47-66                     | Cadian Snipers                    | \$8  |
| Blister includes 2 models |                                   |      |
| 47-42                     | Ratling Snipers                   | \$9  |
| Blister includes 1 model  |                                   |      |
| 42-43                     | Catachan Snipers                  | \$8  |
| Blister includes 1 model  |                                   |      |
| 42-45                     | Catachan Demolition Charges       | \$8  |
| Blister includes 1 model  |                                   |      |
| 47-64                     | Tech Priest Engineer              | \$8  |
| Blister includes 1 model  |                                   |      |
| 57-47                     | Imperial Servitor                 | \$8  |
| Blister includes 1 model  |                                   |      |
| 47-43                     | Ogryn w/ Ripper Gun               | \$15 |
| Blister includes 1 model  |                                   |      |
| 47-67                     | Cadian Kasrkin Sergeant           | \$7  |
| Blister includes 1 model  |                                   |      |
| 47-46                     | Cadian Kasrkin w/ Special Weapons | \$9  |
| Blister includes 1 model  |                                   |      |
| 47-23                     | Cadian Kasrkins                   | \$35 |
| Box includes 3 models     |                                   |      |

## Boxed Sets &amp; Blister Packs - Troops

|                          |                               |      |
|--------------------------|-------------------------------|------|
| 47-17                    | Cadian Shock Troops Squad     | \$30 |
| Box includes 2 models    |                               |      |
| 47-45                    | Cadian w/ Assault Weapons     | \$9  |
| Blister includes 1 model |                               |      |
| 42-06                    | Catachan Jungle Fighter Squad | \$30 |
| Box includes 1 model     |                               |      |
| 42-35                    | Catachans w/ Assault Weapons  | \$10 |
| Blister includes 1 model |                               |      |

|                          |                                      |      |
|--------------------------|--------------------------------------|------|
| 47-15                    | Imperial Guard Psyker Squad          | \$10 |
| Box includes 1 model     |                                      |      |
| 47-58                    | Steel Legionnaire w/ Assault Weapons | \$9  |
| Blister includes 1 model |                                      |      |
| 47-58                    | Steel Legionnaire Sergeant           | \$1  |
| Blister includes 1 model |                                      |      |
| 47-59                    | Steel Legionnaire                    | \$1  |
| Blister includes 1 model |                                      |      |
| 99-23                    | Tanith Ghosts                        | \$1  |
| Blister includes 1 model |                                      |      |
| MO424                    | Tanith Ghost Squad                   | \$15 |
| Box includes 1 model     |                                      |      |
| 47-07                    | Imperial Guard Camera                | \$10 |
| Blister includes 1 model |                                      |      |

## Boxed Sets &amp; Blister Packs - Fast Attack

|                          |                            |      |
|--------------------------|----------------------------|------|
| 47-12                    | Heavy Tank                 | \$40 |
| Blister includes 1 model |                            |      |
| 47-19                    | Imperial Guard Servitor    | \$10 |
| Blister includes 1 model |                            |      |
| 47-22                    | Cadian Sergeant            | \$1  |
| Blister includes 1 model |                            |      |
| 99-08                    | Steel Legionnaire Sergeant | \$1  |
| Blister includes 1 model |                            |      |
| 47-39                    | Flight Riders              | \$1  |
| Blister includes 1 model |                            |      |
| 47-48                    | Flight Rider (Commander)   | \$8  |
| Blister includes 1 model |                            |      |
| MO411                    | Flight Rider Squad         | \$35 |
| Box includes 1 model     |                            |      |

## Boxed Sets &amp; Blister Packs - Heavy Support

|                           |                                    |      |
|---------------------------|------------------------------------|------|
| 47-18                     | Cadian Heavy Weapon Team           | \$1  |
| Blister includes 1 model  |                                    |      |
| 47-19                     | Cadian Heavy Weapon Squad          | \$1  |
| Blister includes 1 model  |                                    |      |
| 42-09                     | Catachan Heavy Weapon Team         | \$1  |
| Blister includes 1 model  |                                    |      |
| 42-08                     | Catachan Heavy Weapon Squad        | \$1  |
| Blister includes 1 model  |                                    |      |
| 42-42                     | Catachan Heavy Flamer              | \$1  |
| Blister includes 1 model  |                                    |      |
| 47-60                     | Steel Legionnaire Heavy Bolter     | \$1  |
| Blister includes 1 model  |                                    |      |
| 47-61                     | Steel Legionnaire Lasgunner        | \$10 |
| Blister includes 1 model  |                                    |      |
| 47-62                     | Steel Legionnaire Missile Launcher | \$1  |
| Blister includes 1 model  |                                    |      |
| 47-08                     | Imperial Guard Basilisk            | \$15 |
| Blister includes 1 model  |                                    |      |
| 47-06                     | Leman Russ Battle Tank             | \$1  |
| Blister includes 1 model  |                                    |      |
| 47-11                     | Demolisher Siege Tank              | \$10 |
| Blister includes 1 model  |                                    |      |
| MO413                     | Imperial Tank Crew                 | \$1  |
| Blister includes 3 models |                                    |      |

## Metal Blitz - HQ

|                          |                           |      |
|--------------------------|---------------------------|------|
| <b>Cadian Command HQ</b> |                           |      |
| 010517301                | Cadian Commander          | \$8  |
| 010517302                | Cadian Standard Bearer    | \$10 |
| 010517303                | Cadian Medic              | \$6  |
| 010517304                | Cadian Comm-link Operator | \$6  |
| 010517305                | Cadian Comm-link          | \$2  |
| 010517306                | Cadian Casualty           | \$4  |

## Cadian Officers

|           |                  |     |
|-----------|------------------|-----|
| 010516601 | Cadian Officer 1 | \$6 |
| 010516602 | Cadian Officer 2 | \$6 |
| 010516603 | Cadian Officer 3 | \$6 |
| 010516604 | Cadian Officer 4 | \$6 |
| 010516605 | Cadian Officer 5 | \$6 |
| 010516606 | Cadian Officer 6 | \$6 |

## Catachan Officers

|           |                    |     |
|-----------|--------------------|-----|
| 010518701 | Catachan Officer 1 | \$6 |
| 010518702 | Catachan Officer 2 | \$6 |
| 010518703 | Catachan Officer 3 | \$6 |

## Catachan Captain

|           |                               |        |
|-----------|-------------------------------|--------|
| 010501701 | Catachan Captain Body         | \$4 50 |
| 010501702 | Catachan Captain Bolt gun Arm | \$2 50 |
| 010501703 | Catachan Captain Backpack     | \$2 50 |

## Steel Legion Lieutenant

|           |                           |        |
|-----------|---------------------------|--------|
| 010515201 | Steel Legion Lieutenant 1 | \$7 50 |
| 010515202 | Steel Legion Lieutenant 2 | \$7 50 |

## Imperial Guard Psykers

|           |                     |        |
|-----------|---------------------|--------|
| 010517301 | Sanctioned Psyker 1 | \$4 50 |
| 010517302 | Sanctioned Psyker 2 | \$4 50 |
| 010517303 | Sanctioned Psyker 3 | \$4 50 |

## Commissar

|           |                         |        |
|-----------|-------------------------|--------|
| 010501901 | Commissar 2 Body        | \$4 50 |
| 010501902 | Commissar 2 Sword Arm   | \$2 50 |
| 010501903 | Commissar 2 Boltgun Arm | \$2 50 |
| 010501904 | Commissar 3 Body        | \$6 50 |
| 010501905 | Commissar 3 Flamer Arm  | \$2 50 |
| 010501906 | Commissar 1 Body        | \$6 50 |
| 010501907 | Commissar 1 Sword Arm   | \$2 50 |
| 010515801 | Steel Legion Commissar  | \$8    |

## Ursarkar Creed &amp; Jarran Kel

|           |                |        |
|-----------|----------------|--------|
| 010516201 | Ursarkar Creed | \$1    |
| 010516202 | Jarran Kel     | \$1 50 |

## Colonel "Iron Hand" Straken

|           |                         |      |
|-----------|-------------------------|------|
| 010513901 | Col "Iron Hand" Straken | \$10 |
|-----------|-------------------------|------|

## Commissar Yarrick

|           |                               |        |
|-----------|-------------------------------|--------|
| 010514901 | Commissar Yarrick Body        | \$7 50 |
| 010514902 | Commissar Yarrick Accessories | \$3 50 |

## Sly Marbo

|           |                     |        |
|-----------|---------------------|--------|
| 010514301 | Sly Marbo Body      | \$9    |
| 010514302 | Sly Marbo Sword Arm | \$2 50 |

## Commissar Gaunt

|           |                           |        |
|-----------|---------------------------|--------|
| 010516001 | Commissar Gaunt           | \$8    |
| 010516002 | Commissar Gaunt Sword Arm | \$2 50 |

## Tanith Ghost Command Squad

|           |                         |        |
|-----------|-------------------------|--------|
| 010516003 | Colm Corbet             | \$1 50 |
| 010516005 | Brin Milo Body          | \$1 50 |
| 010516006 | Brin Milo Pipes         | \$1 50 |
| 010516007 | Medic Dorden            | \$1 50 |
| 010516008 | Tanith Ghost Plasma Gun | \$1 50 |
| 010516102 | Tanith Ghost 2          | \$1 50 |

## Colonel Schaeffer

|           |                             |     |
|-----------|-----------------------------|-----|
| 010513301 | Colonel Schaeffer Body      | \$9 |
| 010513302 | Colonel Schaeffer Sword Arm | \$2 |

## Metal Blitz - Elites

## Cadian Snipers

|           |                 |     |
|-----------|-----------------|-----|
| 010517601 | Cadian Sniper 1 | \$1 |
| 010517602 | Cadian Sniper 2 | \$5 |

## Tanith Sniper

|           |                                  |        |
|-----------|----------------------------------|--------|
| 010516004 | Tanith Ghost Sniper "Mad" Larkin | \$3 50 |
|-----------|----------------------------------|--------|

## Catachan Snipers

|           |                   |        |
|-----------|-------------------|--------|
| 010514201 | Catachan Sniper 1 | \$3 50 |
| 010514202 | Catachan Sniper 2 | \$3 50 |
| 010514203 | Catachan Sniper 3 | \$3 50 |

## Ratling Snipers

|           |                  |     |
|-----------|------------------|-----|
| 010501201 | Ratling Sniper 6 | \$4 |
| 010501202 | Ratling Sniper 3 | \$4 |
| 010501203 | Ratling Sniper 1 | \$4 |
| 010501204 | Ratling Sniper 4 | \$4 |
| 010501205 | Ratling Sniper 2 | \$4 |
| 010501206 | Ratling Sniper 5 | \$4 |

## Catachan Demolition Charges

|           |                        |        |
|-----------|------------------------|--------|
| 010514401 | Catachan Demo Charge 1 | \$4 50 |
| 010514402 | Catachan Demo Charge 2 | \$4 50 |





# PRICE LIST

## Tech-Priest Engineers

|           |                       |        |
|-----------|-----------------------|--------|
| 010517501 | Engineer Body 1       | \$5.75 |
| 010517502 | Engineer Body 2       | \$5.75 |
| 010517503 | Engineer Power Axe 1  | \$2.25 |
| 010517504 | Engineer Power Axe 2  | \$2.25 |
| 010517505 | Engineer Backpack Arm | \$1.25 |
| 010517506 | Engineer Backpack     | \$1.75 |

## Imperial Servitors

|           |                           |     |
|-----------|---------------------------|-----|
| 010701701 | Gun Servitor 2            | \$4 |
| 010701702 | Servitor 2                | \$3 |
| 010701703 | Servitor 1                | \$3 |
| 010701704 | Gun Servitor Heavy Bolter | \$3 |
| 010701705 | Gun Servitor Plasma Gun   | \$3 |
| 010700107 | Gun Servitor 1            | \$4 |
| 010700108 | Gun Servitor Multi-Melta  | \$3 |

## Ogryn with Ripper Guns

|           |              |        |
|-----------|--------------|--------|
| 010504301 | Ogryn Head 2 | \$2.50 |
| 010504302 | Ogryn Head 3 | \$2.50 |
| 010504303 | Ogryn Head 1 | \$2.50 |
| 010504304 | Ogryn Legs 1 | \$4    |
| 010504305 | Ogryn Legs 2 | \$4    |
| 010504306 | Ogryn Body 1 | \$4    |
| 010504307 | Ogryn Body 2 | \$5    |
| 010504308 | Ogryn Gun 2  | \$3.50 |
| 010504309 | Ogryn Gun 1  | \$3.50 |
| 010504310 | Ogryn Body 3 | \$5    |
| 010504311 | Ogryn Gun 3  | \$3.50 |

## Cadian Kasrkin

|           |                             |        |
|-----------|-----------------------------|--------|
| 010516501 | Kasrkin Sergeant 1          | \$8    |
| 010516502 | Kasrkin Backpack            | \$1.50 |
| 010516503 | Kasrkin 1                   | \$4    |
| 010516504 | Kasrkin 2                   | \$4    |
| 010516505 | Kasrkin 3                   | \$4    |
| 010516506 | Kasrkin 4                   | \$4    |
| 010517001 | Kasrkin w. Flamer           | \$5    |
| 010517002 | Kasrkin w. Grenade Launcher | \$5    |
| 010517003 | Kasrkin w. Melta Gun        | \$5    |
| 010517004 | Kasrkin w. Plasma Gun       | \$5    |
| 010517005 | Kasrkin Flamer Backpack     | \$2    |
| 010517006 | Kasrkin Grenade Backpack    | \$2    |
| 010517007 | Kasrkin Melta Backpack      | \$1.50 |
| 010517008 | Kasrkin Plasma Backpack     | \$1.50 |

## Metal Blitz & Plastic Sprues - Troops

### Cadian Shock Troops

|             |                           |     |
|-------------|---------------------------|-----|
| 99380105002 | Cadian Shock Troops Sprue | \$8 |
| 010517201   | Cadian w. Melta Gun       | \$5 |
| 010517202   | Cadian w. Plasma Gun      | \$5 |

### Catachan Jungle Fighters

|             |                               |     |
|-------------|-------------------------------|-----|
| 99380105001 | Catachan Jungle Fighter Sprue | \$8 |
| 010504806   | Catachan w. Melta Gun         | \$5 |
| 010505612   | Catachan w. Flamer            | \$5 |

### Tanith Ghosts

|           |                |        |
|-----------|----------------|--------|
| 010516101 | Tanith Ghost 1 | \$3.50 |
| 010516102 | Tanith Ghost 2 | \$3.50 |
| 010516103 | Tanith Ghost 3 | \$3.50 |
| 010516104 | Tanith Ghost 4 | \$3.50 |

### Steel Legion

|           |                                  |        |
|-----------|----------------------------------|--------|
| 010514801 | Steel Legion Sergeant 2 Body     | \$5    |
| 010514802 | Steel Legion Sergeant 2 Arm      | \$2    |
| 010514803 | Steel Legion w. Grenade Launcher | \$5    |
| 010514804 | Steel Legionnaire 1              | \$3.50 |
| 010514805 | Steel Legionnaire 2              | \$3.50 |
| 010514806 | Steel Legionnaire 3              | \$3.50 |
| 010514807 | Steel Legionnaire 4              | \$3.50 |
| 010514808 | Steel Legionnaire 5              | \$3.50 |
| 010514809 | Steel Legionnaire 6              | \$3.50 |
| 010515301 | Steel Legion Sergeant 1 Body     | \$5    |
| 010515302 | Steel Legion Sergeant 1 Arm      | \$2    |
| 010515303 | Steel Legion w. Plasma Gun       | \$5    |

## Imperial Chimera

|             |                |     |
|-------------|----------------|-----|
| 99349999046 | Chimera Hull B | \$6 |
| 99339999047 | Chimera Hull C | \$6 |
| 99339999048 | Chimera Hull D | \$5 |
| 99339999050 | Chimera Hull E | \$5 |

## Metal Blitz & Plastic Sprues - Fast Attack

### Hellhound Tank

|           |                             |     |
|-----------|-----------------------------|-----|
| 010505501 | Hellhound Turret Bottom     | \$5 |
| 010505502 | Hellhound Top Plate         | \$3 |
| 010505503 | Hellhound Inferno Cannon    | \$3 |
| 010505504 | Hellhound Targeter Cupola   | \$2 |
| 010505505 | Hellhound Fuel Tank Bottom  | \$3 |
| 010505506 | Hellhound Fuel Tank Top     | \$3 |
| 010505507 | Hellhound Small Armor Plate | \$1 |
| 010505508 | Hellhound Large Armor Plate | \$2 |
| 010505509 | Hellhound Fuel Hose         | \$1 |

### Imperial Guard Sentinel

|             |                               |      |
|-------------|-------------------------------|------|
| 99390105001 | Imperial Guard Sentinel Sprue | \$20 |
| 99390105002 | Catachan Accessory Sprue      | \$3  |

### Steel Legion Sentinel

|           |                            |        |
|-----------|----------------------------|--------|
| 010515101 | Legion Sentinel Aerial     | \$2.50 |
| 010515102 | Legion Sentinel Canopy     | \$4.25 |
| 010515103 | Legion Sentinel Lascannon  | \$4.25 |
| 010515104 | Legion Sentinel Sight      | \$3    |
| 010515105 | Legion Sentinel Power Pack | \$3    |
| 010515106 | Legion Sentinel Shield     | \$2.50 |

### Cadian Sentinel

|           |                               |        |
|-----------|-------------------------------|--------|
| 010516801 | Cadian Sentinel Front         | \$2    |
| 010516802 | Cadian Sentinel Plate         | \$2    |
| 010516803 | Cadian Sentinel Turret        | \$2    |
| 010516804 | Cadian Sentinel Vision Sights | \$1    |
| 010516805 | Cadian Sentinel Head          | \$1    |
| 010516806 | Cadian Sentinel Autocannon    | \$3.50 |
| 010516807 | Cadian Sentinel Pack          | \$1.50 |
| 010516808 | Cadian Sentinel Tarpaulin     | \$1.50 |

### Rough Riders

|           |                             |        |
|-----------|-----------------------------|--------|
| 010504401 | Rough Rider Torso 1         | \$2.50 |
| 010504402 | Rough Rider Torso 2         | \$2.50 |
| 010504403 | Rough Rider Torso 3         | \$2.50 |
| 010504404 | Rough Rider Legs 1          | \$3.50 |
| 010504405 | Rough Rider Legs 2          | \$3.50 |
| 010504406 | Rough Rider Hunting Lance   | \$2.50 |
| 010504407 | Rough Rider Chainsword      | \$2.50 |
| 010500600 | Rough Rider Standard        | \$3.75 |
| 010505201 | Rough Rider Lieutenant Body | \$5.25 |
| 010505202 | Rough Rider Lieutenant Arm  | \$2.50 |
| 010505203 | Lieutenant Hunting Lance    | \$2.50 |

## Metal Blitz & Plastic Sprues - Heavy Support

### Cadian Heavy Weapons

|             |                                   |     |
|-------------|-----------------------------------|-----|
| 99380105003 | Imperial Guard Heavy Weapon Sprue | \$8 |
| 99380105004 | Cadian Heavy Weapon Crew          | \$6 |

### Catachan Heavy Weapons

|             |                                   |        |
|-------------|-----------------------------------|--------|
| 99380105003 | Imperial Guard Heavy Weapon Sprue | \$8    |
| 99380105005 | Catachan Heavy Weapon Crew        | \$6    |
| 010514001   | Catachan Heavy Flamer Body 1      | \$3.50 |
| 010514002   | Catachan Heavy Flamer Body 2      | \$3.50 |
| 010514003   | Catachan Heavy Flamer             | \$2.50 |

### Steel Legion Heavy Weapons

|           |                         |        |
|-----------|-------------------------|--------|
| 010514810 | Missile Launcher Loader | \$3.50 |
| 010514811 | Missile Launcher Gunner | \$3.50 |
| 010514812 | Missile Launcher        | \$3.50 |
| 010514813 | Loader Backpack         | \$1.50 |
| 010515601 | Heavy Bolter Gunner     | \$3.50 |
| 010515602 | Heavy Bolter Loader     | \$3.50 |
| 010515603 | Heavy Bolter            | \$3.50 |
| 010515604 | Heavy Bolter Bi-pod     | \$1.50 |
| 010515701 | Lascannon Gunner        | \$3.50 |
| 010515702 | Lascannon Loader        | \$3.50 |
| 010515703 | Lascannon Powerpack     | \$1.50 |
| 010515704 | Lascannon Tripod        | \$1.50 |
| 010515705 | Lascannon               | \$3.50 |

## Basilisk

|             |                 |        |
|-------------|-----------------|--------|
| 99399999044 | Basilisk Hull D | \$5    |
| 99399999045 | Basilisk Hull E | \$5    |
| 010512701   | Basilisk Crew 1 | \$3.25 |
| 010512702   | Basilisk Crew 2 | \$3.25 |

## Leman Russ Battle Tank

|             |                               |      |
|-------------|-------------------------------|------|
| 99399999035 | Imperial Tank Accessory Sprue | \$7  |
| 99390105003 | Imperial Tank Equipment Sprue | \$7  |
| 99399999042 | Tank Track Sprue              | \$6  |
| 99399999043 | Tank Wheel Sprue              | \$6  |
| 99399999052 | Leman Russ Hull C             | \$10 |
| 99399999053 | Leman Russ Hull B             | \$10 |

## Imperial Tank Crew

|           |             |        |
|-----------|-------------|--------|
| 010513401 | Tank Crew 1 | \$4.25 |
| 010513402 | Tank Crew 2 | \$4.25 |
| 010513403 | Tank Crew 3 | \$4.25 |

## Demolisher Siege Tank

|           |                           |        |
|-----------|---------------------------|--------|
| 010516701 | Demolisher Cannon         | \$2    |
| 010516702 | Demolisher Barrel         | \$2.50 |
| 010516703 | Demolisher Mantlet        | \$2.50 |
| 010516704 | Demolisher Turret Plate 1 | \$2    |
| 010516705 | Demolisher Turret Plate 2 | \$2    |
| 010516706 | Demolisher Engine Cover   | \$3    |
| 010516707 | Demolisher Plasma Gun     | \$3.50 |
| 010516708 | Demolisher Multi-Melta    | \$3.50 |

## Classic/Collector's Range

### Metal Blitz - HQ

#### Classic Lieutenants

|           |                       |     |
|-----------|-----------------------|-----|
| 010501001 | Valthallan Lieutenant | \$7 |
| 010501001 | Mordian Lieutenant    | \$7 |
| 010501401 | Tallarn Lieutenant    | \$7 |
| 010504701 | Catachan Lieutenant   | \$7 |
| 010505101 | Cadian Lieutenant     | \$7 |

#### Classic Captains

|           |                                    |        |
|-----------|------------------------------------|--------|
| 010501601 | Araghram Body                      | \$8    |
| 010501602 | Araghram Plasma Pistol Arm         | \$2    |
| 010501501 | Valthallan Captain Body            | \$3.50 |
| 010501502 | Valthallan Captain Cloak           | \$2.50 |
| 010501503 | Valthallan Captain Bolt Pistol Arm | \$2    |
| 010501504 | Valthallan Captain Sword Arm       | \$2    |

#### Classic Comm-links

|        |                      |     |
|--------|----------------------|-----|
| MO0122 | Cadian Comm-link     | \$4 |
| MO0123 | Catachan Comm-link   | \$4 |
| MO0124 | Valthallan Comm-link | \$4 |

|           |                               |        |
|-----------|-------------------------------|--------|
| 010505601 | Comm-link                     | \$1.25 |
| 010505804 | Valthallan Comm-link Operator | \$3.75 |
| 010505703 | Cadian Comm-link Operator     | \$3.75 |

#### Classic Praetorian Command

|           |                     |     |
|-----------|---------------------|-----|
| 010507901 | Praetorian Captain  | \$8 |
| 010507301 | Praetorian Bugler   | \$7 |
| 010507302 | Praetorian Standard | \$7 |

#### Classic Last Chancers

|           |                              |        |
|-----------|------------------------------|--------|
| 010513303 | Last Chancer Hero            | \$3.50 |
| 010513304 | Last Chancer Scope           | \$3.50 |
| 010513305 | Last Chancer Demolition Man  | \$3.50 |
| 010513306 | Last Chancer Animal          | \$3.50 |
| 010513307 | Last Chancer Warrior Woman   | \$3.50 |
| 010513308 | Last Chancer Brains          | \$3.50 |
| 010513309 | Last Chancer Shiv            | \$3.50 |
| 010513310 | Last Chancer Grease Monkey   | \$3.50 |
| 010513311 | Last Chancer Ox              | \$3.50 |
| 010513312 | Rocket Girl Missile Launcher | \$3.50 |
| 010513313 | Ox Heavy Bolter              | \$3.50 |
| 010513314 | Last Chancer Fingers         | \$3.50 |
| 010513315 | Last Chancer Rocket Girl     | \$1.50 |



## PRICE LIST

## Classic Lord Macharius

|                                      |  |
|--------------------------------------|--|
| 010513501 Lord Macharius Body        |  |
| 010513502 Lord Macharius Cloak       |  |
| 010513503 Lord Macharius Bolt Pistol |  |
| 010513504 Lord Macharius Staff       |  |

## Classic Nork Deddog

|                            |  |
|----------------------------|--|
| 010513801 Nork Deddog Body |  |
| 010513802 Nork Deddog Gun  |  |
| 010513803 Nork Deddog Head |  |

## Classic Commissar Yarrick

|                                  |  |
|----------------------------------|--|
| 010513901 Commissar Yarrick Body |  |
| 010513902 Commissar Yarrick Hat  |  |

## Metal Blitz – Elites

## Classic Stormtroopers

|                                   |  |
|-----------------------------------|--|
| 010513601 Stormtrooper Sergeant 1 |  |
| 010513602 Stormtrooper Sergeant 2 |  |
| 010513701 Stormtrooper 1          |  |

|                                       |  |
|---------------------------------------|--|
| 010514001 Stormtrooper w. Melta Gun   |  |
| 010514102 Stormtrooper w. Plasma Gun  |  |
| 010514103 Stormtrooper w. Flamer Gun  |  |
| 010514104 Stormtrooper w. Gr Launcher |  |

|                                       |  |
|---------------------------------------|--|
| 010514101 Stormtrooper w. Melta Gun   |  |
| 010514102 Stormtrooper w. Plasma Gun  |  |
| 010514103 Stormtrooper w. Flamer Gun  |  |
| 010514104 Stormtrooper w. Gr Launcher |  |

## Metal Blitz – Troops

## Classic Cadian Shock Troops

|                             |  |
|-----------------------------|--|
| 010504801 Cadian Sergeant 1 |  |
| 010504802 Cadian w. Flamer  |  |
| 010503818 Cadian Sergeant 2 |  |
| 010500714 Cadian Trooper 7  |  |
| 010500715 Cadian Trooper 5  |  |
| 010500716 Cadian Trooper A  |  |

|                             |  |
|-----------------------------|--|
| 010504801 Cadian Sergeant 1 |  |
| 010504802 Cadian w. Flamer  |  |
| 010503818 Cadian Sergeant 2 |  |
| 010500714 Cadian Trooper 7  |  |
| 010500715 Cadian Trooper 5  |  |
| 010500716 Cadian Trooper A  |  |

|                             |  |
|-----------------------------|--|
| 010504801 Cadian Sergeant 1 |  |
| 010504802 Cadian w. Flamer  |  |
| 010503818 Cadian Sergeant 2 |  |
| 010500714 Cadian Trooper 7  |  |
| 010500715 Cadian Trooper 5  |  |
| 010500716 Cadian Trooper A  |  |

## Classic Catachan Jungle Fighters

|                               |  |
|-------------------------------|--|
| 010503711 Catachan Sergeant 2 |  |
|-------------------------------|--|

|                                |  |
|--------------------------------|--|
| 010503711 Catachan Sergeant 2  |  |
| 010503712 Catachan Sergeant 1  |  |
| 010503713 Catachan Sergeant 3  |  |
| 010503714 Catachan Sergeant 4  |  |
| 010503715 Catachan Sergeant 5  |  |
| 010503716 Catachan Sergeant 6  |  |
| 010503717 Catachan Sergeant 7  |  |
| 010503718 Catachan Sergeant 8  |  |
| 010503719 Catachan Sergeant 9  |  |
| 010503720 Catachan Sergeant 10 |  |

## Classic Mordian Iron Guards

|                     |  |
|---------------------|--|
| 010501101 Mordian 1 |  |
| 010501102 Mordian 2 |  |
| 010501103 Mordian 3 |  |
| 010501104 Mordian 4 |  |
| 010501105 Mordian 5 |  |

|                     |  |
|---------------------|--|
| 010501101 Mordian 1 |  |
| 010501102 Mordian 2 |  |
| 010501103 Mordian 3 |  |
| 010501104 Mordian 4 |  |
| 010501105 Mordian 5 |  |

|                     |  |
|---------------------|--|
| 010501101 Mordian 1 |  |
| 010501102 Mordian 2 |  |
| 010501103 Mordian 3 |  |
| 010501104 Mordian 4 |  |
| 010501105 Mordian 5 |  |

|                     |  |
|---------------------|--|
| 010501101 Mordian 1 |  |
| 010501102 Mordian 2 |  |
| 010501103 Mordian 3 |  |
| 010501104 Mordian 4 |  |
| 010501105 Mordian 5 |  |

|                     |  |
|---------------------|--|
| 010501101 Mordian 1 |  |
| 010501102 Mordian 2 |  |
| 010501103 Mordian 3 |  |
| 010501104 Mordian 4 |  |
| 010501105 Mordian 5 |  |

## Classic Praetorians

|  |        |
|--|--------|
| 010507001 Praetorian w. Melta Gun        | \$6    |
| 010507002 Praetorian w. Flamer           | \$5    |
| 010507401 Praetorian w. Grenade Launcher | \$5    |
| 010507101 Praetorian Sergeant 1          | \$7    |
| 010507201 Praetorian Sergeant 2          | \$7    |
| 010507501 Praetorian 1                   | \$3.75 |

|                        |  |
|------------------------|--|
| 010507502 Praetorian 2 |  |
|------------------------|--|

|                        |  |
|------------------------|--|
| 010507503 Praetorian 3 |  |
|------------------------|--|

|                        |  |
|------------------------|--|
| 010507601 Praetorian 5 |  |
|------------------------|--|

|                        |  |
|------------------------|--|
| 010507602 Praetorian 6 |  |
|------------------------|--|

|                        |  |
|------------------------|--|
| 010507603 Praetorian 7 |  |
|------------------------|--|

|                        |  |
|------------------------|--|
| 010507701 Praetorian 9 |  |
|------------------------|--|

|                        |  |
|------------------------|--|
| 010507702 Praetorian 9 |  |
|------------------------|--|

|                        |  |
|------------------------|--|
| 010507703 Praetorian 4 |  |
|------------------------|--|

|                                 |  |
|---------------------------------|--|
| 010507801 Praetorian Casualty 1 |  |
|---------------------------------|--|

|                                 |  |
|---------------------------------|--|
| 010507802 Praetorian Casualty 2 |  |
|---------------------------------|--|

## Classic Tallarn Desert Raiders

|                                |  |
|--------------------------------|--|
| 010500501 Tallarn w. Melta Gun |  |
|--------------------------------|--|

|                     |  |
|---------------------|--|
| 010500502 Tallarn 1 |  |
|---------------------|--|

|                     |  |
|---------------------|--|
| 010500503 Tallarn 2 |  |
|---------------------|--|

|                     |  |
|---------------------|--|
| 010500504 Tallarn 3 |  |
|---------------------|--|

|                     |  |
|---------------------|--|
| 010500505 Tallarn 4 |  |
|---------------------|--|

|                              |  |
|------------------------------|--|
| 010500506 Tallarn Sergeant 1 |  |
|------------------------------|--|

|                     |  |
|---------------------|--|
| 010501314 Tallarn 5 |  |
|---------------------|--|

|                     |  |
|---------------------|--|
| 010501315 Tallarn 6 |  |
|---------------------|--|

|                     |  |
|---------------------|--|
| 010501316 Tallarn 8 |  |
|---------------------|--|

|                     |  |
|---------------------|--|
| 010501317 Tallarn 7 |  |
|---------------------|--|

|                              |  |
|------------------------------|--|
| 010504118 Tallarn Sergeant 2 |  |
|------------------------------|--|

|                                 |  |
|---------------------------------|--|
| 010506019 Tallarn w. Plasma Gun |  |
|---------------------------------|--|

|                                       |  |
|---------------------------------------|--|
| 010506020 Tallarn w. Grenade Launcher |  |
|---------------------------------------|--|

## Classic Valhallan Ice Warriors

|                       |  |
|-----------------------|--|
| 010500001 Valhallan 1 |  |
|-----------------------|--|

|                       |  |
|-----------------------|--|
| 010500002 Valhallan 2 |  |
|-----------------------|--|

|                       |  |
|-----------------------|--|
| 010500003 Valhallan 3 |  |
|-----------------------|--|

|                       |  |
|-----------------------|--|
| 010500004 Valhallan 4 |  |
|-----------------------|--|

|                               |  |
|-------------------------------|--|
| 010500005 Valhallan w. Flamer |  |
|-------------------------------|--|

|                                |  |
|--------------------------------|--|
| 010500006 Valhallan Sergeant 1 |  |
|--------------------------------|--|

|                       |  |
|-----------------------|--|
| 010500811 Valhallan 8 |  |
|-----------------------|--|

|                       |  |
|-----------------------|--|
| 010500812 Valhallan 7 |  |
|-----------------------|--|

|                       |  |
|-----------------------|--|
| 010500813 Valhallan 5 |  |
|-----------------------|--|

|                       |  |
|-----------------------|--|
| 010500814 Valhallan 6 |  |
|-----------------------|--|

|                                |  |
|--------------------------------|--|
| 010500815 Valhallan Sergeant 2 |  |
|--------------------------------|--|

|                                  |  |
|----------------------------------|--|
| 010505816 Valhallan w. Melta Gun |  |
|----------------------------------|--|

|   |  |
|---|--|
| 010505817 Valhallan w. Grenade Launcher |  |
|---|--|

## Classic Chimera Crew

|                          |        |
|--------------------------|--------|
| 010512605 Chimera Crew 1 | \$3.25 |
|--------------------------|--------|

|                          |        |
|--------------------------|--------|
| 010512605 Chimera Crew 1 | \$3.25 |
|--------------------------|--------|

|                          |     |
|--------------------------|-----|
| 010512607 Chimera Crew 3 | \$2 |
|--------------------------|-----|

## Metal Blitz – Fast Attack

## Classic Tallarn Rough Riders

|                                       |  |
|---------------------------------------|--|
| 010509501 Tallarn Rough Rider Torso 1 |  |
|---------------------------------------|--|

|                                       |  |
|---------------------------------------|--|
| 010509502 Tallarn Rough Rider Torso 2 |  |
|---------------------------------------|--|

## Classic Imperial Guard Sentinel

|                             |  |
|-----------------------------|--|
| 010509001 Sentinel Body Top |  |
|-----------------------------|--|

|                                |  |
|--------------------------------|--|
| 010509002 Sentinel Body Bottom |  |
|--------------------------------|--|

|                           |  |
|---------------------------|--|
| 010509003 Sentinel Engine |  |
|---------------------------|--|

|                          |  |
|--------------------------|--|
| 010509004 Sentinel Pilot |  |
|--------------------------|--|

|                             |  |
|-----------------------------|--|
| 010509001 Sentinel Body Top |  |
|-----------------------------|--|

|                                |  |
|--------------------------------|--|
| 010509002 Sentinel Body Bottom |  |
|--------------------------------|--|

|                           |  |
|---------------------------|--|
| 010509003 Sentinel Engine |  |
|---------------------------|--|

|                          |  |
|--------------------------|--|
| 010509004 Sentinel Pilot |  |
|--------------------------|--|

|                             |  |
|-----------------------------|--|
| 010509001 Sentinel Body Top |  |
|-----------------------------|--|

|                                |  |
|--------------------------------|--|
| 010509002 Sentinel Body Bottom |  |
|--------------------------------|--|

|                           |  |
|---------------------------|--|
| 010509003 Sentinel Engine |  |
|---------------------------|--|

|                          |  |
|--------------------------|--|
| 010509004 Sentinel Pilot |  |
|--------------------------|--|

## Metal Blitz – Heavy Support

## Classic Imperial Guard Heavy Bolter

|                                       |  |
|---------------------------------------|--|
| 010503101 Imperial Guard Heavy Bolter |  |
|---------------------------------------|--|

|                                       |  |
|---------------------------------------|--|
| 010503102 Imperial Guard Heavy Bolter |  |
|---------------------------------------|--|

|                                       |  |
|---------------------------------------|--|
| 010503103 Imperial Guard Heavy Bolter |  |
|---------------------------------------|--|

|                                       |  |
|---------------------------------------|--|
| 010503104 Imperial Guard Heavy Bolter |  |
|---------------------------------------|--|

|                                       |  |
|---------------------------------------|--|
| 010503105 Imperial Guard Heavy Bolter |  |
|---------------------------------------|--|

|                                       |  |
|---------------------------------------|--|
| 010503106 Imperial Guard Heavy Bolter |  |
|---------------------------------------|--|

|                                       |  |
|---------------------------------------|--|
| 010503107 Imperial Guard Heavy Bolter |  |
|---------------------------------------|--|

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| 010503108 Imperial Guard Heavy Bolter |  |
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| 010503109 Imperial Guard Heavy Bolter |  |
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| 010503110 Imperial Guard Heavy Bolter |  |
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| 010503111 Imperial Guard Heavy Bolter |  |
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| 010503112 Imperial Guard Heavy Bolter |  |
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| 010503113 Imperial Guard Heavy Bolter |  |
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| 010503114 Imperial Guard Heavy Bolter |  |
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| 010503115 Imperial Guard Heavy Bolter |  |
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| 010503116 Imperial Guard Heavy Bolter |  |
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| 010500410 Lascannon Shield | \$4 |
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| 010500411 Lascannon Stand | \$4 |
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| 010404913 Heavy Weapon Wheel | \$4 |
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## Classic Imperial Guard Mortar

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| 010505010 Mortar Stand | \$4 |
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| 010505009 Mortar Barrel | \$4 |
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| 010508303 Mortar Shell | \$4 |
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## Classic Cadian Heavy Weapons

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| 010500110 Cadian Heavy Weapon | \$4 |
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| 010500111 Cadian Heavy Weapon | \$4 |
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| 010500112 Cadian Heavy Weapon | \$4 |
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| 010500113 Cadian Heavy Weapon | \$4 |
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| 010500114 Cadian Heavy Weapon | \$4 |
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| 010500115 Cadian Heavy Weapon | \$4 |
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| 010500116 Cadian Heavy Weapon | \$4 |
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| 010500117 Cadian Heavy Weapon | \$4 |
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| 010500118 Cadian Heavy Weapon | \$4 |
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| 010500119 Cadian Heavy Weapon | \$4 |
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| 010500120 Cadian Heavy Weapon | \$4 |
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| 010500121 Cadian Heavy Weapon | \$4 |
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| 010500122 Cadian Heavy Weapon | \$4 |
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| 010500123 Cadian Heavy Weapon | \$4 |
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| 010500124 Cadian Heavy Weapon | \$4 |
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| 010500125 Cadian Heavy Weapon | \$4 |
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| 010500126 Cadian Heavy Weapon | \$4 |
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| 010500127 Cadian Heavy Weapon | \$4 |
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| 010500128 Cadian Heavy Weapon | \$4 |
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| 010500129 Cadian Heavy Weapon | \$4 |
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| 010500130 Cadian Heavy Weapon | \$4 |
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| 010500131 Cadian Heavy Weapon | \$4 |
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| 010500132 Cadian Heavy Weapon | \$4 |
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| 010500133 Cadian Heavy Weapon | \$4 |
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| 010500134 Cadian Heavy Weapon | \$4 |
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| 010500135 Cadian Heavy Weapon | \$4 |
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| 010500136 Cadian Heavy Weapon | \$4 |
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| 010500137 Cadian Heavy Weapon | \$4 |
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| 010500138 Cadian Heavy Weapon | \$4 |
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| 010500139 Cadian Heavy Weapon | \$4 |
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| 010500140 Cadian Heavy Weapon | \$4 |
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| 010500141 Cadian Heavy Weapon | \$4 |
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| 010500142 Cadian Heavy Weapon | \$4 |
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| 010500143 Cadian Heavy Weapon | \$4 |
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| 010500144 Cadian Heavy Weapon | \$4 |
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| 010500145 Cadian Heavy Weapon | \$4 |
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| 010500146 Cadian Heavy Weapon | \$4 |
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| 010500147 Cadian Heavy Weapon | \$4 |
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| 010500148 Cadian Heavy Weapon | \$4 |
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| 010500149 Cadian Heavy Weapon | \$4 |
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| 010500150 Cadian Heavy Weapon | \$4 |
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| 010500151 Cadian Heavy Weapon | \$4 |
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| 010500152 Cadian Heavy Weapon | \$4 |
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| 010500153 Cadian Heavy Weapon | \$4 |
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| 010500155 Cadian Heavy Weapon | \$4 |
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| 010500156 Cadian Heavy Weapon | \$4 |
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| 010500157 Cadian Heavy Weapon | \$4 |
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| 010500158 Cadian Heavy Weapon | \$4 |
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| 010500159 Cadian Heavy Weapon | \$4 |
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| 010500160 Cadian Heavy Weapon | \$4 |
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| 010500161 Cadian Heavy Weapon | \$4 |
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## PRICE LIST

|   |                                  |        |
|---|----------------------------------|--------|
| 010508601                               | Missile Launcher Loader          | \$4    |
| 010508602                               | Missile Launcher Body            |        |
| 010508603                               | Missile Launcher                 | \$3.50 |
| 010508701                               | Autocannon Loader                | \$3.50 |
| 010507502                               | Gunner Torso 1                   | \$     |
| <b>Classic Praetorian Heavy Weapons</b> |                                  |        |
| MO0130                                  | Praetorian Autocannon Team       |        |
| MO0131                                  | Praetorian Heavy Bolter Team     |        |
| MO0132                                  | Praetorian Lascannon Team        | \$12   |
| MO0133                                  | Praetorian Missile Launcher Team | \$11   |
| MO0134                                  | Praetorian Mortar Team           |        |
| 010506601                               | Lascannon Operator               |        |
| 010506602                               | Lascannon Loader                 |        |
| 010506701                               | Heavy Bolter Loader              |        |
| 010506702                               | Gunner Torso                     |        |
| 010506801                               | Autocannon Loader                |        |
| 010506801                               | Mortar Operator                  |        |
| 010506802                               | Mortar Loader                    |        |
| 010509301                               | Missile Launcher                 |        |
| 010509302                               | Missile Launcher                 |        |
| <b>Classic Tallarn Heavy Weapons</b>    |                                  |        |
| MO0247                                  | Tallarn Autocannon Team          |        |
| MO0290                                  | Tallarn Lascannon Team           |        |
| MO0377                                  | Tallarn Heavy Bolter Team        |        |
| MO0378                                  | Tallarn Missile Launcher Team    |        |

|  |                                 |        |
|--|---------------------------------|--------|
| MO0379                                 | Tallarn Mortar Team             |        |
| 010505507                              | Autocannon Loader               | \$3.50 |
| 010505508                              | Gunner Torso 2                  | \$2    |
| 010505509                              | Gunner Legs                     | \$2    |
| 010505521                              | Missile Launcher Loader         | \$3.50 |
| 010505522                              | Missile Launcher                | \$2.50 |
| 010505523                              | Missile Launcher Filler         | \$3.50 |
| 010505601                              | Lascannon Crew 1                | \$3.50 |
| 010505602                              | Lascannon Crew 2                | \$3.50 |
| 010505701                              | Mortar Operator                 | \$3.50 |
| 010505702                              | Mortar Loader                   | \$3.50 |
| 010505801                              | Heavy Bolter Loader             | \$3.50 |
| 010505802                              | Gunner Torso 1                  | \$     |
| <b>Classic Valhallan Heavy Weapons</b> |                                 |        |
| MO0291                                 | Valhallan Autocannon Team       |        |
| MO0381                                 | Valhallan Heavy Bolter Team     | \$12   |
| MO0382                                 | Valhallan Lascannon Team        | \$12   |
| MO0383                                 | Valhallan Missile Launcher Team | \$11   |
| MO0384                                 | Valhallan Mortar Team           |        |
| 010505817                              | Gunner Torso 1                  |        |
| 010505818                              | Gunner Legs                     |        |
| 010505819                              | Heavy Bolter                    |        |
| 010505820                              | Lascannon Loader                |        |
| 010505821                              | Lascannon Operator              |        |
| 010505822                              | Mortar Loader                   |        |
| 010505823                              | Mortar Operator                 |        |
| 010505824                              | Autocannon Loader               |        |
| 010505825                              | Gunner Torso                    |        |
| 010505826                              | Missile Launcher Loader         |        |
| 010505827                              | Missile Launcher Body           | \$3.50 |
| 010505828                              | Missile Launcher                |        |
| <b>Classic Griffon Heavy Mortar</b>    |                                 |        |
| MO0269                                 | Griffon Heavy Mortar            |        |

|  |                            |     |
|--|----------------------------|-----|
| 401  | Mortar Platform            |     |
| 010505402                                      | Left Mortar Barrel         |     |
| 010505403                                      | Right Mortar Barrel        |     |
| 010505404                                      | Right Mortar Support Panel |     |
| 5  | Mortar Platform            |     |
| 5  | Left Mortar Support Panel  |     |
| 5  | Mortar Gunner              |     |
| 010505408                                      | Crewman Backpack           |     |
| 010505409                                      | Mortar Crewman             |     |
| <b>Classic Leman Russ Demolisher</b>           |                            |     |
| MO0446   | Leman Russ Demolisher      | \$4 |
| 010505301                                      | Tank Commander             |     |
| 010505303                                      | Tank Cupola                |     |
| 010505304                                      | Cannon Marker              |     |
| 010505307                                      | Cannon Top                 |     |
| 010505308                                      | Cannon Bottom              |     |
| 010505309                                      | Sponson Front              |     |
| 010505310                                      | Sponson Rear               |     |
| 010505311                                      | Heavy Plasma Gun           |     |
| 010505312                                      | Main Melta                 |     |
| <b>Classic Leman Russ Exterminator</b>         |                            |     |
| MO0445   | Leman Russ Exterminator    | \$4 |
| 010505302                                      | Tank Hatch Base            | \$1 |
| 010505304                                      | Tank Hatch 1               | \$1 |
| 010505305                                      | Tank Hatch 2               | \$1 |
| 010513201                                      | Exterminator Commander     |     |
| 010513202                                      | Catachan Tank Crew         |     |
| 010513203                                      | Exterminator Sandbag       |     |
| 010513204                                      | Exterminator Heavy Bolter  |     |
| 010513205                                      | Exterminator Autocannon    |     |
| <b>Classic Imperial Guard Tank Accessories</b> |                            |     |
| 010512601                                      | Leman Russ Command Torso   |     |
| 512602   | Tank Limb Gun Rack         |     |
| 010512603                                      | Tank Bedroll               |     |
| 010512604                                      | Tank Satchel               |     |
| 010512607                                      | Tank Crew 1                |     |

## SHOWCASE

*Chimera Transport Vehicle by Mr. McVee. This heavily converted wheeled Chimera was built as a tank for the Adeptus Arbiter Troops.*





*A battlefield is nothing but a death trap - in  
a potential casualty  
well protected it may be*  
The Tactical Imperium

## CLASSIC RANGE



**Cadian  
Lieutenant**  
010505101



**Mordian  
Lieutenant**  
010501001



**Catachan  
Lieutenant**  
010504701



**Tallarn  
Lieutenant**  
010501401



**Valhallan  
Lieutenant**  
010500901



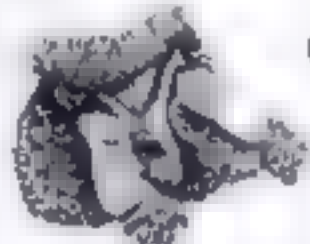
**Captain  
Chenkov Body**  
010501501



**Captain Chenkov  
Bolt Pistol Arm**  
010501503



**Captain Chenkov  
Sword Arm**  
010501504



**Captain Chenkov  
Cloak**  
010501502



*Painted example of completed  
Valhallan Captain Chenkov*



*Painted example of completed  
Tallarn Captain Al'Raheem*



**Catachan Comm-Link**  
MO 0123



**Cadian Comm-Link**  
MO 0122



**Valhallan Comm-Link**  
MO 0124



**Al'Raheem Body**  
010501601



**Al'Raheem  
Plasma Pistol Arm**  
010501602



**Comm-Link**  
010505601

**Catachan  
Comm-Link  
Operator**  
010505602



**Cadian  
Comm-Link  
Operator**  
010505703



**Valhallan  
Comm-Link  
Operator**  
010505804

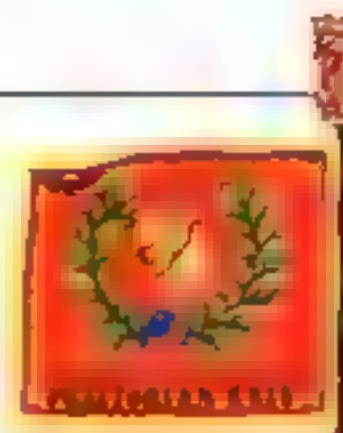
*Colonel Zuk, w/ of  
the Valhallan 36th  
by Tim Lyon won  
Gold in the Best  
Warhammer  
40,000 Single  
Miniature  
Category at  
Chicago Golden  
Demon 2007*







# CLASSIC



**Praetorian Standard**  
010507302



**Praetorian Lieutenant**  
010507901



**Praetorian Bugler**  
010507301

*Some of you may have heard we are called the Tank Changers. I offer you a full pardon for the crimes you have been convicted for. Survive my mission and you will be free to pursue whatever lives you can.*



**Grease Monkey**  
010513310



**Demolition Man**  
010513305



**Shiv**  
010513309



**Scope**  
010513304



**Warrior Woman**  
010513307



**Hero**  
010513303



**Animal**  
010513306



**Brains**  
010513308



**Fingers**  
010513314



**Rocket Girl Body**  
010513315



**Rocket Girl Missile Launcher**  
010513312



**Ox Body**  
010513311



**Ox Heavy Bolter**  
010513313



**Ox Heavy Bolter**  
010513313



## CLASSIC

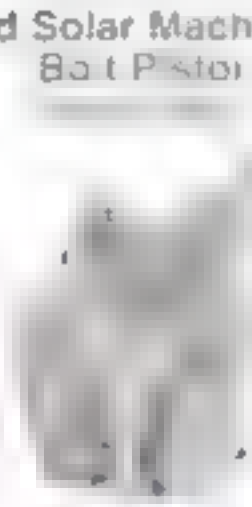


Painted example of  
completed classic  
Lord Solar Macharius

Lord Solar Macharius  
Ball Pistol



Lord Solar  
Macharius Body  
010513501



Lord Solar  
Macharius Cloak  
010513502



Lord Solar  
Macharius Staff  
010501504



Nork Deddog Body  
010513801



Nork Deddog Gun  
0513802

Nork Deddog  
Head  
010513803



## SHOWCASE

There cannot be peace in these times. A thousand  
may have brought into the world the light.

Lord Solar Macharius



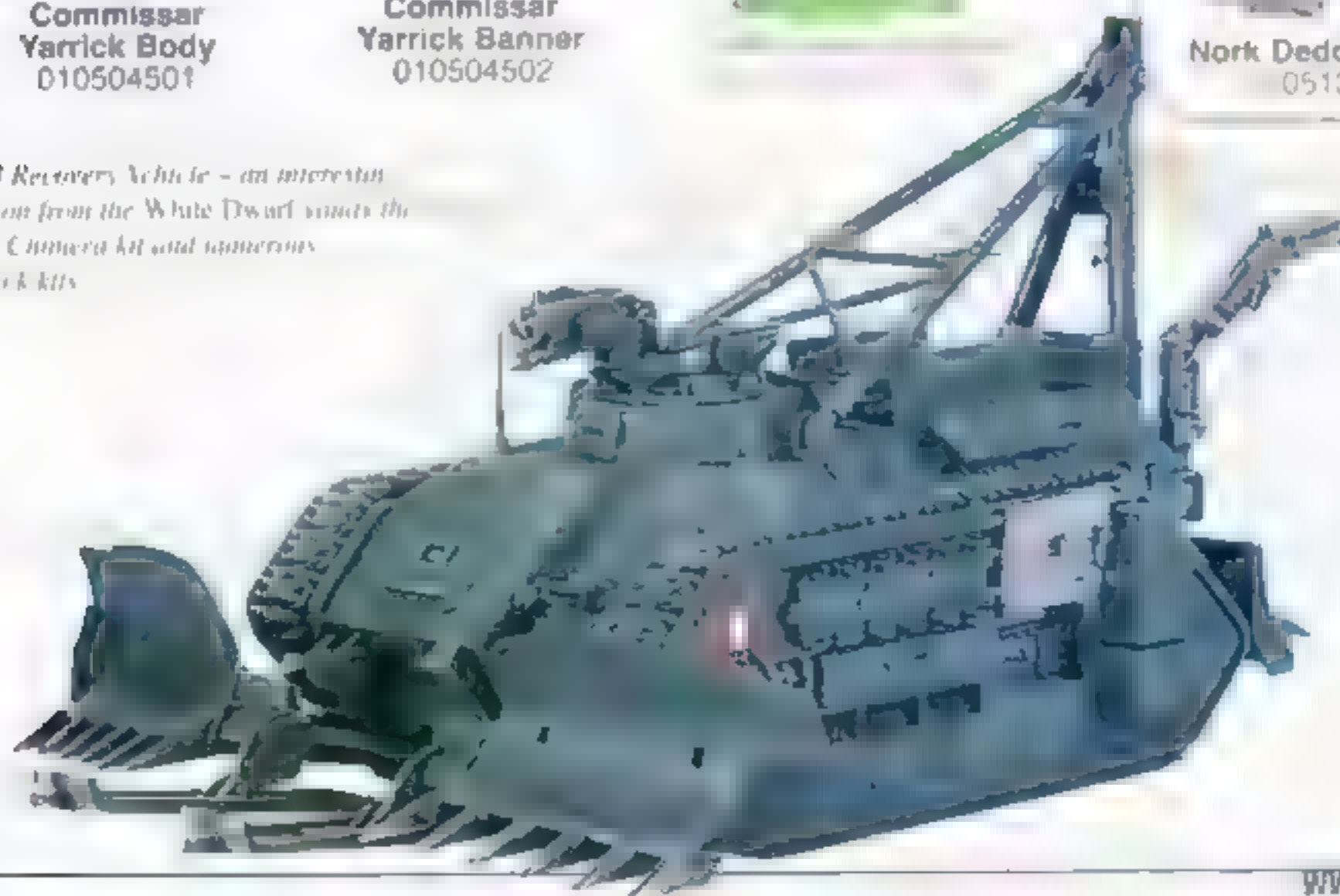
Commissar  
Yarrick Body  
010504501



Commissar  
Yarrick Banner  
010504502



Imperial Recovery Vehicle - an interesting  
conversion from the White Dwarf range, the  
both the Camera kit and numerous  
Wall no kits.







# CLASSIC



**Storm Trooper  
Sergeant 1**  
010513601



**Storm Trooper  
Sergeant 2**  
010513602

For more information on the new range of Storm Trooper miniatures, visit our website at [www.gamemaster.co.uk](http://www.gamemaster.co.uk) or call 01202 506000.



**Storm Trooper  
w/ Melta Gun**  
010514101



**Storm Trooper  
w/ Plasma Gun**  
010514102



**Storm Trooper  
w/ Flamer**  
010514103



**Storm Trooper  
w/ Grenade Launcher**  
010514104



**Storm Trooper 1**  
010513703



**Storm Trooper 2**  
010513702



**Storm Trooper 3**  
010513704



**Storm Trooper 4**  
010513701



For more information on the new range of Storm Trooper miniatures, visit our website at [www.gamemaster.co.uk](http://www.gamemaster.co.uk) or call 01202 506000.

## DOCTRINES

- Grenadiers
- Mechanized
- Storm Trooper Squads
- Die Hards
- Close Order Drill



# CLASSIC



**Cadian  
Sergeant 2**  
010503818



**Cadian  
Sergeant 1**  
010504905



**Cadian  
w/ Flamer**  
010504906



**Cadian  
w/ Melta Gun**  
010505719



**Cadian  
w/ Plasma Gun**  
010505720



**Cadian  
Trooper 1**  
010504901



**Cadian  
Trooper 2**  
010504904



**Cadian  
Trooper 3**  
010504903



**Cadian  
Trooper 4**  
010504902



**Cadian  
Trooper 5**  
010500715



**Cadian  
Trooper 6**  
010500717



**Cadian  
Trooper 7**  
010500714



**Cadian  
Trooper 8**  
010500716

*Identify your target. Concentrate your fire on it to the exclusion  
of all else. When it is destroyed, choose another target. That is  
the way to secure victory.*

*The Tactics Imperative*



**Catachan  
Sergeant 1**  
010504804



**Catachan  
Sergeant 2**  
010503711



**Catachan 1**  
010504802



**Catachan 2**  
010504803



**Catachan 3**  
010504805



**Catachan 4**  
010504801



**Catachan 5**  
010504626



**Catachan 6**  
010504627



**Catachan 7**  
010504628



**Catachan 8**  
010504629



**Catachan  
w/ Plasma Gun**  
010505613



**Catachan  
w/ Grenade Launcher**  
010515001





## CLASSIC

Polite people call the Mordians *desert rats*, others else calls them downright miserable. This is entirely understandable, as Mordia is a nightworld. The Planet does not rotate, and so one hemisphere is constantly bathed by the radiation of the local star while the other is locked in a permanent night. The Mordians live in massive, ziggurat-like Hive cities, and every day is a struggle for survival to eke a living from the world's meagre resources. To this end, Mordia is run by Tetrarchs who rigidly control every drop of water, grain of food, and scrap of clothing. As can be expected, not everyone sees the need for such authoritarian control. The Mordian Iron Guard is charged with maintaining the peace and is a rigid, disciplined force, with a firm belief in their officers. The Iron Guard believe in good close-ordered combat drill over skulking around in bushes. Those who have faced the Iron Guard's devastating volleys fire would agree.



**Mordian Sergeant 1**  
010500406

**Mordian Sergeant 2**  
010504017



**Mordian w/ Melta Gun**  
010505918



**Mordian w/ Grenade Launcher**  
010500405



**Mordian w/ Flamer**  
010505919



**Mordian 1**  
010500403



**Mordian 2**  
010500401



**Mordian 3**  
010500404



**Mordian 4**  
010500402



**Mordian 5**  
010501112



**Mordian 6**  
010501115



**Mordian 7**  
010501116



**Mordian 8**  
010501114

## SHOWCASE

*Cadian Infantry Squad by Jarret Lee. This Squad won Third place in the Best Warhammer 40,000 Squad category at the 2003 Canadian Golden Demon event.*





## CLASSIC



**Praetorian  
w/ Melta Gun**  
010507001



**Praetorian  
w/ Grenade Launcher**  
010507401



**Praetorian  
w/ Flamer**  
010507002



**Praetorian 1**  
010507501



**Praetorian 2**  
010507502



**Praetorian 3**  
010507503



**Praetorian 4**  
010507703



**Praetorian  
Sergeant 1**  
010507101

*Praetorian Guard  
See File 97831 First  
Big Foot River  
Massacre*



**Praetorian  
Sergeant 2**  
010507201

*Steady Boys... Steady*



**Praetorian 5**  
010507602



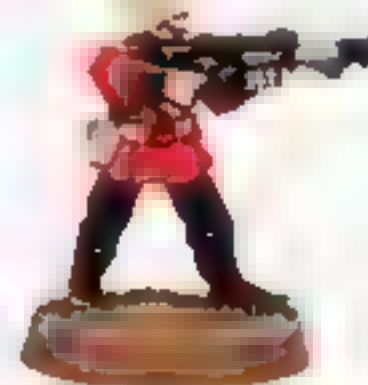
**Praetorian 6**  
010507701



**Praetorian 7**  
010507603



**Praetorian 8**  
010507702



**Praetorian 9**  
010507601



**Praetorian Wounded 1**  
010507801



**Praetorian Wounded 2**  
010507802

Victoria Lamb entered Golden Demon Australia 1999 with this heavily converted Praetorian Command HQ. The models closely resemble their English Colonial inspiration – from the classic iron wheels on the Lasannon to the white belts. Fans of the movie Zulu will notice the striking resemblance of the Lieutenant to the famous English actor who starred in the movie.

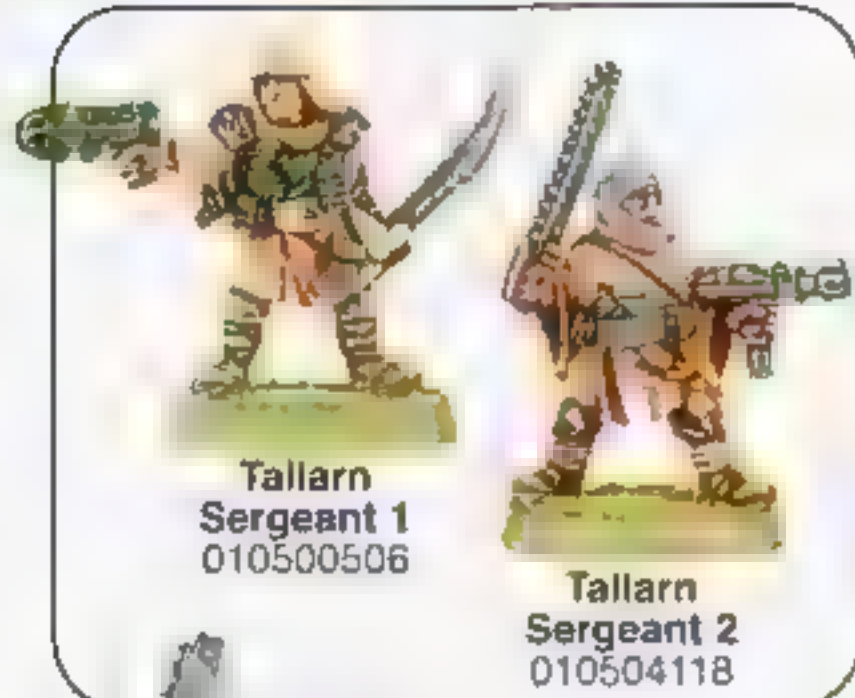


## SHOWCASE





## CLASSIC



**Tallarn  
Sergeant 1**  
010500506

**Tallarn  
Sergeant 2**  
010504118



**Tallarn  
w/ Melta Gun**  
010500501



**Tallarn  
w/ Plasma Gun**  
010506019



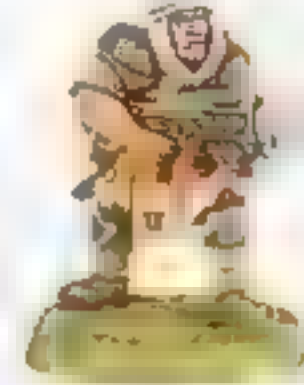
**Tallarn  
w/ Grenade Launcher**  
010506020



**Tallarn 1**  
010500504



**Tallarn 2**  
010500502



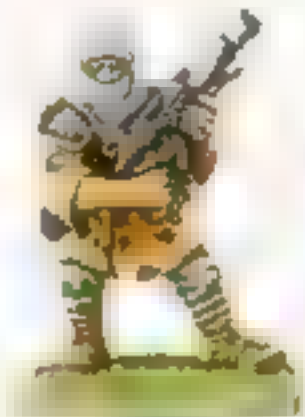
**Tallarn 3**  
010500505



**Tallarn 4**  
010500503



**Tallarn 5**  
010501316



**Tallarn 6**  
010501314



**Tallarn 7**  
010501317



**Tallarn 8**  
010501315



**Valhallan  
Sergeant 1**  
010505006



**Valhallan  
Sergeant 2**  
010503915



**Valhallan  
w/ Melta Gun**  
010505816



**Valhallan  
w/ Grenade Launcher**  
010505817



**Valhallan 1**  
010505001



**Valhallan 2**  
010505002



**Valhallan 3**  
010505003



**Valhallan 4**  
010505004



**Valhallan  
w/ Flamer**  
010505005

*Raised in the frozen hives  
of Valhalla, the Ice  
Warriors have a formidable  
reputation for unswerving  
courage and total  
devotion to the Emperor*



**Valhallan 5**  
010500813



**Valhallan 6**  
010500814



**Valhallan 7**  
010500812



**Valhallan 8**  
010500811



## CLASSIC



**Classic Tallarn Rough Rider Squad**  
MO 0380



**Tallarn Rough Rider Torso 1**  
010509502



**Tallarn Rough Rider Torso 2**  
010509501



**Rough Rider Hunting Lance**  
010504406



**Rough Rider Hunting Legs 1**  
010504405



**Rough Rider Legs 2**  
010504404

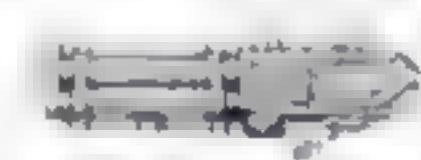


**Rough Rider Chainsword**  
010504407

When terrain is unsuitable for motorized vehicles, troops often fight on foot. The Rough Rider is generally altered, in battle.



**Sentinel Pilot**  
010509004



**Sentinel Assault Cannon**  
010509005



**Sentinel Power Planet**  
010509003



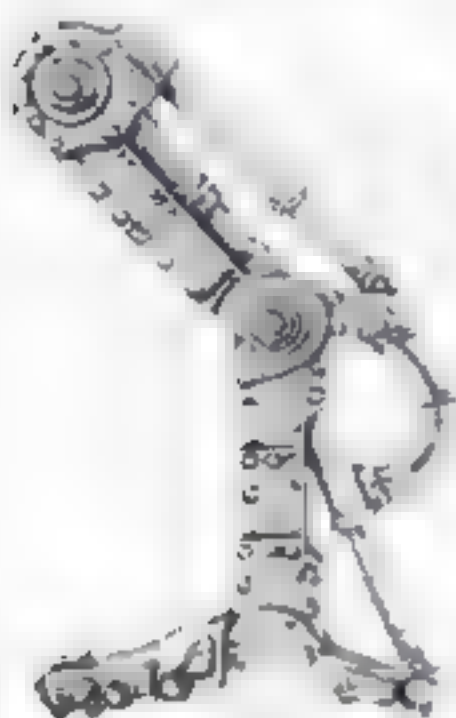
**Sentinel Foot**  
010509008



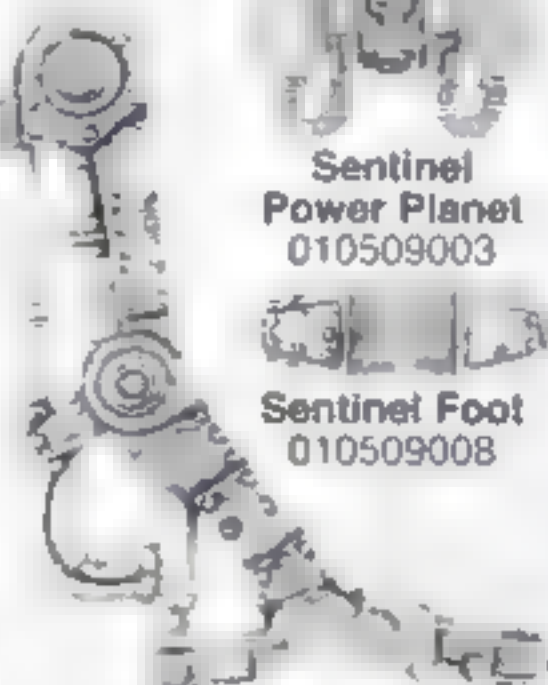
**Sentinel Body Bottom**  
010509002



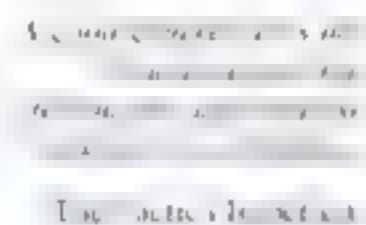
**Sentinel Body Top**  
010509001



**Sentinel Left Leg**  
010509006



**Sentinel Right Leg**  
010509007



**Chimera Crew 2**  
010512606



**Chimera Crew 1**  
010512605



**Chimera Crew 3**  
010512607



**Classic Imperial Sentinel**  
MO 0150



# CLASSIC



**Classic Cadian Missile Launcher Team**  
MO 0447



**Missile Launcher**  
010502625



**Missile Launcher Gunner**  
010502624



**Missile Launcher Loader**  
010502623



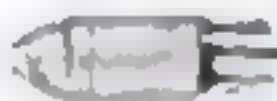
**Missile Launcher Stand**  
010504810



**Mortar Operator**  
010508301



**Mortar Loader**  
010508302



**Mortar Shell**  
010508303



**Mortar Barrel**  
010505009



**Mortar Stand**  
010505010



**Classic Cadian Mortar Team**  
MO 0439



**Autocannon Loader**  
010502521



**Autocannon**  
010500512

*Note: The autocannon and heavy bolter teams use the same gunner body, legs, turret, wheels, and weapon shield.*



**Heavy Bolter Loader**  
010504907



**Heavy Weapon Wheel**  
010504913



**Heavy Bolter Gunner**  
010504908



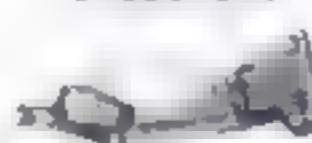
**Heavy Bolter Legs**  
010504909



**Heavy Bolter**  
010504912



**Heavy Weapon Shield**  
010504910



**Heavy Weapon Trailer**  
010504911



**Classic Cadian Autocannon Team**  
MO 0110



**Classic Cadian Heavy Bolter Team**  
MO 0438



**Classic Cadian Lascannon Team**  
MO 0227



**Lascannon Loader**  
010508201



**Lascannon Gunner**  
010508202



**Lascannon**  
010500409



**Lascannon Shield**  
010500410



**Lascannon Chassis**  
010500411



# CLASSIC



**Autocannon**  
010500512



**Autocannon Loader**  
010508101



**Autocannon Gunner**  
010508102



**Gunner Legs**  
010502215



**Gunner Body**  
010502214



**Classic Catachan Autocannon Team**  
MO 0440

*Note: The autocannon crew is a bolter team using the same gunner body (on trailer) legs and weapon shield.*



**Classic Catachan Heavy Bolter Team**  
MO 0443



**Heavy Bolter**  
010504912



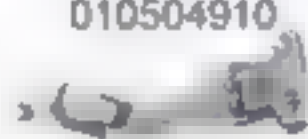
**Heavy Bolter Loader**  
010502216



**Heavy Weapon Shield**  
010504910



**Heavy Weapon Wheel**  
010504913



**Heavy Weapon Trailer**  
010504911

*Mortars are used to rain fire upon the enemy while the crew stays far back among the trees and bushes and supports the widely spread squares of Jungle Fighters.*



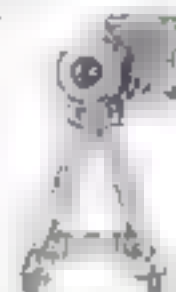
**Classic Catachan Mortar Team**  
MO 0441



**Classic Catachan Missile Launcher Team**  
MO 0444



**Missile Launcher**  
010504809



**Missile Launcher Stand**  
010504810



**Missile Launcher Loader**  
010504807



**Missile Launcher Gunner**  
010504808



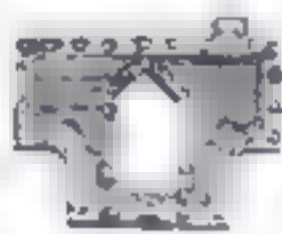
**Lascannon Loader**  
010502321



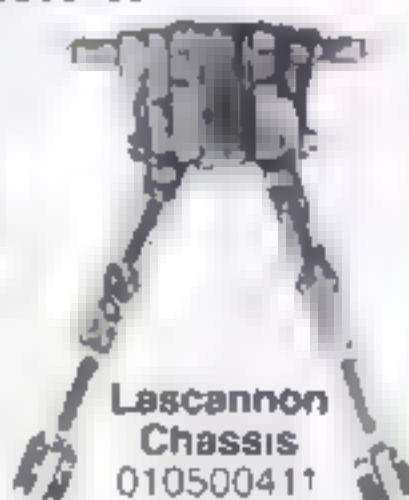
**Lascannon Gunner**  
010502322



**Lascannon**  
010500409



**Lascannon Shield**  
010500410



**Lascannon Chassis**  
010500411



**Mortar Crew 1**  
010508001



**Mortar Crew 2**  
010508002



**Mortar Shell**  
010508303



**Mortar Barrel**  
010505009



**Mortar Stand**  
010505010





## CLASSIC



**Classic Mordian  
Missile Launcher Team**  
MO 0128



**Missile Launcher**  
010508603



**Missile Launcher  
Loader**  
010508601



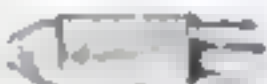
**Missile Launcher  
Gunner**  
010508602



**Mortar Operator**  
010503223



**Mortar Loader**  
010503224



**Mortar Shell**  
010508303



**Mortar Barrel**  
010505009



**Mortar Stand**  
010505010



**Classic Mordian Mortar Team**  
MO 0129



**Autocannon  
Loader**  
010508701



**Autocannon**  
010500512

*Note: The autocannon  
launcher is not a separate  
piece. The autocannon  
body legs attach when  
the launcher is placed.*



**Heavy Bolter  
Loader**  
010503122



**Heavy Weapon  
Wheel**  
010504913



**Autocannon  
Body**  
010508702



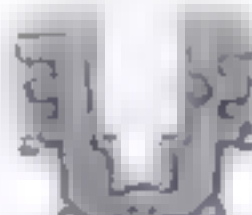
**Gunner Legs**  
010503121



**Heavy Bolter  
Body**  
010503120



**Heavy Bolter**  
010504912



**Heavy Weapon  
Shield**  
010504910



**Heavy Weapon  
Trailer**  
010504911

*The rival firing lines of the Mordians are marked  
out by a series of heavy weapon  
trailers and hard Mordian*



**Classic Mordian  
Autocannon Team**  
MO 0125



**Classic Mordian Heavy  
Bolter Team**  
MO 0126



**Classic Mordian  
Lascannon Team**  
MO 0127



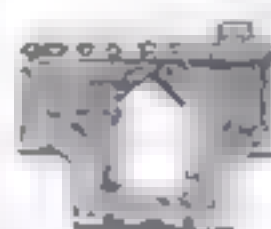
**Lascannon  
Gunner**  
010500407



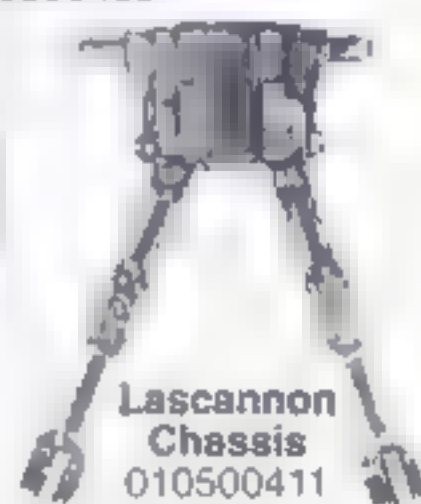
**Lascannon  
Loader**  
010500408



**Lascannon**  
010500409



**Lascannon  
Shield**  
010500410



**Lascannon  
Chassis**  
010500411



## CLASSIC



Autocannon  
010500512

Autocannon Loader  
010506801



Gunner Legs  
010503121



Gunner  
Torso 1  
010506702



Classic Praetorian  
Lascannon Team  
MO 0132



Lascannon  
Gunner  
010506602



Lascannon  
Loader  
010506601



Lascannon  
010500409



Lascannon  
Shield  
010500410



Lascannon  
Chassis  
010500411



Classic Praetorian  
Autocannon Team  
MO 0130

*Note: The autocannon and loader both require the same gunner body (legs, torso, wheels, and weapon).*



Classic Praetorian  
Heavy Bolter Team  
MO 0131



Heavy Bolter  
Loader  
010506701



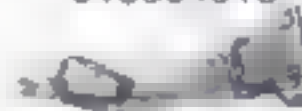
Heavy Bolter  
010504912



Heavy Weapon  
Shield  
010504910



Heavy Weapon  
Wheel  
010504913



Heavy Weapon  
Trailer  
010504911

*When I saw the Imperial Guard's Heavy Weapon Team, I thought, "That's a lot of firepower in a small package!"*



Classic Praetorian  
Mortar Team  
MO 0134



Classic Praetorian  
Missile Launcher Team  
MO 0133



Missile Launcher  
010508603



Missile Launcher  
Loader  
010509301



Missile Launcher  
Gunner  
010509302



Mortar Loader  
010506902



Mortar Gunner  
010506901



Mortar Shell  
010508303



Mortar Barrel  
010505009



Mortar Stand  
010505010



# CLASSIC



**Classic Tallarn  
Missile Launcher Team**  
MO 0378



**Missile Launcher**  
010503422



**Missile Launcher  
Loader**  
010503421



**Missile Launcher  
Gunner**  
010503423



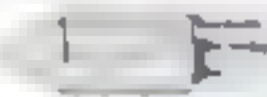
**Mortar Operator**  
010508901



**Mortar Loader**  
010508902



**Mortar Barrel**  
010505009



**Mortar Shell**  
010508303



**Mortar Stand**  
010505010



**Autocannon  
Loader**  
010500507



**Autocannon**  
010500512

*Note: The autocannon  
and heavy bolter teams  
are the only units that  
use the same parts: legs,  
trailer, wheels and  
reaction shell.*



**Heavy Bolter  
Loader**  
010509601



**Heavy Weapon  
Wheel**  
010504913



**Gunner  
Torso 1**  
010500508



**Gunner Legs**  
010500509



**Gunner  
Torso 2**  
010509602



**Heavy Bolter**  
010504912



**Heavy Weapon  
Shield**  
010504910



**Heavy Weapon  
Trailer**  
010504911



**Classic Tallarn Mortar Team**  
MO 0379



**Classic Tallarn  
Autocannon Team**  
MO 0247



**Classic Tallarn  
Heavy Bolter Team**  
MO 0377



**Classic Tallarn  
Lascannon Team**  
MO 0290



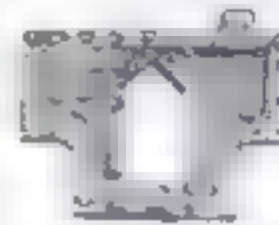
**Lascannon  
Gunner**  
010508801



**Lascannon  
Loader**  
010508802



**Lascannon**  
010500409



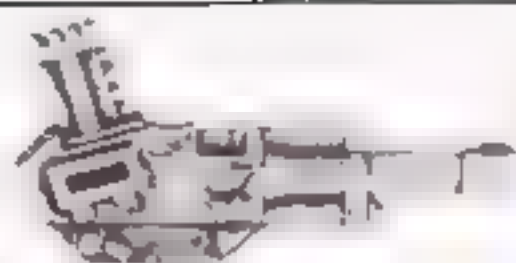
**Lascannon  
Shield**  
010500410



**Lascannon  
Chassis**  
010500411



## CLASSIC



**Autocannon**  
010500512



**Classic Valhalla  
Autocannon Team**  
MO 0291

*Note: The autocannon and heavy bolter teams use the same gunner body, legs, trailer, wheels, and weapon shield.*



**Autocannon Loader**  
010508401



**Gunner Torso 1**  
010502817



**Gunner Torso 2**  
010508402



**Gunner Legs**  
010502818



**Classic Valhalla  
Heavy Bolter Team**  
MO 0381



**Heavy Bolter**  
010504912



**Heavy Bolter  
Loader**  
010502819



**Heavy Weapon  
Shield**  
010504910



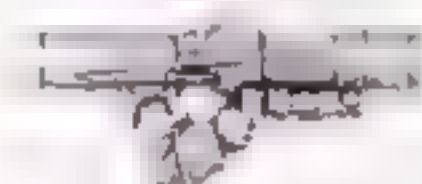
**Heavy Weapon  
Wheels**  
010504913



**Heavy Weapon  
Trailer**  
010504911



**Classic Valhalla  
Missile Launcher Team**  
MO 0383



**Missile Launcher**  
010508503



**Missile Launcher  
Gunner**  
010508502



**Missile Launcher  
Loader**  
010508501

**Classic Valhalla  
Lascannon Team**  
MO 0382



**Lascannon  
Gunner**  
010502921



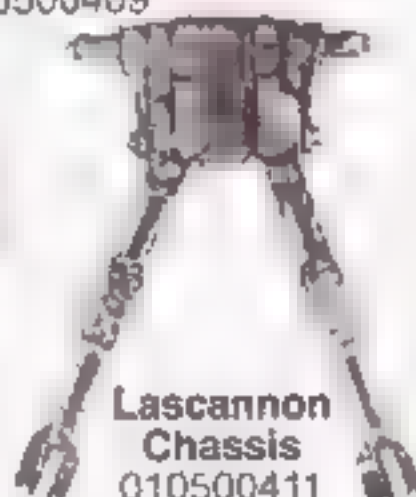
**Lascannon  
Loader**  
010502920



**Lascannon**  
010500409



**Lascannon  
Shield**  
010500410



**Lascannon  
Chassis**  
010500411



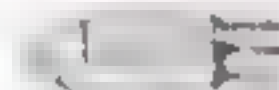
**Classic Valhalla Mortar Team**  
MO 0384



**Mortar Loader**  
010505007



**Mortar Gunner**  
010505008



**Mortar Shell**  
010508303



**Mortar Barrel**  
010505009



**Mortar Stand**  
010505010





## CLASSIC

The following components are required to complete a Griffon Heavy Mortar (Hull B, Hull C Tank Sprue, Tank Track Sprue, and Tank Accessory Sprue)



**Classic Griffon Heavy Mortar**  
MO 0209



**Mortar Gunner**  
010505407



**Mortar Crewman**  
010505409



**Crewman Backpack**  
010505408



**Right Mortar Support Platform**  
010505404



**Mortar Base**  
010505405



**Left Mortar Support Platform**  
010505406



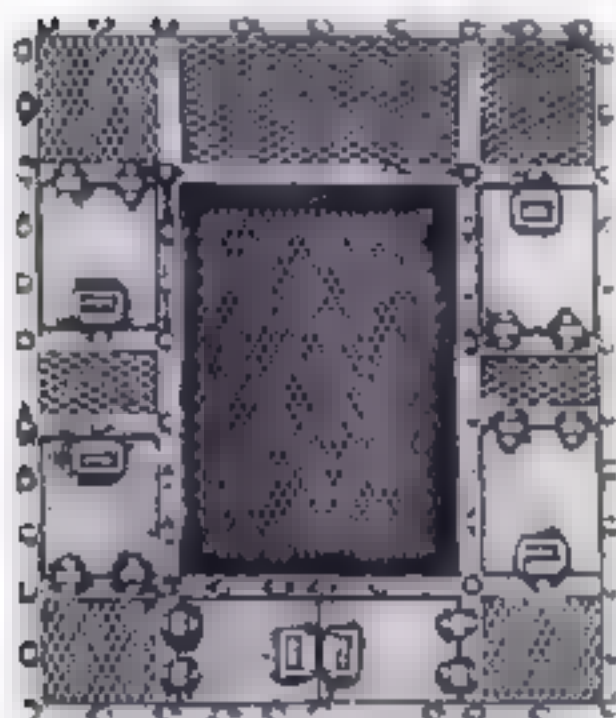
**Tank Hatch Base**  
010505302



**Tank Hatch 1**  
010505304



**Tank Hatch 2**  
010505305



**Mortar Platform**  
010505401



**Right Mortar Barrel**  
010505403



**Left Mortar Barrel**  
010505402



**Leman Russ Commander Torso**  
010512501



**Tank Crew**  
010512607



**Tank Bedroll**  
010512503



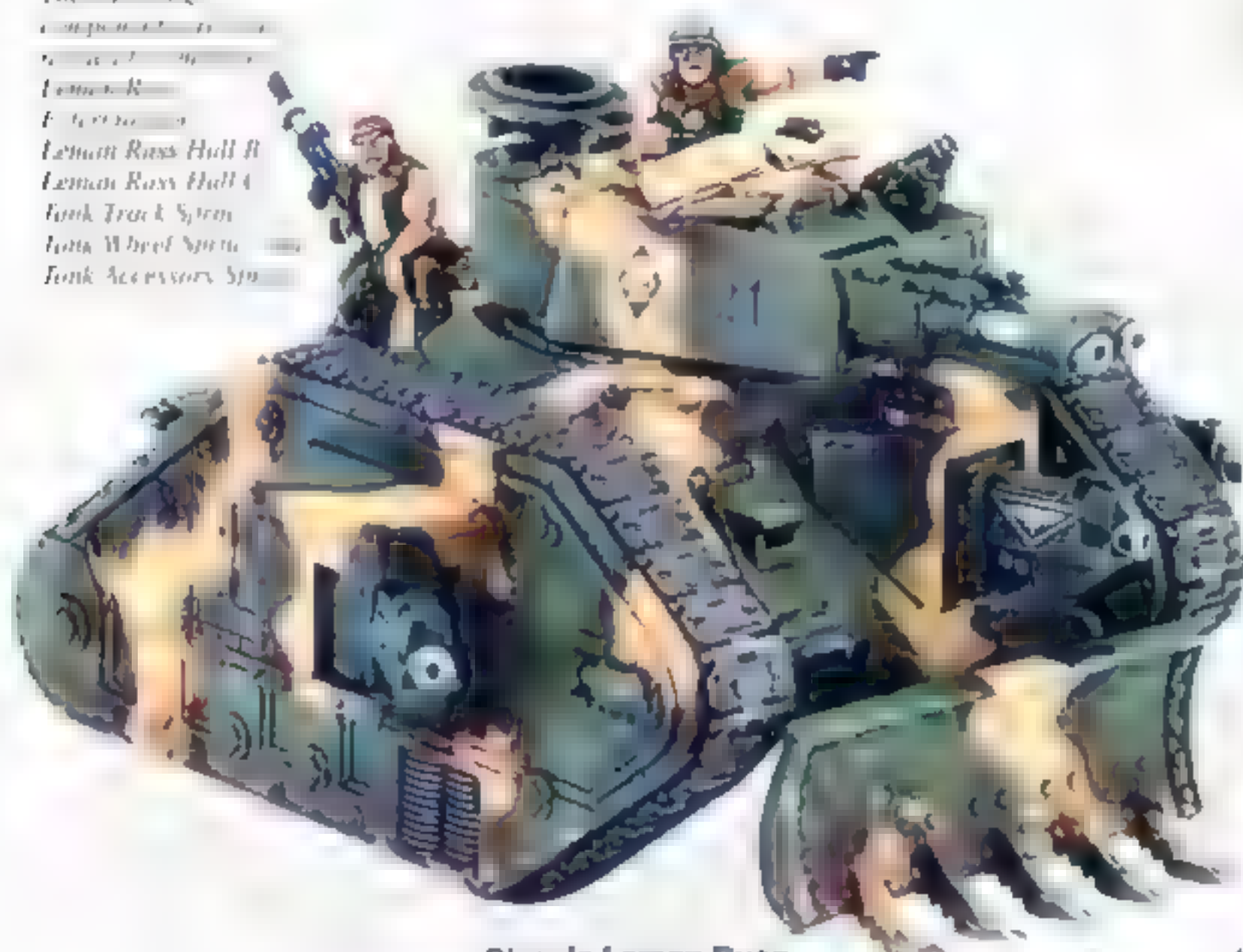
**Tank Satchel**  
010512504



**Tank Lasgun Rack**  
010512502



Lemax Truck  
 Lemax Trailer  
 Lemax Truck  
 Lemax Trailer  
 Lemax Rally Hull B  
 Lemax Rally Hull A  
 Lemax Truck Sprint  
 Lemax Wheel Sprint  
 Lemax Accessories Sprint



Classic Leman Russ  
Exterminator  
MO 0445



**Exterminator  
Commander  
010513201**



**Catachan  
Tank Crew  
010513202**



**Exterminator  
Sandbags  
010513203**



**Exterminator  
Heavy Bolter  
010513204**



**Exterminator  
Autocannon**  
010513205



## SHOWCASE

Richard Holt entered the Golden Demon LK 2000 New Vehicle Category with his converted Caterham Coupe.



## CLASSIC



Demolisher  
Cannon Top  
010505307



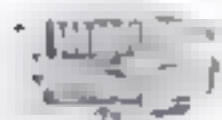
Demolisher  
Cannon Top  
010505308



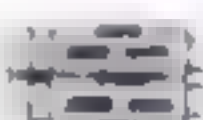
Demolisher  
Sponson Rear  
010505310



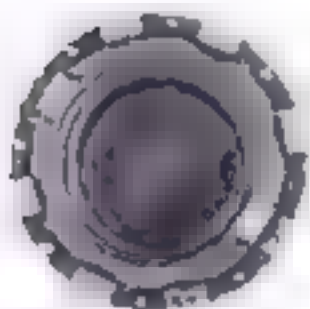
Demolisher  
Cannon Front  
010505309



Demolisher  
Heavy Plasma Gun  
010505311



Demolisher  
Multi-Melta  
010505312



Demolisher  
Cupola  
010505303



Tank Hatch 1  
010505304



Tank Hatch 2  
010505305



Demolisher  
Tank Commander  
010505301



Tank Hatch  
Base  
010505302



Demolisher  
Cannon Mantlet  
010505306



Classic Leman Russ Demolisher  
MO 0446

The following components  
are also needed  
to complete a  
Leman Russ Demolisher:  
Leman Russ Hull B, Leman  
Russ Hull C, Tank Track  
Sprue, Tank Wheel Sprue,  
and Link Accessory Sprue.

The Leman Russ Demolisher  
cannot be solved by the  
heavy tanks of the  
Imperial Guard.



### DOCTRINES

Conscript Platoons  
Iron Discipline  
Close Order Drill  
Sharpshooters  
Camouflage

Veteran Imperial Guard player Ian Strickland has  
always favored fielding armies made up of hordes of  
basic Guardsmen. For his latest generation of  
Guardsmen, he opted to begin with a unit of young  
conscripts. He used heads from Necromunda Juvies to  
give them a look of terror on the faces of  
the recruits.

The regiment's camouflage is made up of a Dark  
Angels Green basecoat with a series of Chaos Black  
and Goblin Green blotches followed by a further  
layer made up of small dots of Urban Green, Vermilion  
Brown, and Bilious Green.



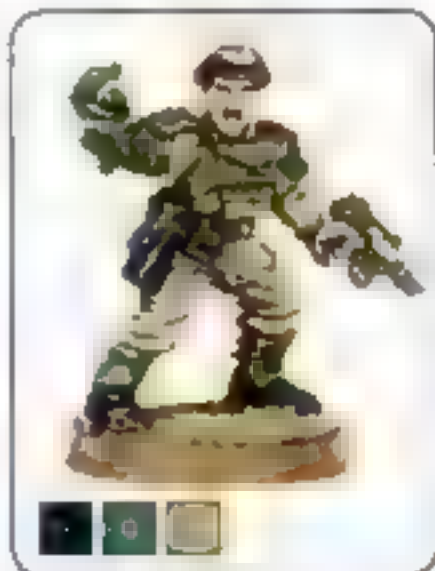
There are millions of Imperial Guard regiments all with their own distinctive uniforms. Many of these regiments employ different camouflage schemes depending on nature of the terrain in which they will be fighting or the home world they were founded on.

## COLORS OF WAR

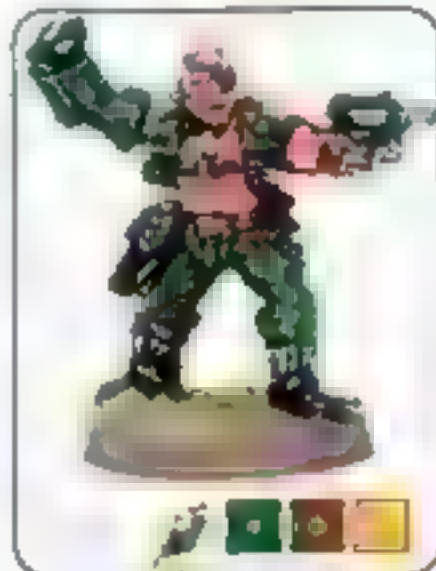
### OFFICERS



Black, Red, White & Strakos Army



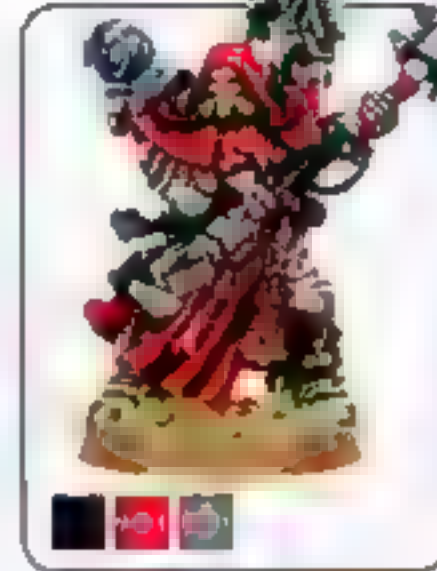
Black, Green, White & Strakos Army



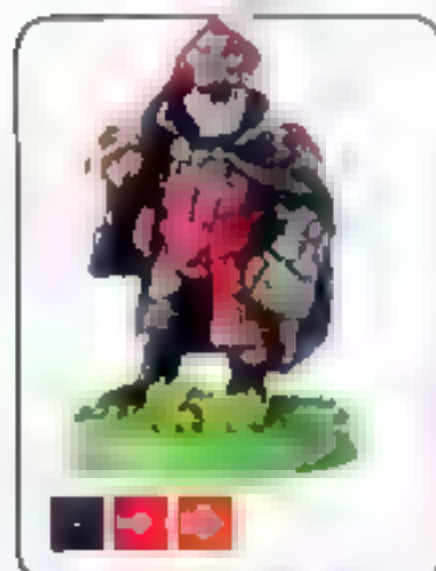
Black, Green, White & Strakos Army



Yellow, Black, Buff, Brown & Strakos Army



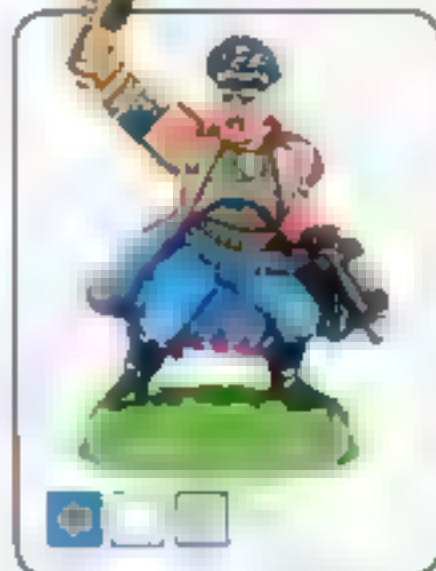
Black, Red, White & Strakos Army



Black, Red, White & Strakos Army



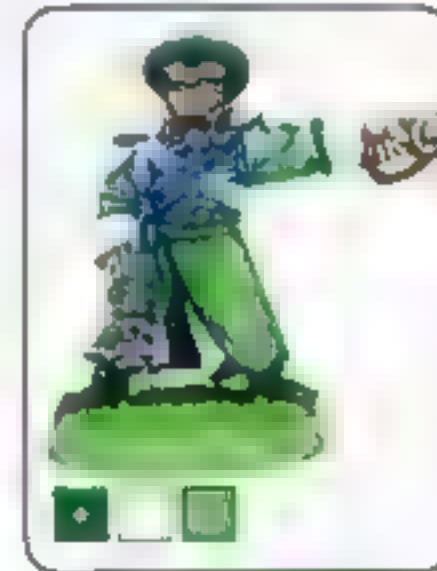
Black, Green, White & Strakos Army



Black, Blue, White & Strakos Army

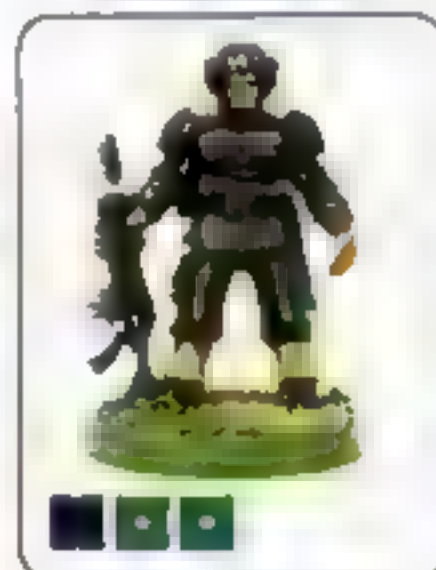


Black, Yellow, White & Strakos Army

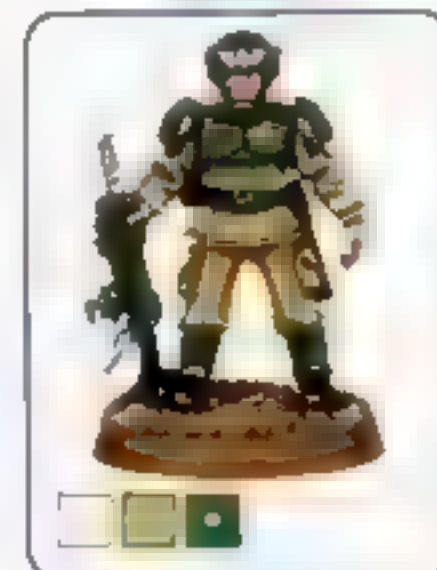


Black, Green, White & Strakos Army

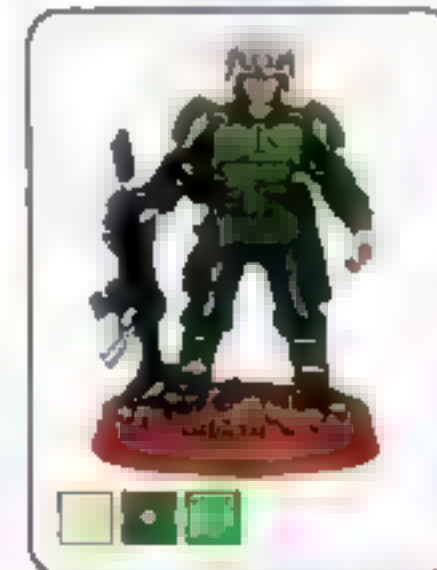
### RANK & FILE



Black, Green, White & Strakos Army



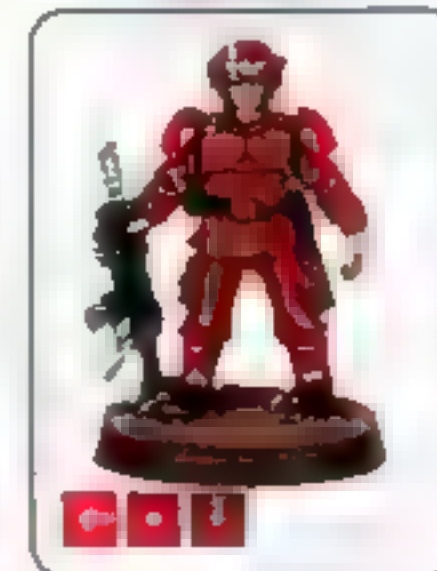
Black, Yellow, White & Strakos Army



Black, Green, White & Strakos Army



Black, Green, White & Strakos Army



Black, Red, White & Strakos Army

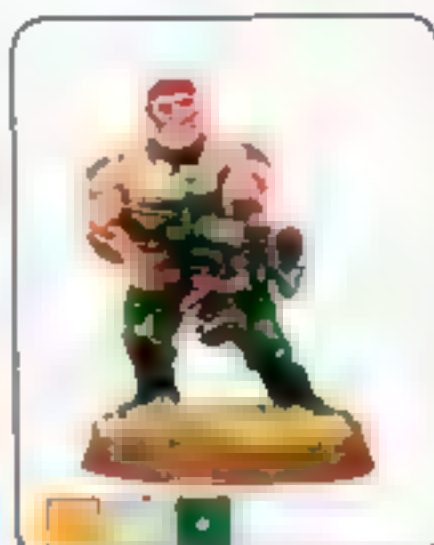


Black, Green, White & Strakos Army

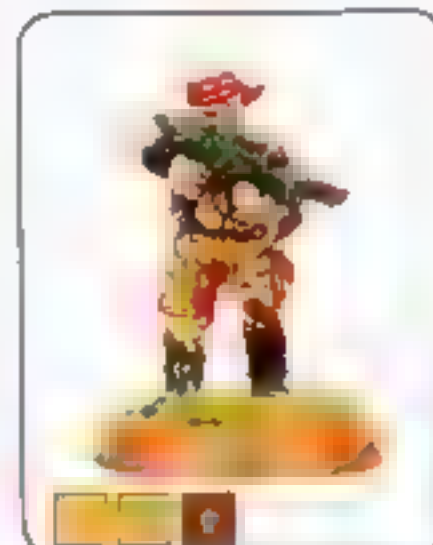




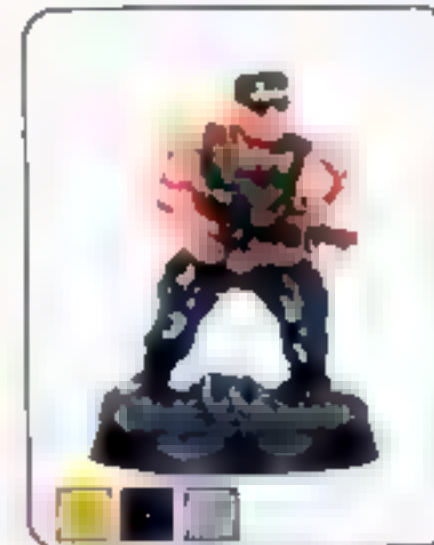
## COLORS OF WAR



Chaos Warrior (Heavy)



Chaos Warrior (Heavy)



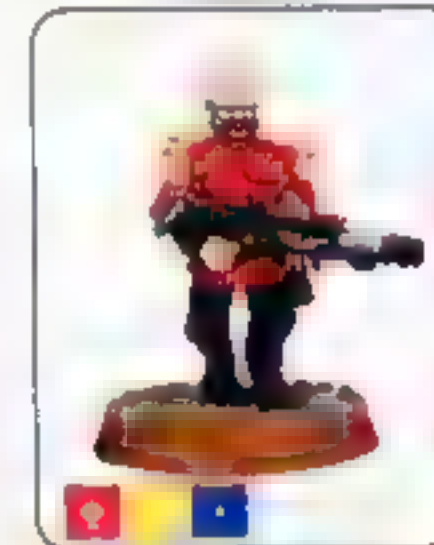
Chaos Warrior (Heavy)



Chaos Warrior (Heavy)



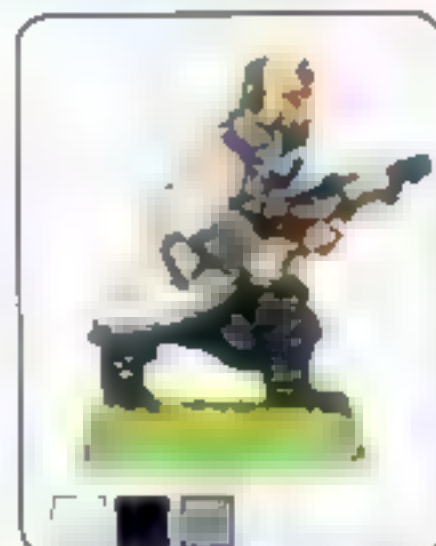
Chaos Warrior (Heavy)



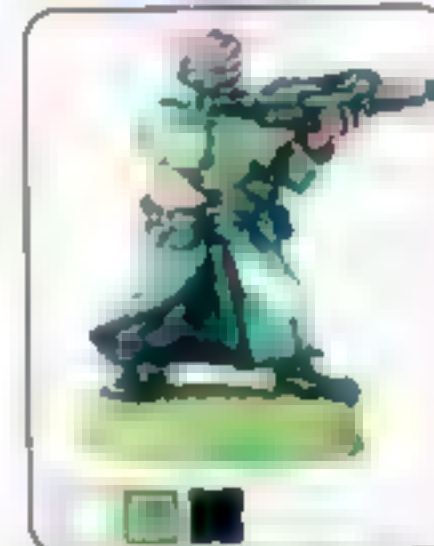
Chaos Warrior (Heavy)



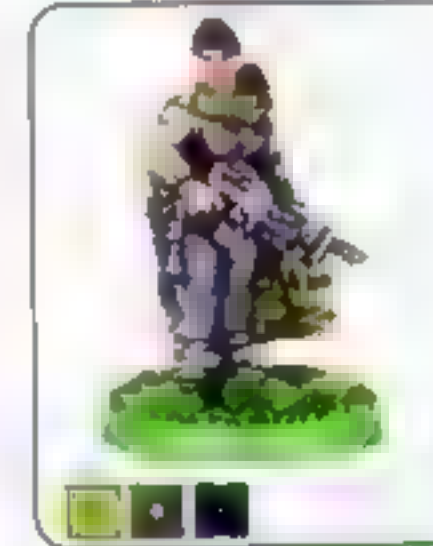
Chaos Warrior (Heavy)



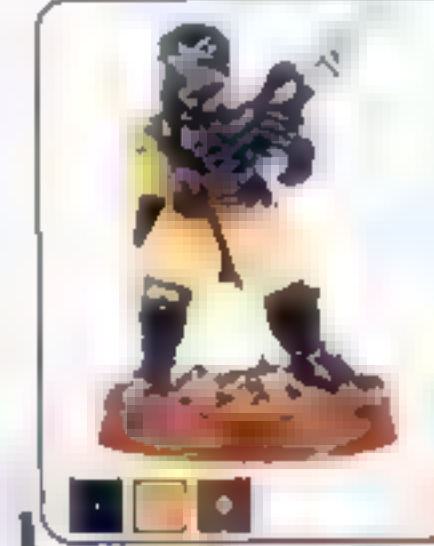
Chaos Warrior (Heavy)



Chaos Warrior (Heavy)



Chaos Warrior (Heavy)



Chaos Warrior (Heavy)



Chaos Warrior (Heavy)



Chaos Warrior (Heavy)



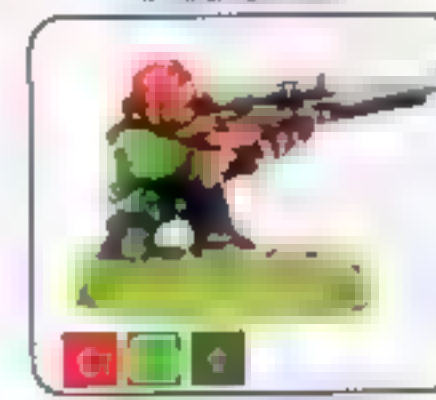
Chaos Warrior (Heavy)



Chaos Warrior (Heavy)



Chaos Warrior (Heavy)



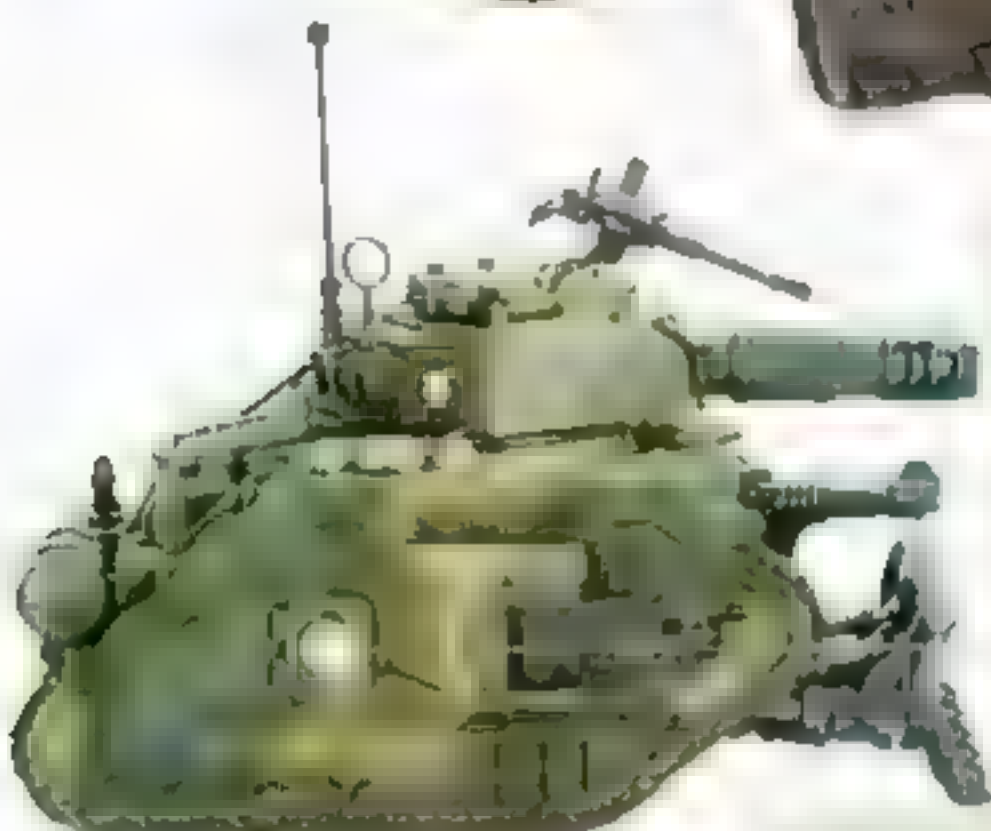
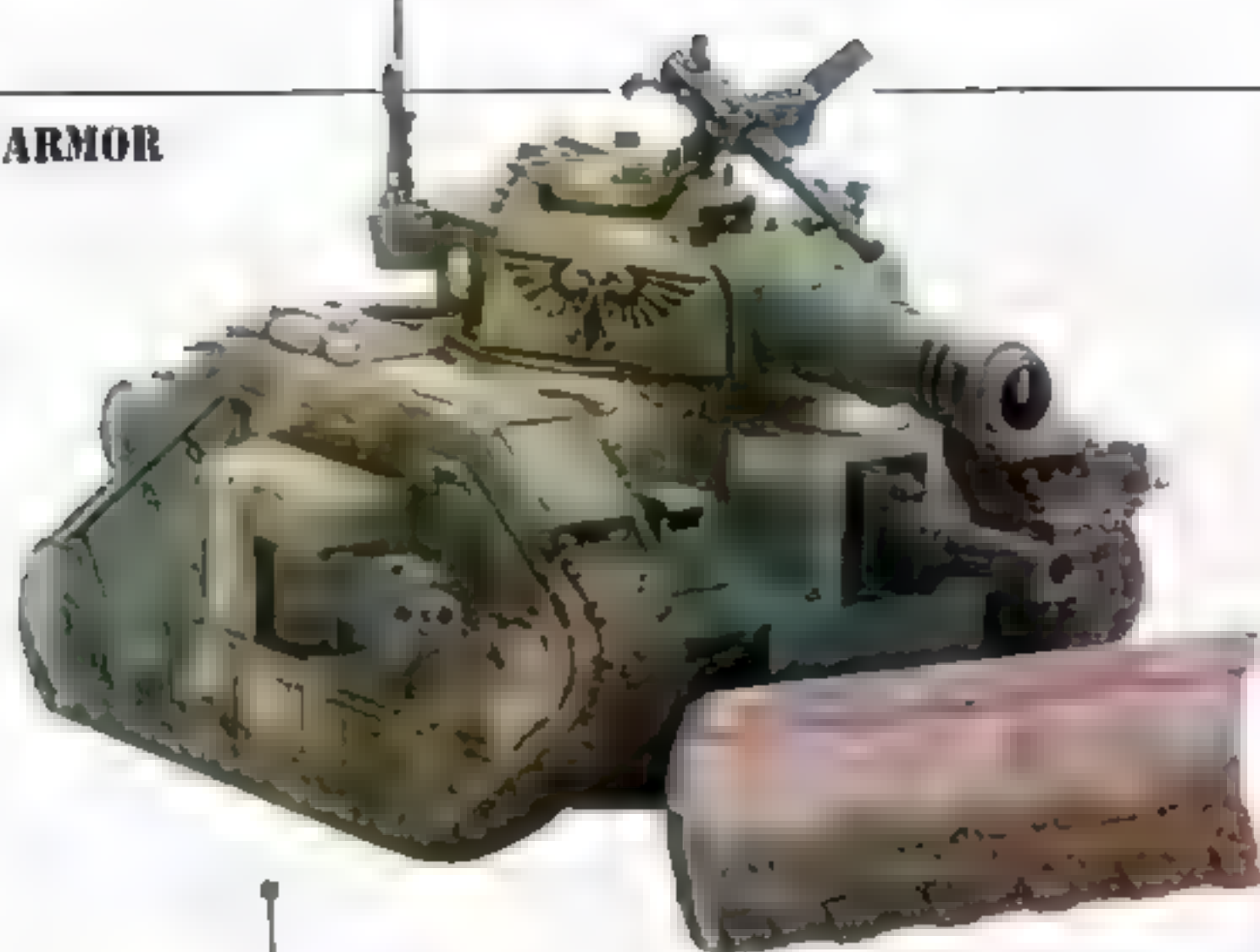
Chaos Warrior (Heavy)



Chaos Warrior (Heavy)



## ARMOR



While drybrushing is a very effective method of tank painting there are other ways to get just as good an effect from airbrushing by using different colored sprays.

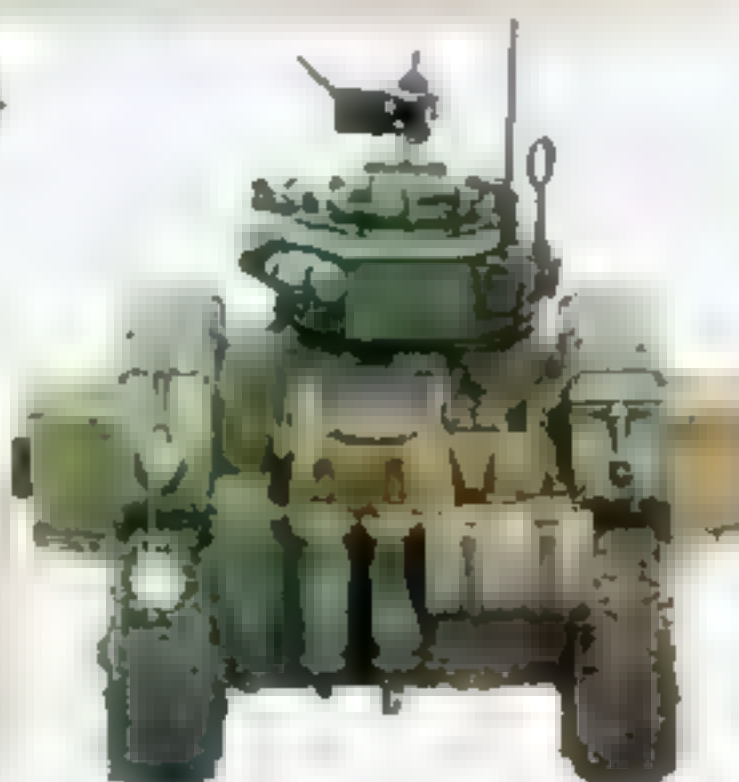
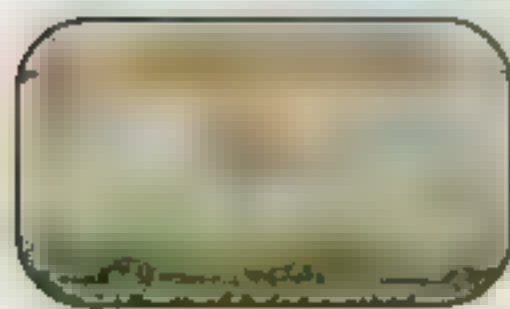
By avoiding the edges of the stripes a third darker stripe is created.



The mud on the tracks should be darker than the more dried-out mud on the hull. A mix of Scorched Brown and Chaos Black was drybrushed over all the areas touched by the mud followed by a lighter drybrush of Greyed Earth onto the dried-out mud on the hull. Gloss Varnish painted directly onto the track is a great way to get the effect of wet mud.



You can add rust to the fuel drum and dozer blade by painting on a thinned-down coat of Vermin Brown around the joints.



## COLORS OF WAR





# NECRONS



*Despite the staccato bursts of big shootas and the bellowing war cries of the greenskins, the Necron Warriors advanced silently across the barren plains. Here and there, the great fusillade of the Orks would drop or dismember one of the mechanical monstrosities, but more often than not, the mechanical warrior would rise out of the dust and continue to march closer.*

*On the flanks, Destroyers and Heavy Destroyers skimmed over the desert floor, swiveled their cannon, and discharged arcane green bolts that ripped through Dreadnoughts with relative ease. Looming over the oncoming forces was a mighty Monolith, an immense pyramid crackling with incandescent energies.*

*For the only time in his short and brutal life, Ork Warlord Gruzgutz felt something akin to the human emotion of regret. If only those weedy Grots hadn't disturbed that cursed tomb...*

as well as stop a foe no matter what its toughness, down to its constituent atoms. While the bulk of a Necron army is not fast, there are numerous squads that can Deep Strike or move quickly like Wraths or infiltrate to disrupt the enemy like Flayed Ones. Destroyers and Heavy Destroyers can provide longer ranged support and Necron

players should not overlook the Scarab Swarms that can tie up enemy forces. While an enemy shifts to counter each of these individual threats and more the Necrons move inexorably forward bringing more weapons to bear

## Collecting a Necron Army

We always suggest starting a new army by fulfilling the requirements the Standard Missions Force Organization chart. A Necron Lord (HQ) and two units of Necron Warriors (Troops) is a fine start and an imposing center to any army. Backing up on additional Necron Warriors is always advisable, as they can destroy vehicles, are formidable in hand to hand and help keep the army from Phasing out – a cataclysmic event that causes the army to disappear mysteriously when their numbers drop below 25% of their original total.

When enlarging an army, Necron armies have a variety of choices. Parahs are anti-psykers.

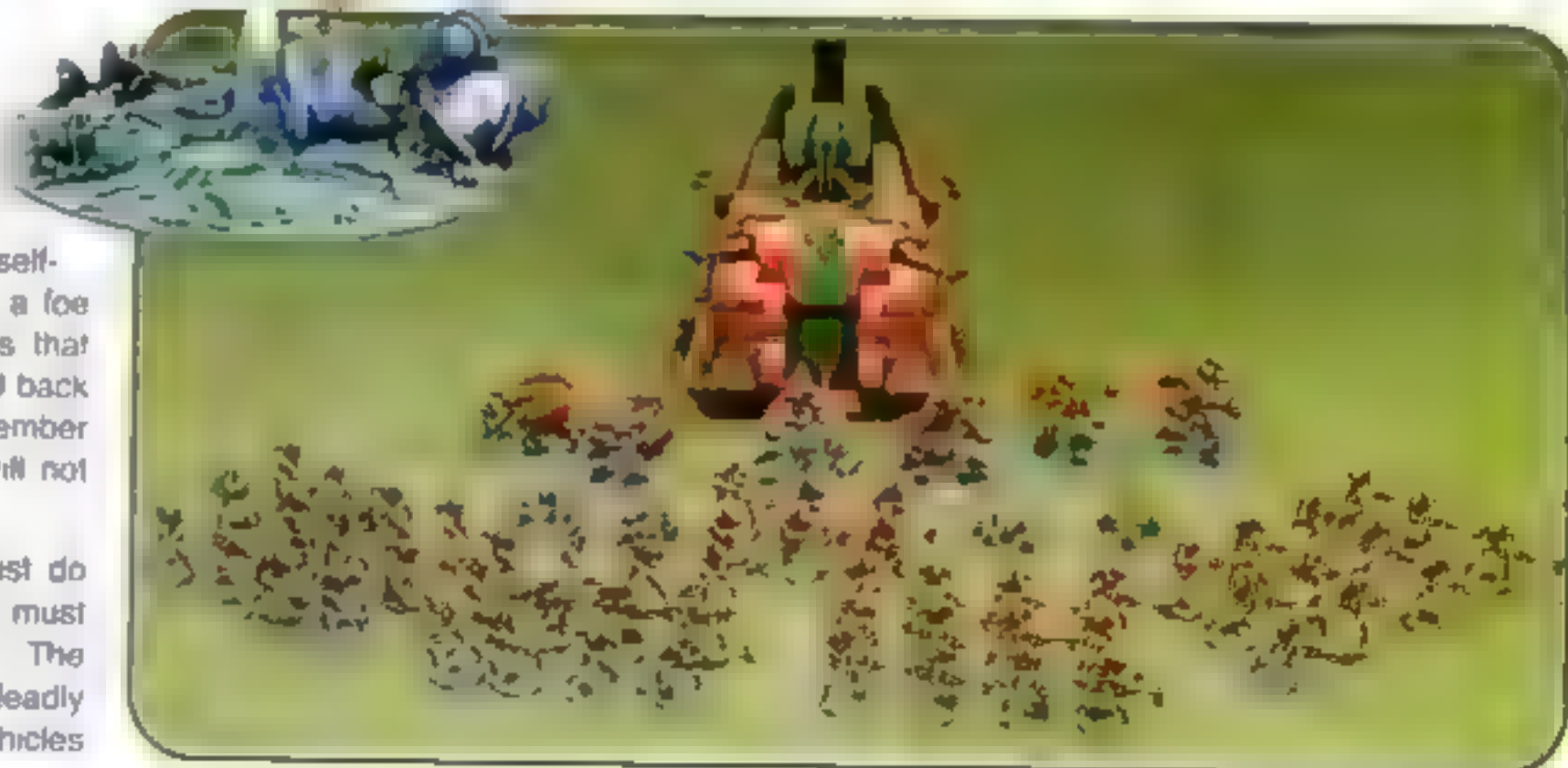
*This Page: Bryan Jensen took a different approach to creating a monolith for his Necrons by using bright oranges and deep browns colors to make a vivid, standing army.*

Across the galaxies something ancient and sinister stirs in the darkness. The skeletal warriors of the Necron race have an undisturbed and dormant for millions of years but the horrors are awakening. No longer living Necrons long ago traded their mortality for metal shells and eternal servitude to the star-born gods, the C'tan. Now, legions of undying warriors are moving once more and seek domination of all that live.

## Fighting Style

A Necron army can withstand a tremendous amount of damage thanks to their Toughness, Armor, and most of all, the *We'll Be Back!* rule which allows the mechanical beings to self-repair. Nothing is more demoralizing to a foe than to have all the Necron casualties that were just caused in the last round stand back up again ready for more battle. Remember though, this implacable nature alone will not ensure victory.

To win the game, a Necron player must do more than receive the enemy's fire and must deliver his own killing blow as well. The Necrons are unique in that they use deadly Gauss technology, which can take out vehicles

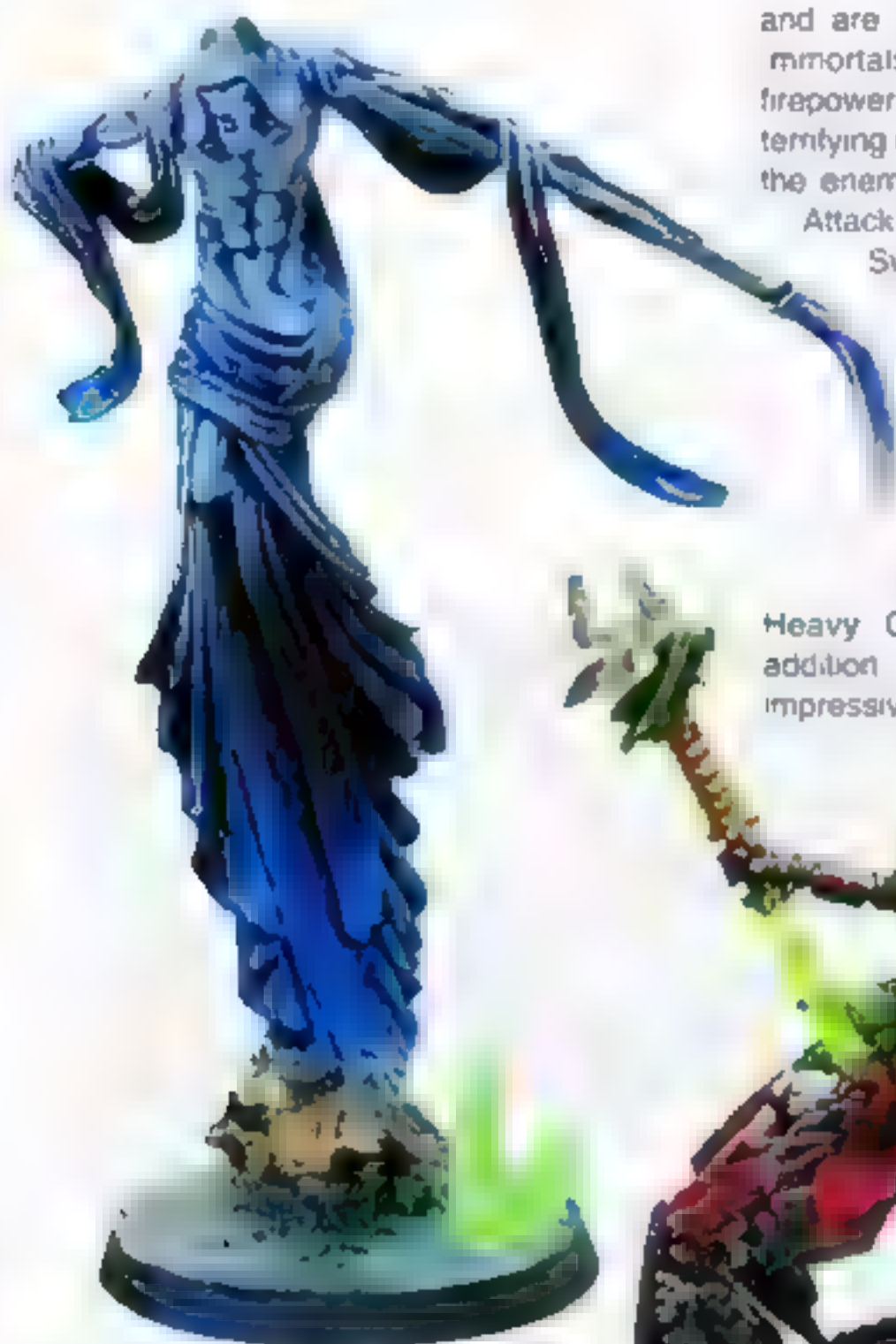




and are equipped for hand-to-hand combat. Immortals are tougher and provide more firepower than Warriors, and Flayed Ones are terrifying close combat specialists that infiltrate the enemy and literally skin them alive. Fast Attack options include the scuttling Scarab Swarms, the floating Wraiths, and the heavily armed Destroyers. Necron players must make a few tough decisions as all their heavy support choices are excellent. The Tomb Spyders can aid Necrons in their self-repair ability as well as create Scarab Swarms on the battlefield. Heavy Destroyers wield the mighty Heavy Gauss Cannon. The Monolith, in addition to being a fantastically huge and impressive model, is a valuable (if ponderous)

transport craft that can allow Necrons anywhere on the battlefield to phase out and re-emerge from the Monolith's portal.

Carefully chosen and used together to support each other on the battlefield, the Necrons are nigh unstoppable and will soon have whole galaxies (or at least all of your opponents) quaking.



*Above: Golden Demon Youngblood contestant Brandon Green won second place at Canadian Games Day with this Vaghtbringer entry.*

*Center: Jerry Doyle made this great Necron Lord conversion for his 2002 Dallas GT army.*

*Above Right: William Nicholson also converted a nice Necron Lord for his 2002 Dallas GT army, complete with Resurrection Orb.*

*Below and Right: Jason Phillips painted a complete "non-metallic" Necron army for the 2002 Los Angeles Grand Tournament. Shown are his Warriors and Necron Lord.*







## GETTING STARTED



*Codex Necrons and a  
Necron Battle Force's 7  
points of Necron  
great strength  
Necron*



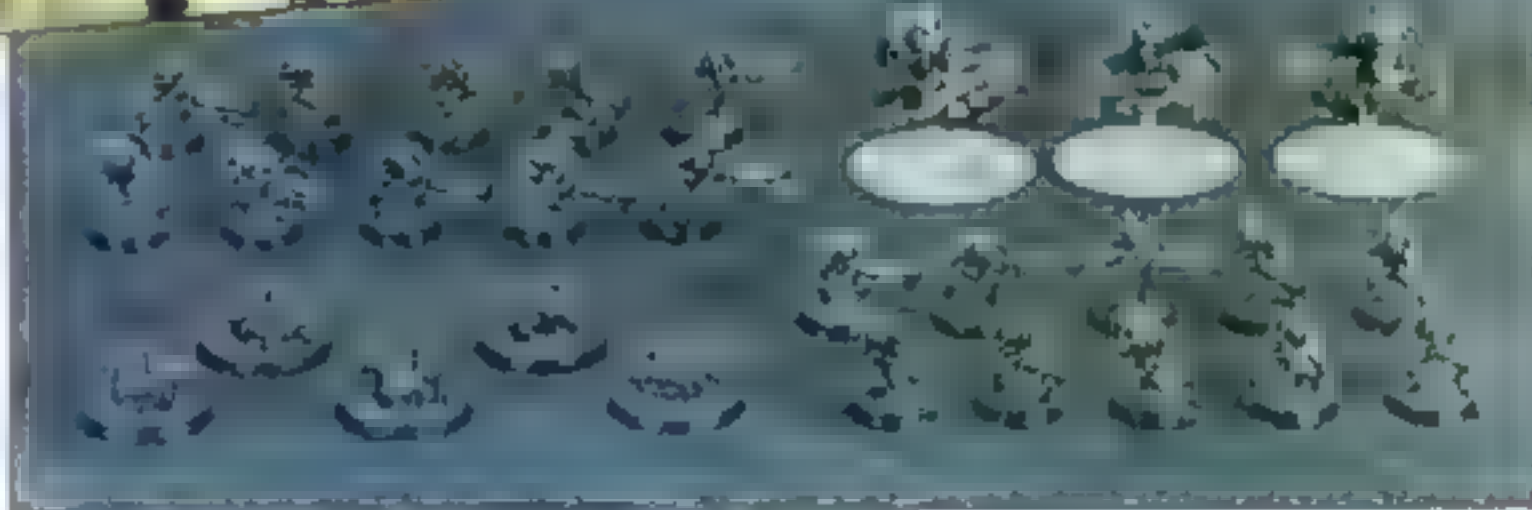
### Necron Battle Force Box (49-07)

- 20 Necron Warriors
- 5 Necron Scarab Swarms
- 3 Necron Destroyers



This 64-page  
rulebook contains  
painting and  
modeling guides,  
background, and the  
full rules for leading  
a force of Necrons.

**Codex: Necrons**  
49-01-60



## HQ



*Note: The Necron Lord comes  
with the Necron Rod Sprue  
(011000901)*



**Necron Lord  
Blister (1)**  
49-37



**Lord Sprue**  
011000902

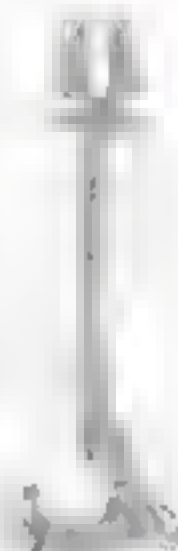


**Lord Body**  
011000901

**Destroyer Lord**  
011001601



**Destroyer Lord  
Staff 2**  
011001605



**Destroyer Lord  
Staff 1**  
011001604



**Destroyer Lord  
Pipe**  
011001602



**Destroyer Lord  
Accessory Sprue**  
011001603

*Note: The Necron Heavy Destroyer Lord  
comes with the Necron Destroyer Sprue and the  
Necron Rod Sprue (011000901), which can be  
found in the Heavy Support section.*



**Necron  
Destroyer Lord  
Box (1)**  
49-11



HQ

**BURNISHED METAL**

Many players like a burnished metal look for their Necron Warriors. Burnished metal is highly polished, and one way to simulate its appearance is to mix Mithril Silver into your base metal color. Add a bit more Mithril Silver for each highlight. Thin your metallic paint slightly and pull the brush toward the area you wish to highlight.

**Burnished Gold**

Prime your model black. Next, drybrush your Necron with Brazen Brass and then Shining Gold. Thin down a bit of Shining Gold and begin building up the

highlights by painting them directly onto the model. The next layer of highlights should be Burnished Gold. Then add a little Mithril Silver to the Burnished Gold to get that burnished metal effect. Be careful not to add too much silver, as it will make the metal look grey rather than providing a nice shine. Remember to thin your mix.

**Burnished Silver**

Prime your model black and then drybrush it with Boltgun Metal. Then thin some Boltgun Metal paint and begin building up the highlights by painting

them directly on the model. The next highlights should be Chainmail then Mithril Silver. If you want a darker color, mix black or dark blue into the Boltgun Metal before you begin drybrushing.

C'tan Deceiver Box (1)  
49-13

Deceiver Base  
011002007

Deceiver Rocks  
011002008

Deceiver Body  
011002004

Deceiver Cloak  
011002006

Deceiver Head  
011002001

Deceiver Horns  
011002002

Deceiver Rt. Arm  
011002003

Deceiver Left Arm  
011002005

Nightbringer  
Body  
011001402

Nightbringer Box (1)  
49-1

Nightbringer  
Claw  
011001404

Nightbringer  
Base  
011001406

Nightbringer  
Legs  
011001405

Nightbringer  
Right Arm  
011001401

Nightbringer  
Left Arm  
011001403





## ELITES



**Pariahs Blister  
(Random 1)**  
49-44

**Pariah Blade**  
011001907



**Pariah Weapon 1**  
011001905



**Pariah Weapon 2**  
011001906



**Pariah Body 1**  
011001901



**Pariah Body 2**  
011001902



**Pariah Body 3**  
011001903



**Pariah Body 4**  
011001904

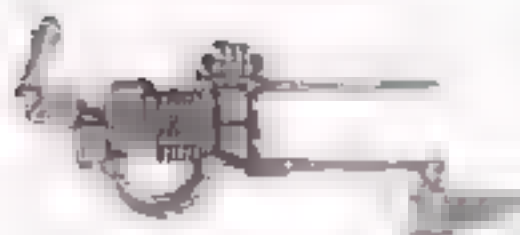
*Notes: Both the Pariahs and  
Immortals come with  
a Weapon Rod Sprue  
(011001907)*



**Immortal Blister  
(Random 1)**  
49-39



**Immortal Sprue**  
011001006



**Immortal Gun**  
011001005



**Immortal Body 1**  
011001001



**Immortal Body 2**  
011001002



**Immortal Body 3**  
011001003



**Immortal Body 4**  
011001004



## ELITES



**Flayed One  
Body 1**  
011001501



**Flayed One  
Body 2**  
011001502



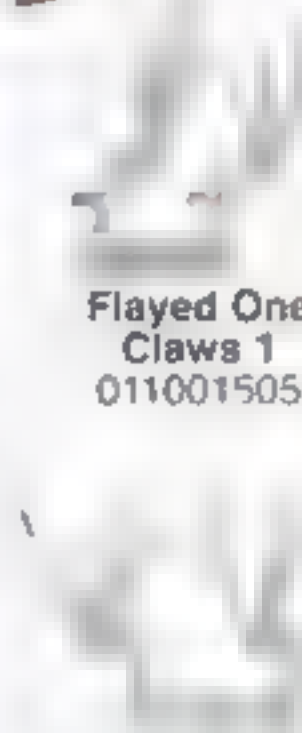
**Flayed One  
Claws 1**  
011001505



**Flayed One  
Body 3**  
011001503



**Flayed One  
Body 4**  
011001504



**Flayed One  
Claws 2**  
011001506



**Flayed Ones  
Blister  
(Random 2)**  
49-46

## SHOWCASE

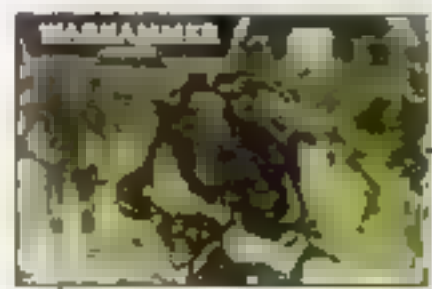
*Right: Evan Langbeard of the US Promotions Office has developed his own color scheme and used red instead of the usual metallic colors. Here we show his Immortals and Pariahx, two squads he fields regularly when his Necrons do battle.*







# TROOPS



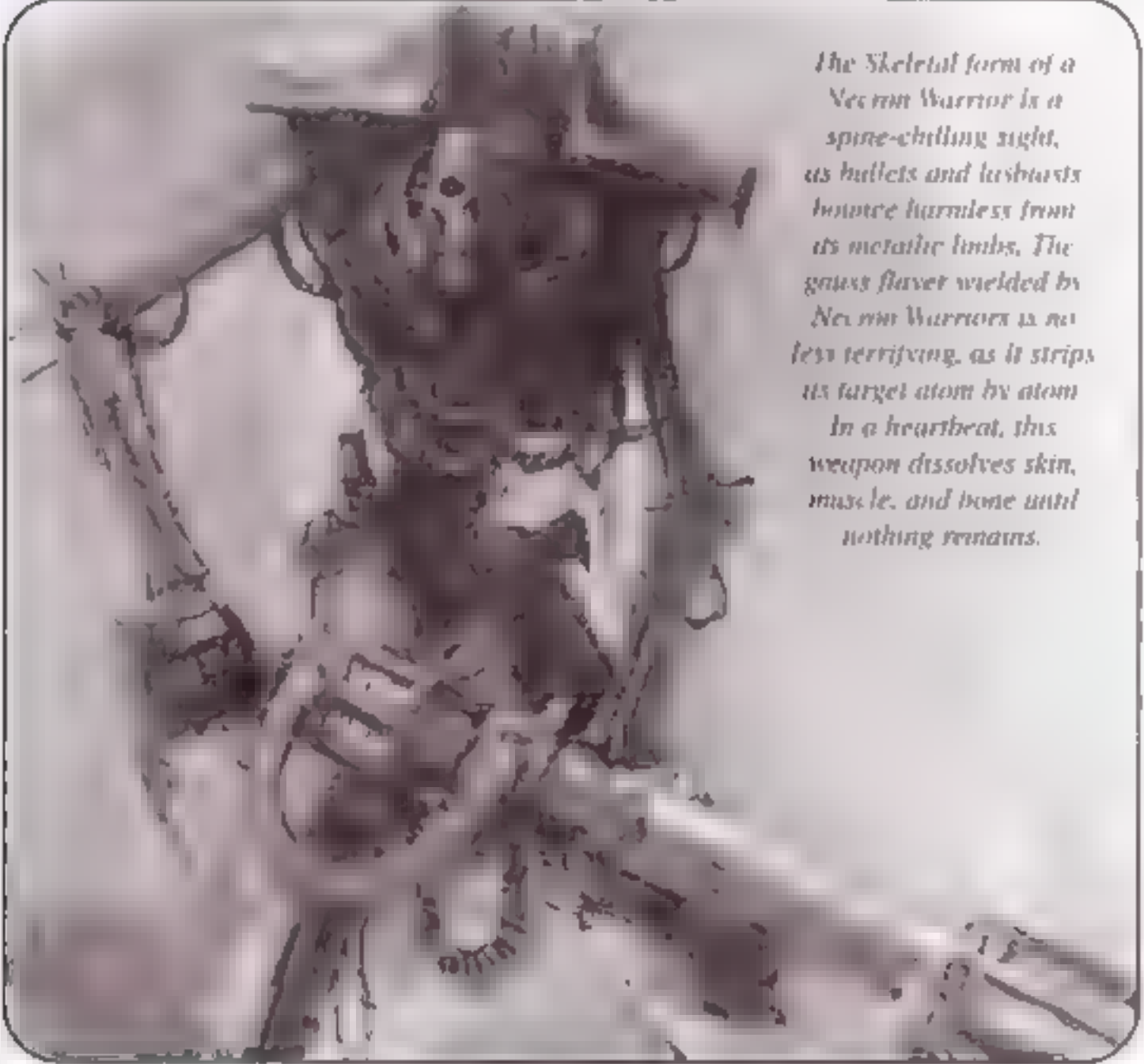
Necron Warriors form the heart of the army. They are their most destructive, but their relatively short range means you'll need a solid line of Necron Warriors to prevent them from Phasing out. Be sure that they are key to your battle plans. Scarabs are fast-moving units best used to tie up more expensive enemy units.

Note: Sprue shown at 50% of actual size

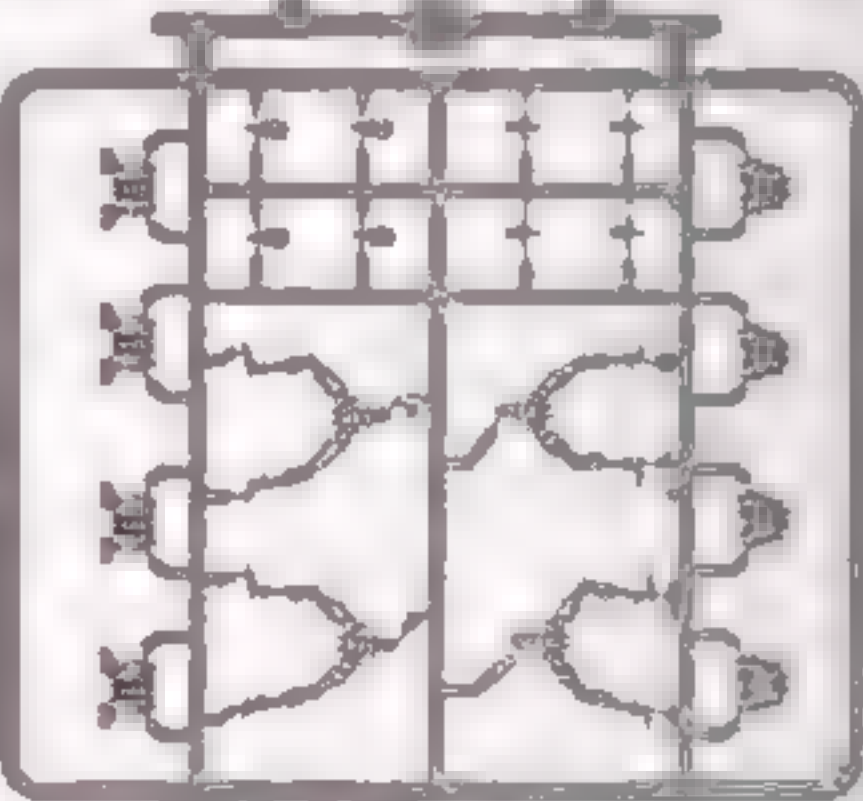
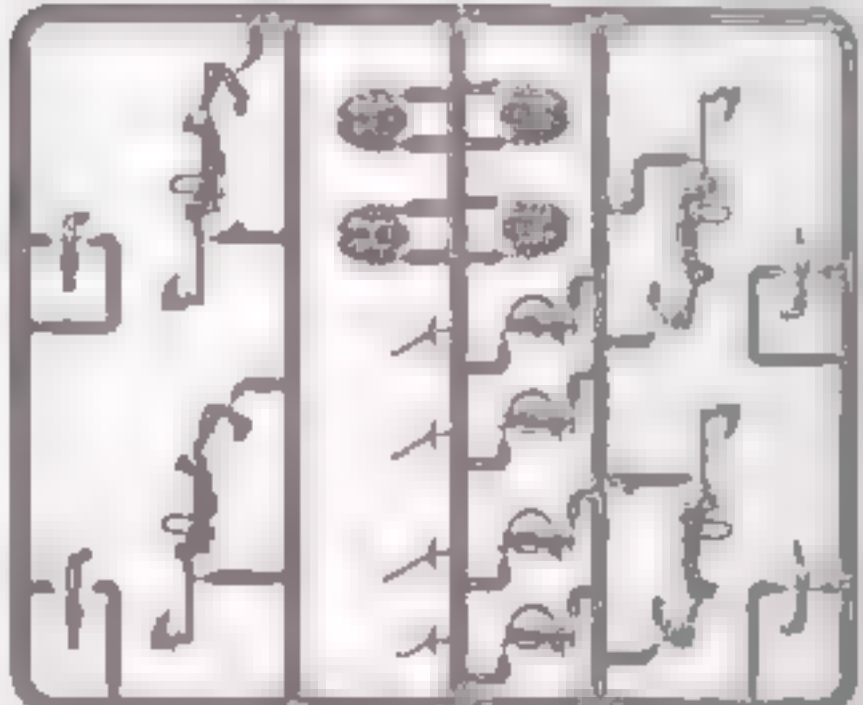


Necron Rod Sprue  
99390110001

Necron Warriors Box  
(12 Warriors & 3 Scarab Bases)  
49-06



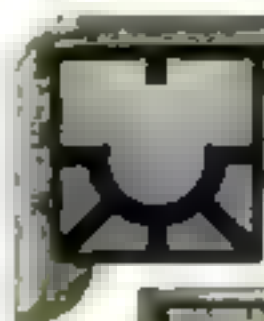
The skeletal form of a Necron Warrior is a spine-chilling sight, as bullets and laserbursts bounce harmless from its metallic limbs. The gauss flayer wielded by Necron Warriors is no less terrifying, as it strips its target atom by atom. In a heartbeat, this weapon dissolves skin, muscle, and bone until nothing remains.



Necron Warrior Sprue  
99380110001



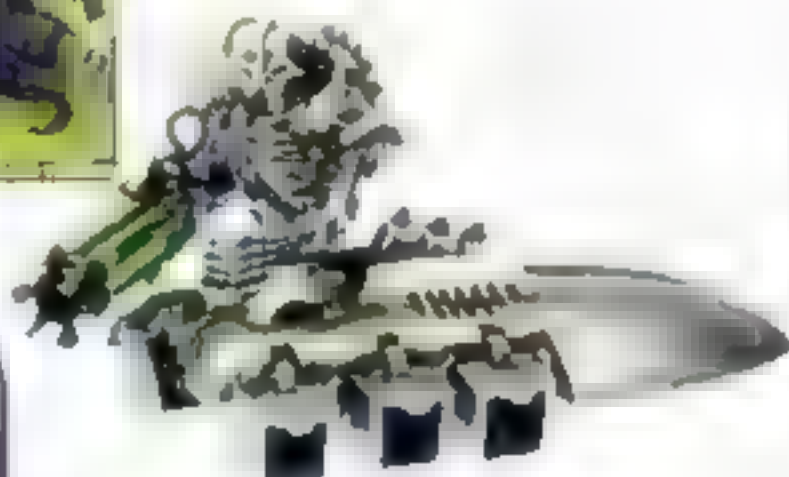
Necron Warriors fused to skimming flyers are known as Destroyers. They are a heavily altered form of the Necron Immortal – equally large but with a more pronounced spine from which their terrible weapons draw power. The speed and ferocity of the Destroyers' attacks are undiminished by their antiquity, and these fearless machines remain at the forefront of the red harvest.



## FAST ATTACK

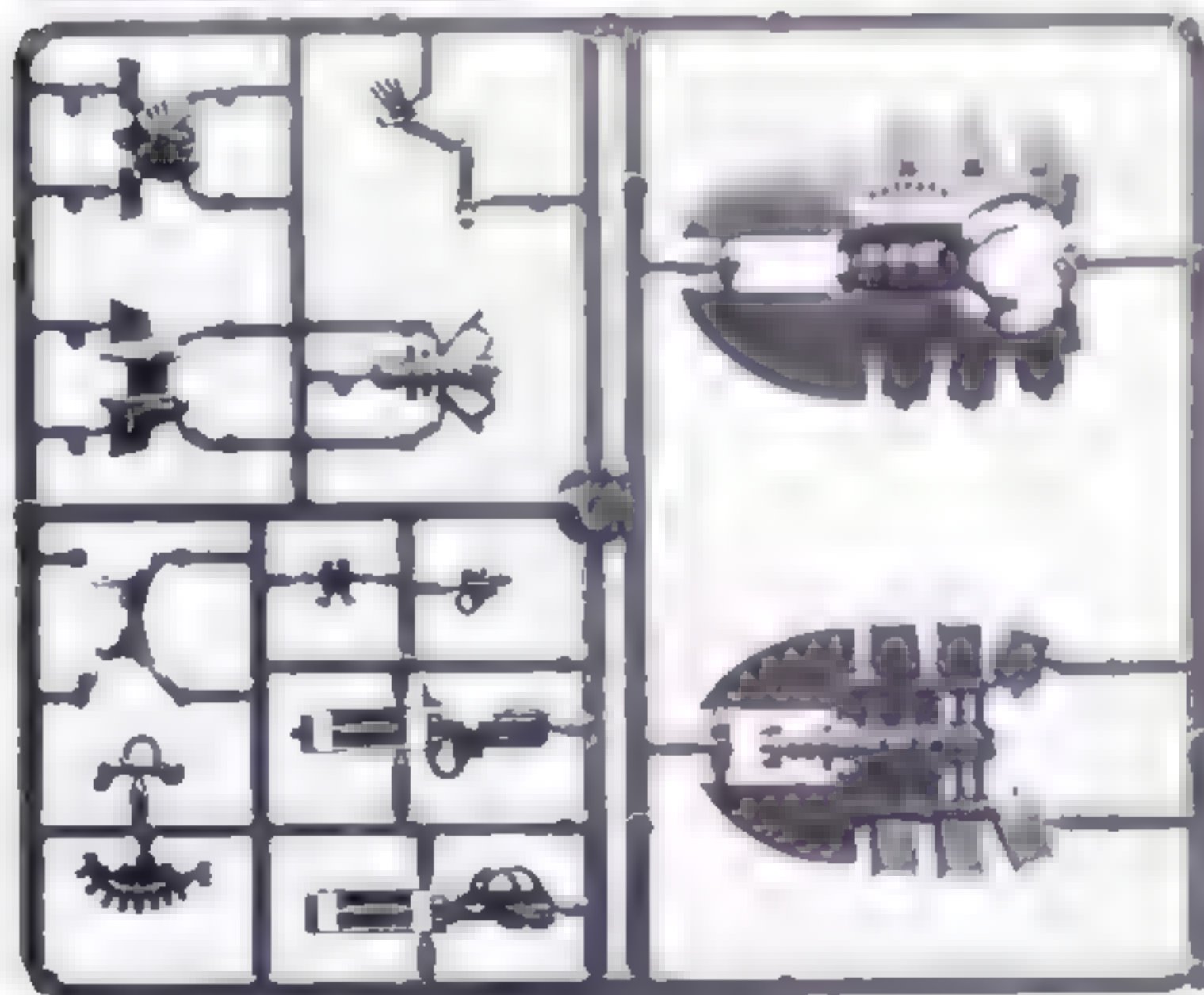


Note: The Necron Destroyer comes with the Necron Rod Sprue (99390110001)



Necron Destroyer  
Box (1)  
49-08

Note: Sprue shown at 80% of actual size



Necron Destroyer Sprue  
99390110002

## SPEED PAINTING NECRON WARRIORS



- 1 After cleaning and assembling your models, spray them with Chaos Black primer (not shown). When dry, spray them with Boltgun Metal.



- 2 Paint the model with three different ink wash colors. Apply each to random sections of the model and allow the washes to run together. The following inks were used on the model above: Brown, Black, and Dark Green. Each was slightly diluted with water, and a spot of Gloss Varnish was added to give the model more shine.



- 3 Once the model dries, drybrush it with Boltgun Metal. Next, pick out the eyes and gun tubing with Snot Green.



- 4 Highlight the eyes and gun tube with Scorpion Green. Then, paint Shining Gold on the chest icon, glue the rod in place, and finish the base of the model.

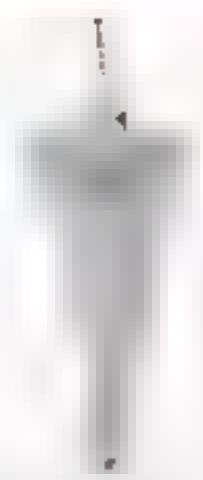




## FAST ATTACK



Wraith Body 2  
011001702



Wraith Body 1  
011001701



Wraith Tail 1  
011001705



Wraith Tail 2  
011001706



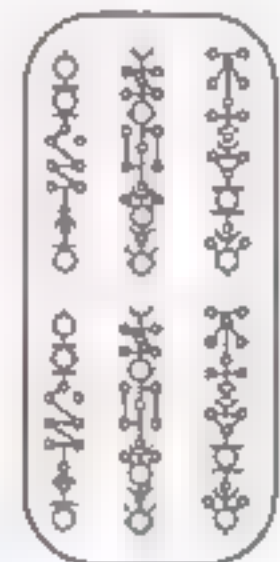
Wraith Arms 1  
011001703



Wraith Arms 2  
011001704



Wraith Armor  
011001707



Wraith Blister (1)  
49-45

## SHOWCASE



*Below: Jason Phillips  
entered the 2002 Dallas  
Grand Tournament with  
these non-metallic  
Necron Wraiths*





## HEAVY SUPPORT

*Note: The Necron Heavy Destroyer with the Necron Destroyer Spine which can be found in the Fast Attack Section and the Necron Heavy Destroyer Cannon.*

**Necron Heavy Destroyer Cannon Top**  
011001803

**Necron Heavy Destroyer Spine**  
011001802

**Necron Heavy Destroyer Cannon**  
011001801

**Necron Heavy Destroyer Box (1)**  
49-10



**Tomb Spyder w/ Particle Projector Cannon Blister (1)**  
49-43

**Tomb Spyder Blister (1)**  
49-42

*Note: The Tomb with the Necron Rod Spine*



**Tomb Spyder Body**  
011001302

**Tomb Spyder Muzzle**  
011001304



**Tomb Spyder Particle Projector Cannon**  
011001306

**Tomb Spyder**  
011001301

**Tomb Spyder Claw 2**  
011001303



**Tomb Spyder Claw 1**  
011001305



**Tomb Spyder Legs (Random 3)**  
011001307





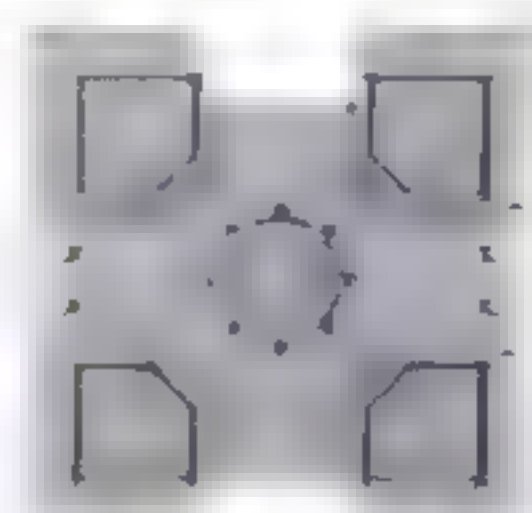
# HEAVY SUPPORT



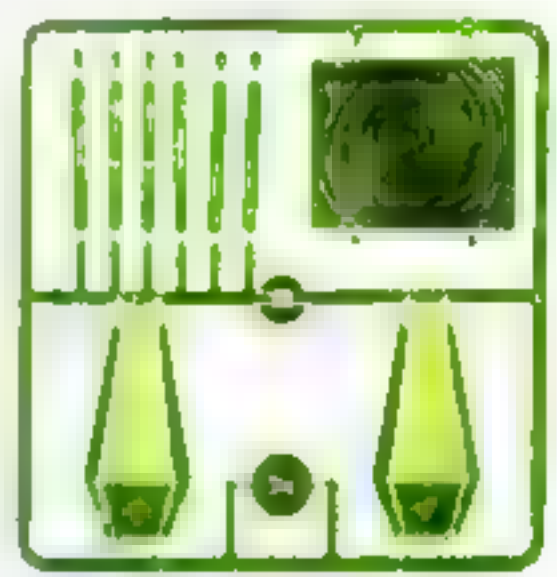
**Necron Monolith Box (1)**  
49-09



The Monolith combines the properties of transport, a rifled destroyer, and Necron power icon. Its ponderous form floats across the battlefield while its crystal core pulses with sickly energy and powerful beams of gauss lightning whip from its weapon mounts. The front section is capable of opening a dark portal and transporting Necrons around the battlefield to cause havoc.

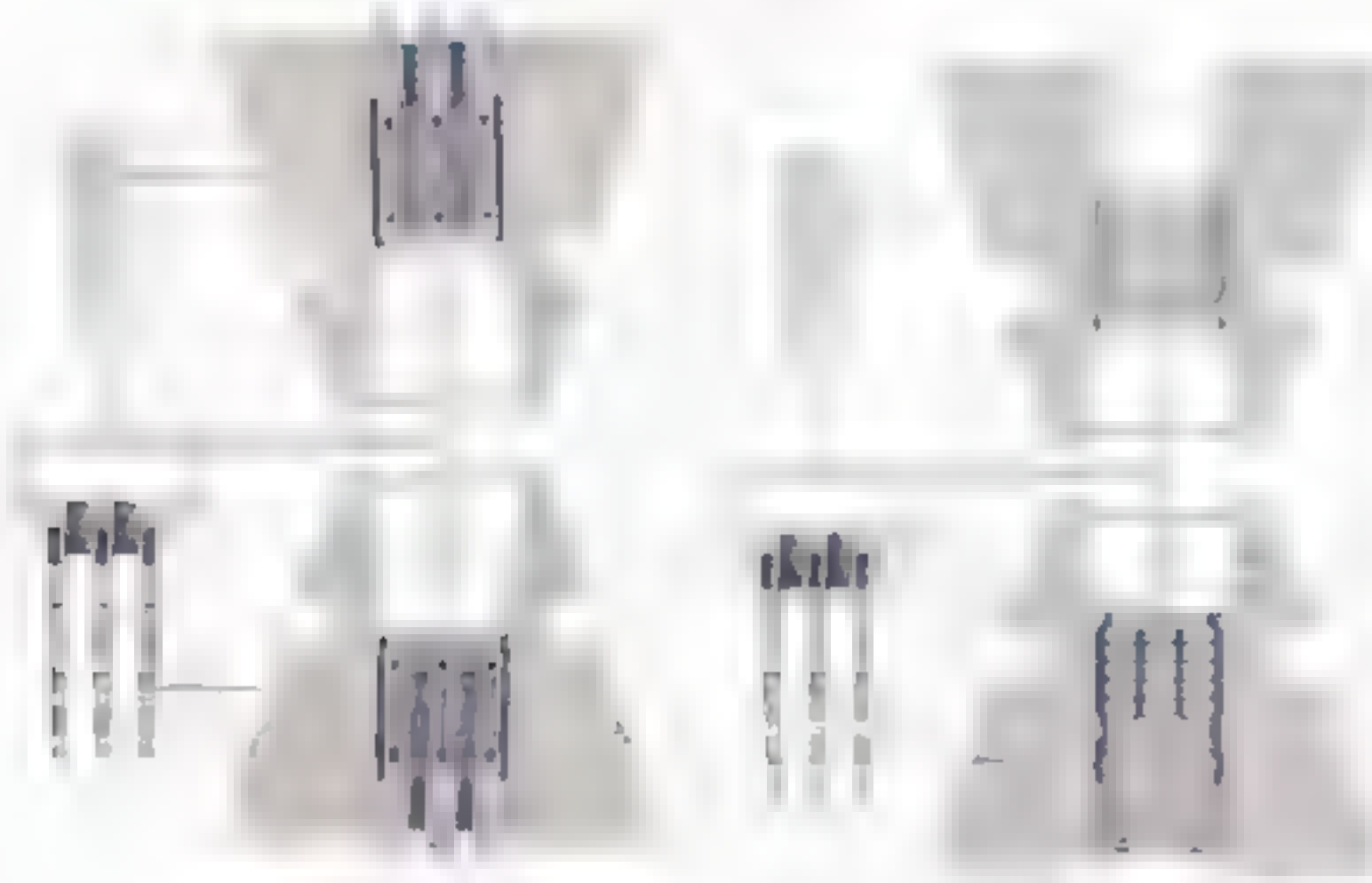


**Necron Monolith Base**  
99390110004



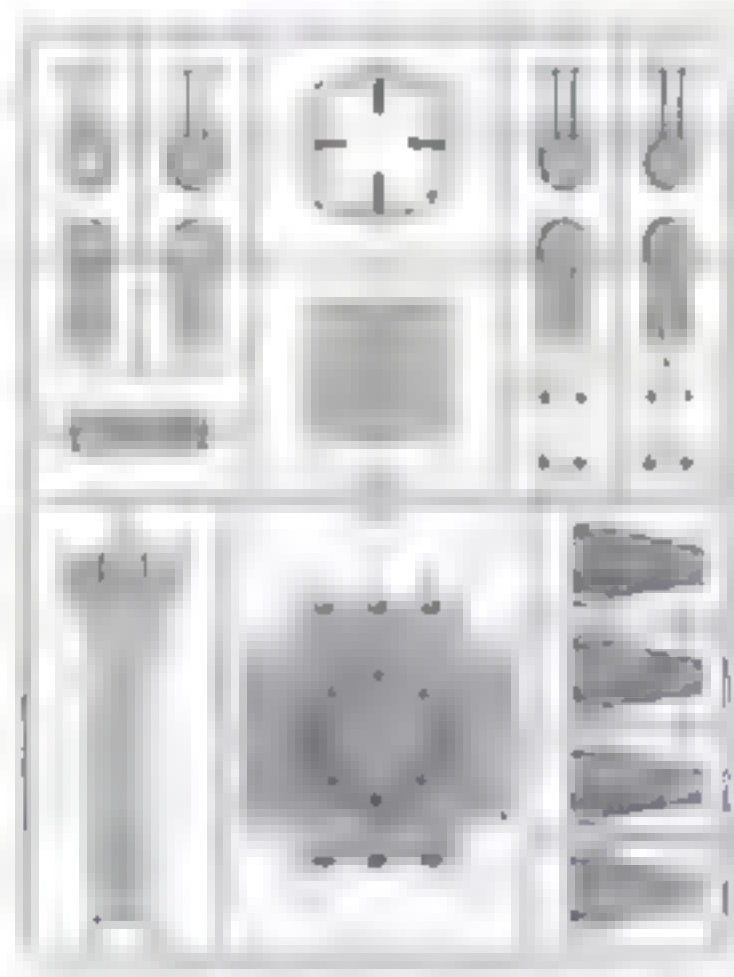
**Necron Monolith Crystal**  
99390110005

Note: Sprue shown at 50% of actual size



**Necron Monolith Sides**  
99390110007

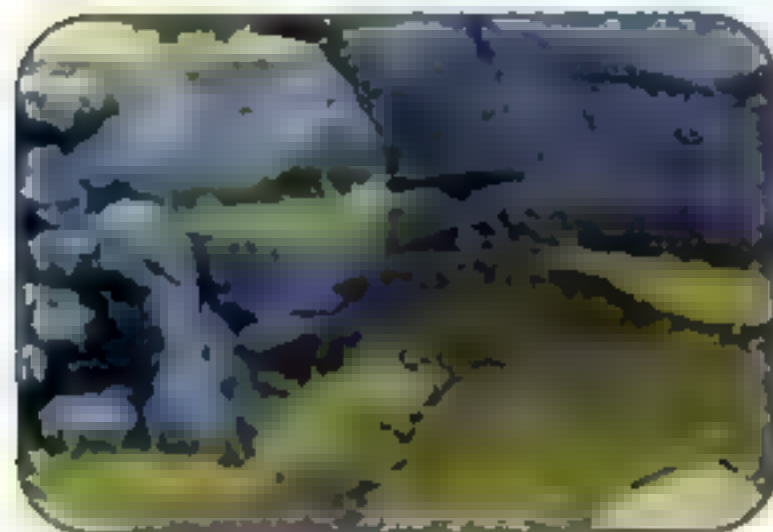
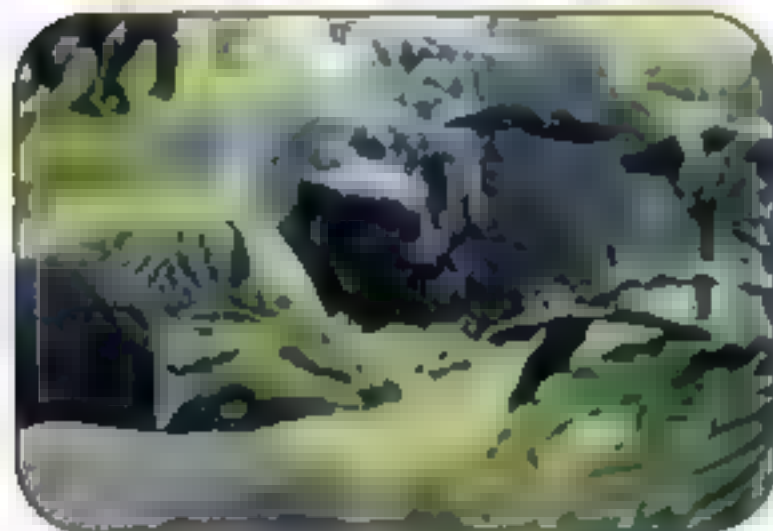
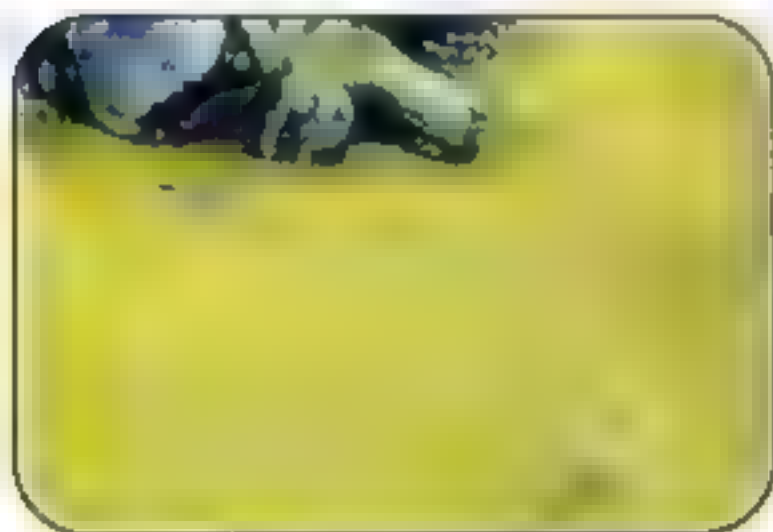
**Necron Monolith Front**  
99390110006



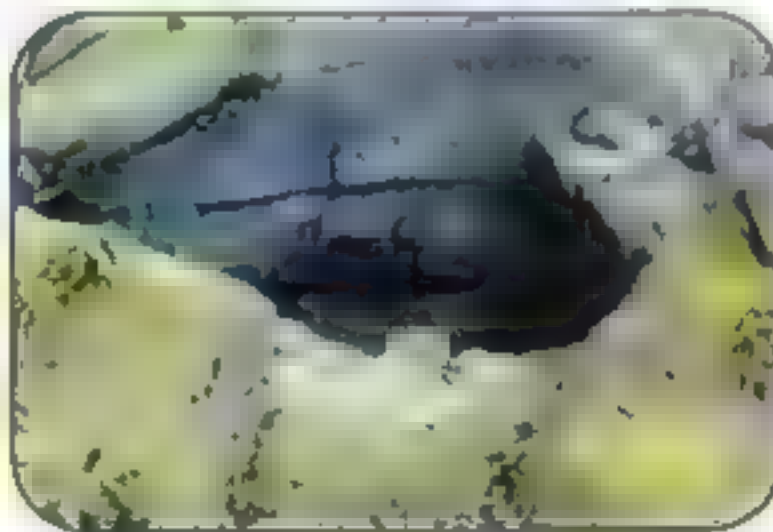
**Necron Monolith Accessories**  
99390110003



## TOMB WORLD TERRAIN



Chad Mierzwa, a member of our Hobby Promotions Team, created this Necron table for the 2002 Baltimore and Chicago Games Days. The table was made from standard pink insulation foam, rock, and aquarium plants. The Necron Temple was constructed from foamcore and plaster. The alien fish shown in the top left picture were salvaged from Tyranid Eggs and Battletier Game bits.





## PRICE LIST

### Getting Started

|  |                    |      |
|--|--------------------|------|
| 49-01-80   | Codex: Necrons     | \$20 |
| 49-07  | Necron Battleforce | \$80 |
| Contents: Necron Warriors, Scarab Swarms and Necron Destroyers |                    |      |

### Boxed Sets & Blister Packs – HQ

|                      |                |      |
|----------------------|----------------|------|
| 49-11                | Destroyer Lord | \$20 |
| Box includes 1 model |                |      |
| 49-37                | Lord           | \$10 |
| Box includes 1 model |                |      |

### Special Characters

|                      |                    |      |
|----------------------|--------------------|------|
| 49-13                | Citan Deceiver     | \$40 |
| Box includes 1 model |                    |      |
| 49-12                | Citan Nightbringer | \$30 |
| Box includes 1 model |                    |      |

### Boxed Sets & Blister Packs – Elites

|                           |             |     |
|---------------------------|-------------|-----|
| 49-48                     | Flayed Ones | \$9 |
| Blister includes 2 models |             |     |
| 49-39                     | Immortal    | \$8 |
| Blister includes 1 model  |             |     |
| 49-44                     | Pariah      | \$9 |
| Blister includes 1 model  |             |     |

### Boxed Sets & Blister Packs – Troops

|                        |          |      |
|------------------------|----------|------|
| 49-06                  | Warriors | \$30 |
| Box includes 12 models |          |      |

### Boxed Sets & Blister Packs – Fast Attack

|                          |           |      |
|--------------------------|-----------|------|
| 49-08                    | Destroyer | \$15 |
| Box includes 1 model     |           |      |
| 49-45                    | Wrath     | \$13 |
| Blister includes 1 model |           |      |

### Boxed Sets & Blister Packs – Heavy Support

|                      |                 |      |
|----------------------|-----------------|------|
| 49-10                | Heavy Destroyer | \$20 |
| Box includes 1 model |                 |      |

|                      |  |      |
|----------------------|--|------|
| 49-09                | Monolith                                 | \$50 |
| Box includes 1 model |  |      |
| 49-42                | Tomb Spyder                              | \$20 |
| Box includes 1 model |  |      |
| 49-43                | Tomb Spyder w/ Particle Projector Cannon | \$20 |
| Box includes 1 model |  |      |

### Metal Blitz – HQ

#### Destroyer Lord

|           |                                |     |
|-----------|--------------------------------|-----|
| 011001601 | Destroyer Lord Body            | \$3 |
| 011001602 | Destroyer Lord Pipe            | \$2 |
| 011001603 | Destroyer Lord Accessory Sprue | \$2 |
| 011001604 | Destroyer Lord Staff 1         | \$3 |
| 011001605 | Destroyer Lord Staff 2         | \$3 |

#### Necron Lord

|           |            |        |
|-----------|------------|--------|
| 011000901 | Lord Body  | \$9    |
| 011000902 | Lord Sprue | \$3 50 |

#### Special Characters

##### Deceiver

|           |                    |         |
|-----------|--------------------|---------|
| 011002001 | Deceiver Head      | \$2 50  |
| 011002002 | Deceiver Horns     | \$2 50  |
| 011002003 | Deceiver Right Arm | \$2 50  |
| 011002004 | Deceiver Body      | \$17 50 |
| 011002005 | Deceiver Left Arm  | \$2 50  |
| 011002006 | Deceiver Cloak     | \$2 50  |
| 011002007 | Deceiver Base      | \$4 75  |
| 011002008 | Deceiver Rocks     | \$2 50  |

##### Nightbringer

|           |                        |         |
|-----------|------------------------|---------|
| 011001401 | Nightbringer Right Arm | \$4 75  |
| 011001402 | Nightbringer Body      | \$7     |
| 011001403 | Nightbringer Left Arm  | \$4 75  |
| 011001404 | Nightbringer Claw      | \$3 50  |
| 011001405 | Nightbringer Legs      | \$11 75 |
| 011001406 | Nightbringer Base      | \$4 75  |

### Metal Blitz – Elites

#### Flayed Ones

|           |                         |        |
|-----------|-------------------------|--------|
| 011001501 | Flayed One Body 1       | \$3 75 |
| 011001502 | Flayed One Body 2       | \$3 75 |
| 011001503 | Flayed One Body 3       | \$3 75 |
| 011001504 | Flayed One Body 4       | \$3 75 |
| 011001505 | Flayed One Claw Sprue 1 | \$1 25 |
| 011001506 | Flayed One Claw Sprue 2 | \$1 25 |

#### Immortals

|           |                 |        |
|-----------|-----------------|--------|
| 011001001 | Immortal Body 1 | \$6    |
| 011001002 | Immortal Body 2 | \$8    |
| 011001003 | Immortal Body 3 | \$6    |
| 011001004 | Immortal Body 4 | \$6    |
| 011001005 | Immortal Gun    | \$3 50 |
| 011001006 | Immortal Sprue  | \$2 50 |

#### Pariahs

|           |                 |        |
|-----------|-----------------|--------|
| 011001801 | Pariah Body 1   | \$6 75 |
| 011001802 | Pariah Body 2   | \$6 75 |
| 011001803 | Pariah Body 3   | \$6 75 |
| 011001804 | Pariah Body 4   | \$6 75 |
| 011001805 | Pariah Weapon 1 | \$2 25 |
| 011001806 | Pariah Weapon 2 | \$2 25 |
| 011001807 | Pariah Blade    | \$1 25 |

### Metal Blitz & Plastic Sprues – Troops

#### Necron Warriors

|             |                      |      |
|-------------|----------------------|------|
| 99380110001 | Necron Warrior Sprue | \$10 |
| 99390110001 | Necron Rod Sprue     | \$2  |

#### Scarabs

|           |          |     |
|-----------|----------|-----|
| 011000105 | Scarab 2 | \$2 |
| 011000104 | Scarab 1 | \$2 |

### Metal Blitz – Fast Attack

#### Wrath Blitz

|           |              |     |
|-----------|--------------|-----|
| 011001701 | Wrath Body 1 | \$4 |
| 011001702 | Wrath Body 2 | \$4 |
| 011001703 | Wrath Arms 1 | \$3 |
| 011001704 | Wrath Arms 2 | \$3 |
| 011001705 | Wrath Tail 1 | \$3 |
| 011001706 | Wrath Tail 2 | \$3 |
| 011001707 | Wrath Armor  | \$4 |

### Metal Blitz & Plastic Sprues – Heavy Support

#### Heavy Destroyer Blitz

|           |                            |     |
|-----------|----------------------------|-----|
| 011001801 | Heavy Destroyer Cannon     | \$4 |
| 011001802 | Heavy Destroyer Spine      | \$2 |
| 011001803 | Heavy Destroyer Cannon Top | \$1 |

#### Monolith

|             |                          |      |
|-------------|--------------------------|------|
| 99390110003 | Monolith Accessory Sprue | \$8  |
| 99390110004 | Monolith Base            | \$13 |
| 99390110005 | Monolith Crystal         | \$8  |
| 99390110006 | Monolith Front           | \$13 |
| 99390110007 | Monolith Sides           | \$13 |

#### Tomb Spider Blitz

|           |                             |     |
|-----------|-----------------------------|-----|
| 011001301 | Tomb Spyder Head            | \$2 |
| 011001302 | Tomb Spyder Body            | \$5 |
| 011001303 | Tomb Spyder Claw 2          | \$1 |
| 011001304 | Tomb Spyder Muzzle          | \$1 |
| 011001305 | Tomb Spyder Claw            | \$2 |
| 011001306 | Tomb Spyder Particle Cannon | \$4 |
| 011001307 | Tomb Spyder Legs A          | \$3 |
| 011001307 | Tomb Spyder Legs B          | \$3 |
| 011001307 | Tomb Spyder Legs C          | \$3 |

### Classic/Collector's Range

#### Metal Blitz – Troops

##### Complete Model Name

|           |          |     |
|-----------|----------|-----|
| 011000104 | Scarab 1 | \$2 |
| 011000105 | Scarab 2 | \$2 |

## CLASSIC RANGE



Scarab 1  
011000105



Scarab 2  
011000104



**Key**

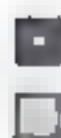
Top Base of Mini

Bottom Half of Mini

Bottom Half of the Weapon



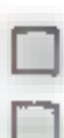
# COLORS OF WAR



Dark Legion Warrior



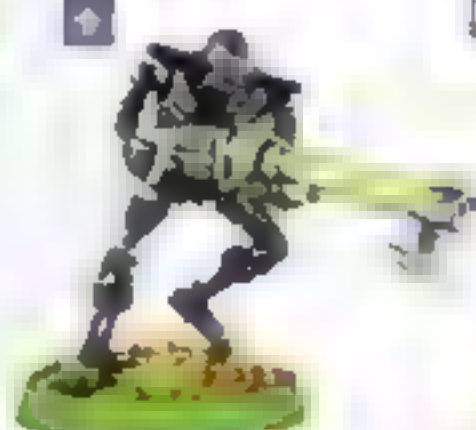
Dark Legion Warrior



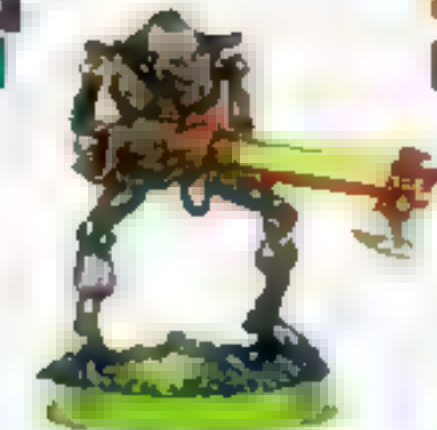
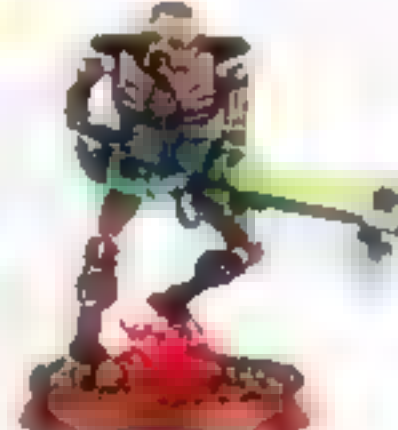
Dark Legion Warrior



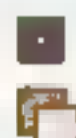
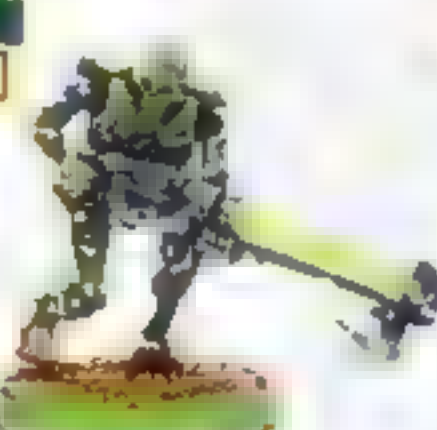
Dark Legion Warrior



Dark Legion Warrior



Dark Legion Warrior





# ORKS

With guttural howls, Mekboy Krudz and his Burna Boyz stormed past the broken remnants of a mob of Slugga Boyz and charged the trench. With several ominous whoosshes, great gouts of oily flames shot into the hastily dug Imperial positions. The blackened and horrible things that still moved and screamed in the trench were loudly dispatched by slugga fire.

For a single moment, the entire squad paused in a very un-Orky fashion and twisted nozzles, adjusted goggles, and tapped fuel tanks. Assured that their gear was working, the Mekboy led his boyz down the trench and towards the bunker that had caused the Orks so much trouble.

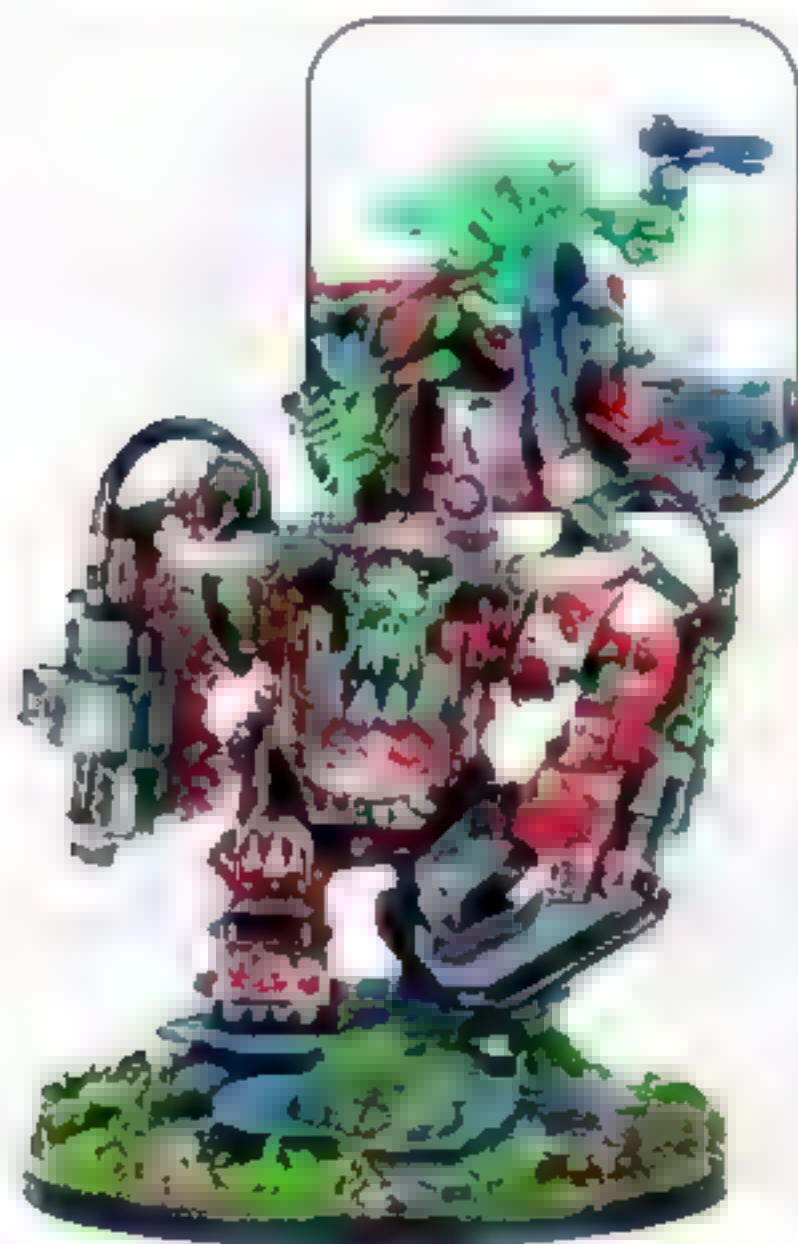
"Dem 'Oomies is gonna pay," growled Krudz.

Right: John Crowdis won second place with "Blue Thunda" at the 2002 Canadian Games Day Golden Demon painting competition in the Open Category.

Below: Matt Parker won first place in the Warhammer 40,000 Monster category and the Slayer Sword at the 2002 UK Golden Demon painting competition with his Ork Warboss in Mega Armor.



"Blue Thunda" is much smaller than actual size



Orks are the most widespread of all alien races known to the Imperium of Man. Orks are savage, barbarous, and so totally warlike that their thirst for battle and conquest is unquenchable. Orks don't negotiate – they fight, and they like it that way.

## Fighting Style

Ork Warbosses have long been accused of using unsubtle, sledgehammer tactics. These charges are undeniably true, but then again so is the bloody evidence of their success. Even basic Orks are fearsome hand-to-hand opponents. The fact that Orks are relatively cheap points-wise means that there are usually a large number of them. While a frontal assault by overwhelming numbers is an obvious place to start, a cunning Ork Warlord can make an infinite amount of adjustments on this theme.

For instance, an Ork mastermind with a fondness for mechanized movement can easily invest in lots of Trukks to speed his force across the board. Dreadnoughts and Killer Kans make awesome support for an infantry advance, and the potential of facing as many as nine Killer Kans on the battlefield has caused many an Ork opponent quake in his boots. Screens of Ork bikers and Grois can soak up a lot of enemy firepower and allow large Boyz mobs to advance with a minimum of losses, and a Warlord can trim the foe down before assaulting by fielding lots of shooty stuff like plenty of big shootas, a few pieces of Grol artillery, and a motley assembly of Wartraks. There are many brutal tactics to try, but remember, the best ones are the ones that result in your foe dripping off the end of your choppos! Waaagh!!

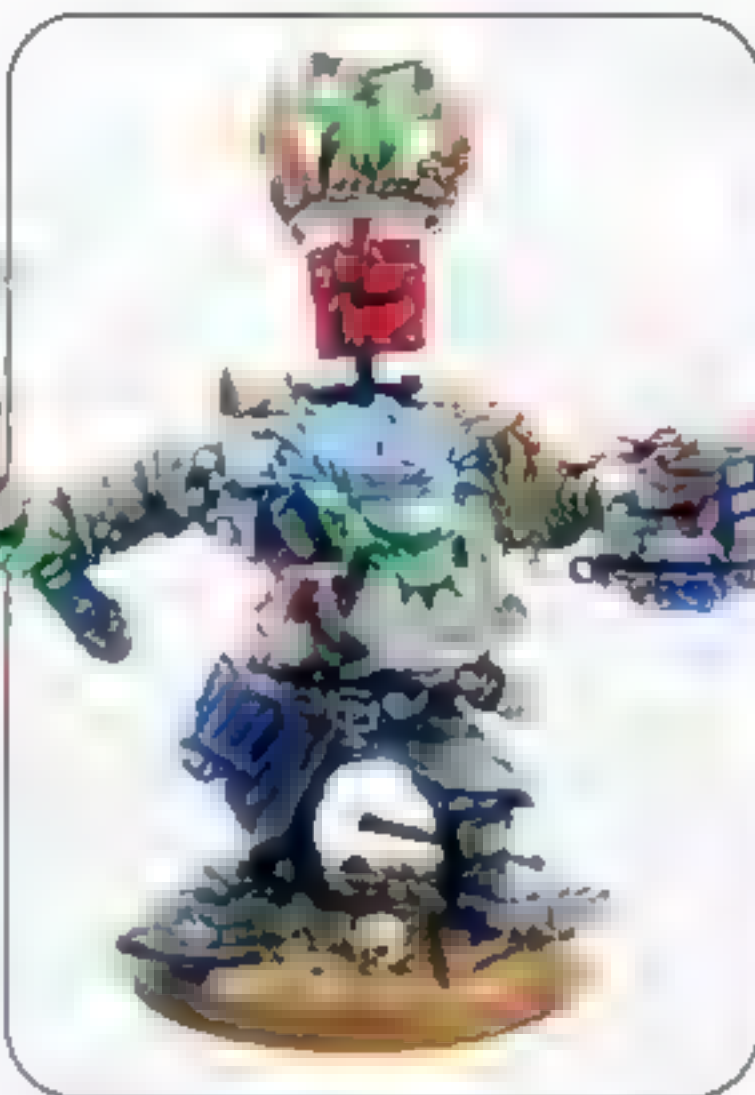


## Collecting an Ork Army

We always suggest starting a new army by fulfilling the requirements of the Standard Missions Force Organization chart. For Orks this means a Warboss for the HQ choice and two Troops choices – pretty much an ideal situation for getting started and forming the center of your army. Expanding the Ork army after you've collected and painted your HQ and two Troops choices is easy. Ork armies have everything a Warboss could want: rock-hard infantry, screening troops, lots of fast attack options, and plenty of heavy support. Having a range of models will allow the Ork player to change his forces from battle to battle. For one game, he can field high numbers of hand-to-hand fighters to swamp an enemy. For the next, he can go with more speed or firepower.

A few specialized mobs fielded alongside a healthy number of Ork Boyz can add lots of punch to an army. Burns Boyz can field an extraordinary number of flame-throwing burnas, which can also be used as power weapons (no armor save!) in combat. Skarboyz are crusty veteran Orks who pack close combat attacks with extra strength, while Stormboyz use Jump Packs to close the gap with the foe more quickly. For heavy support, it

*Below: Matt DiPietro won first place in the Dual Category at the 2002 Chicago Games Day Golden Demon competition with his Ork Nob Techmech, a Crimson Fist Space Marine.*



*Above: Darin Brown entered this Ork Warboss conversion at the 2003 Baltimore Games Day Golden Demon competition.*

is tough to beat the walking menace of Killer Kans or Dreadnoughts, but Big Gunz provide some wicked options, like the always hitting Zap guns or the far-reaching shells of a Lobba. Orks can be battlefield scavengers too, and troops like Lootas may make use of enemy heavy weapons and even Looted vehicles from other armies. Even a Basisk or Land Raider can turn up in an Ork force.

With so many effective and fun-to-play choices, it won't be long before you are building up your own Ork Waaagh! (the Orky word for massive invasion).

*Right: Bob Foy's Ork Looted Tank, a Land Raider, is a Golden Demon winner at the 2003 Chicago Games Day competition.*

*Look closely and you'll find a lot of Ork.*







# GETTING STARTED



Start your new Ork army with *Codex: Orks* and a *Battle Force* (458 points worth of Ork models)! Use *Codex: Armageddon* for an alternative Ork army list: the *Speed Freaks*! *Waaagh!!*



**Codex: Armageddon**  
40-03-60

The 48-page Ork rulebook details combat rules and modeling guides, background and the full army list for the Orks. The 32-page *Armageddon* rulebook above contains army list variants for the *Armageddon* war.

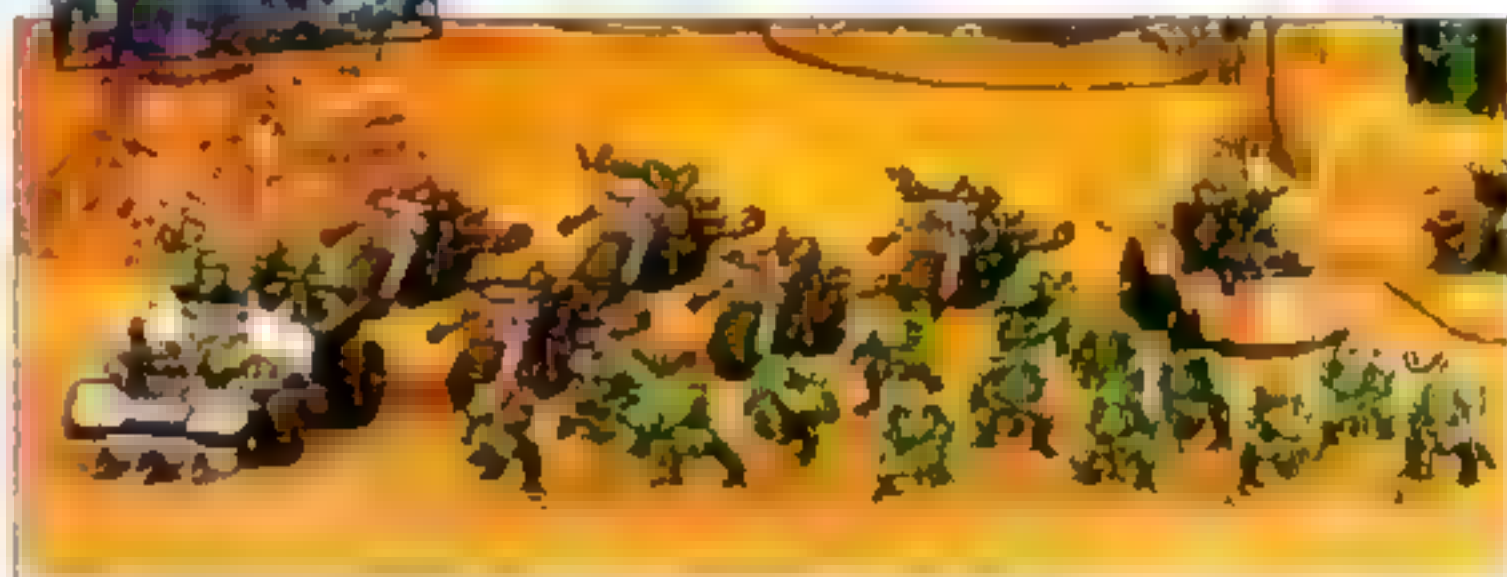


**Codex: Orks**  
50-01-60



## Ork Battle Force Box (50-01)

- 16 Ork Boyz
- 5 Ork Warbikes
- 1 Ork Warbuggy
- 1 Ork Wartrukk
- Battlefield Accessories

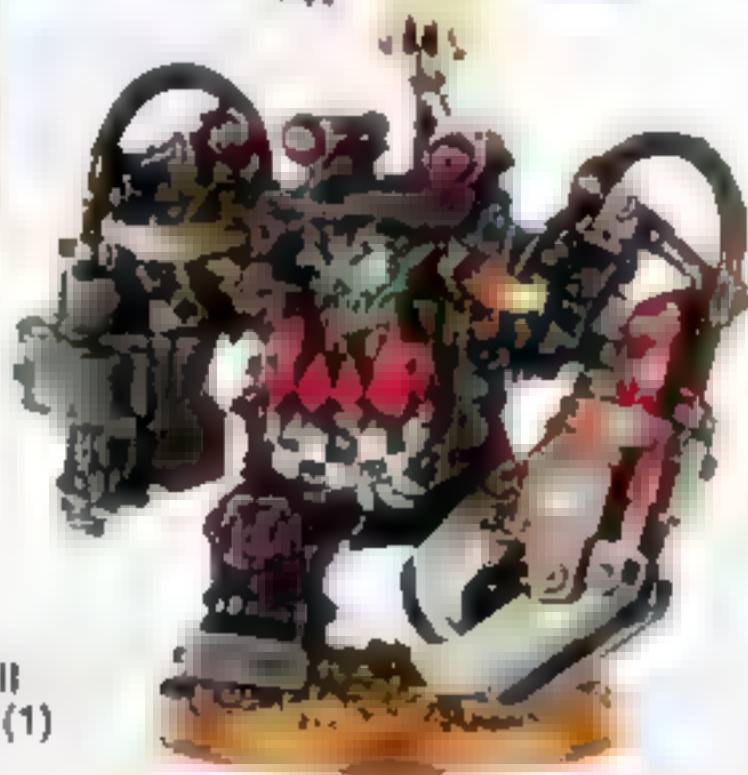


## HQ

Ghazghkull is the most dangerous of Ork leaders. A serious head injury in his youth awoke "visions" from the Ork gods, which have led him on a bloody path of conquest unmatched in recent history.



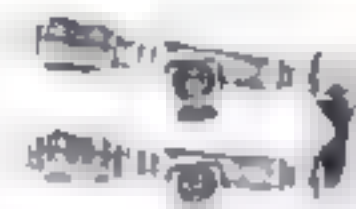
**Warlord Ghazghkull Thraka Box (1)**  
50-18



**Ghazghkull's Tusks**  
010309201



**Ghazghkull's Jaw**  
010309202



**Ghazghkull's Stikk Bomb Chukka**  
010309206



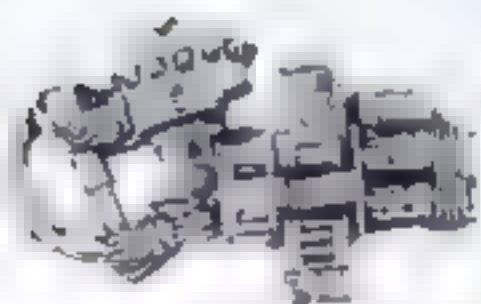
**Ghazghkull's Power Claw**  
010309208



**Ghazghkull's Head**  
010309203



**Ghazghkull's Body**  
010309204



**Ghazghkull's Kustom Shoota**  
010309209



**Ghazghkull's Power Claw Arm**  
010309210



**Ghazghkull's Back Banner**  
010309207



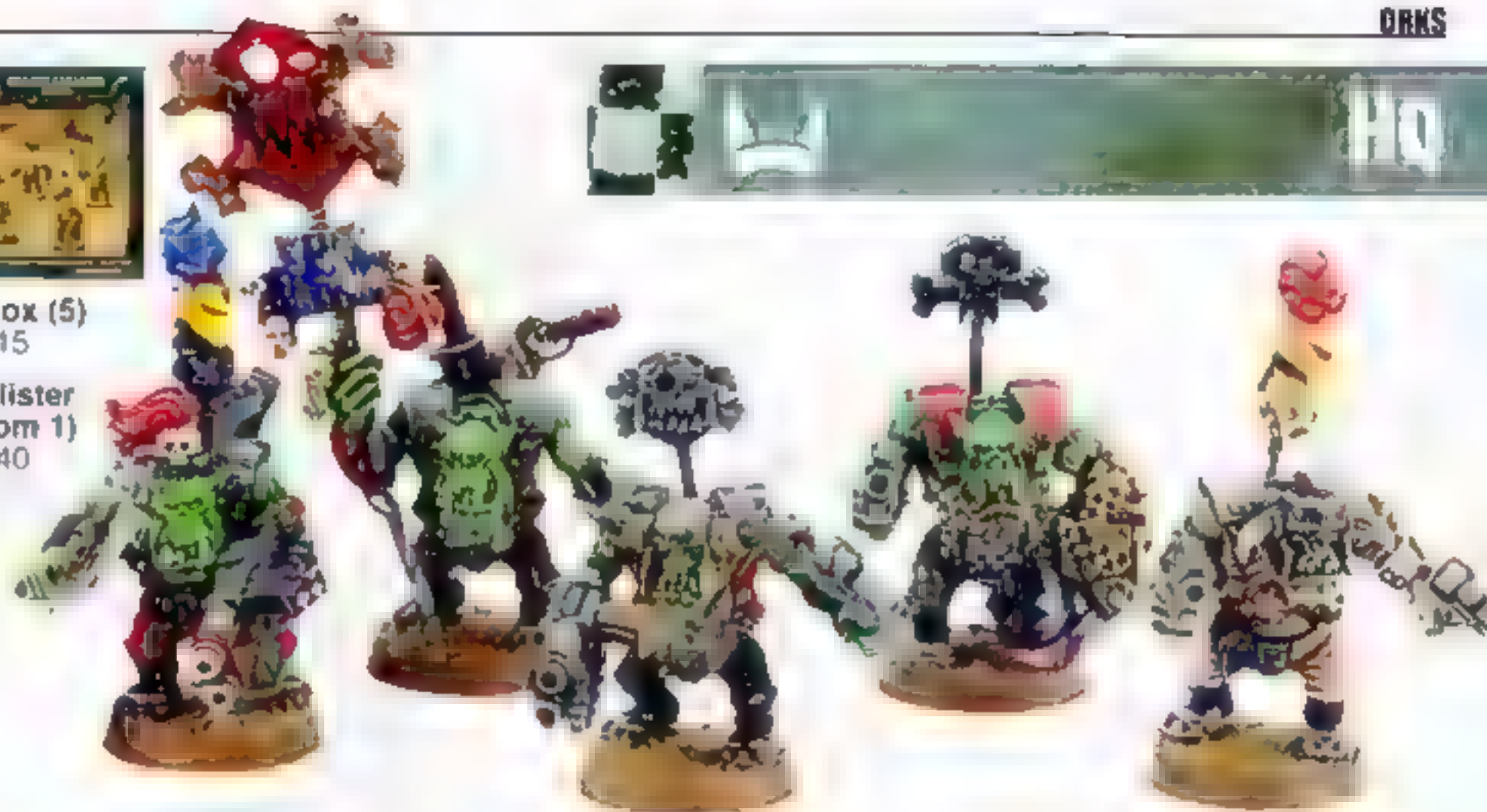
**Ghazghkull's Legs**  
010309205





**Nobz Box (5)**  
50-15

**Nob Blister  
(Random 1)**  
50-40



**Nob Icon  
Pole 1**  
010308213



**Nob Icon  
Pole 2**  
010308214



**Nob Icon  
Pole 3**  
010308215



**Nob Standard  
Bottom**  
010308216



**Nob Head 1**  
010308218



**Nob Head 2**  
010308219



**Nob Head 3**  
010308220



**Nob Head 4**  
010308221



**Nob Head 5**  
010308222



**Nob Standard  
Backpack**  
010308223



**Nob Body 1**  
010308201



**Nob Body 2**  
010308202



**Nob Body 3**  
010308203



**Nob Body 4**  
010308204



**Nob Standard  
Top**  
010308217



**Nob Power  
Claw Arm**  
010308210



**Nob Claw  
Bottom**  
010308209



**Nob Big Shoota 2**  
010308207



**Nob Big Shoota 1**  
010308205



**Nob Left  
Choppa Arm**  
010308212



**Nob Right  
Choppa Arm**  
010308208



**Nob Left Slugga Arm**  
010308206

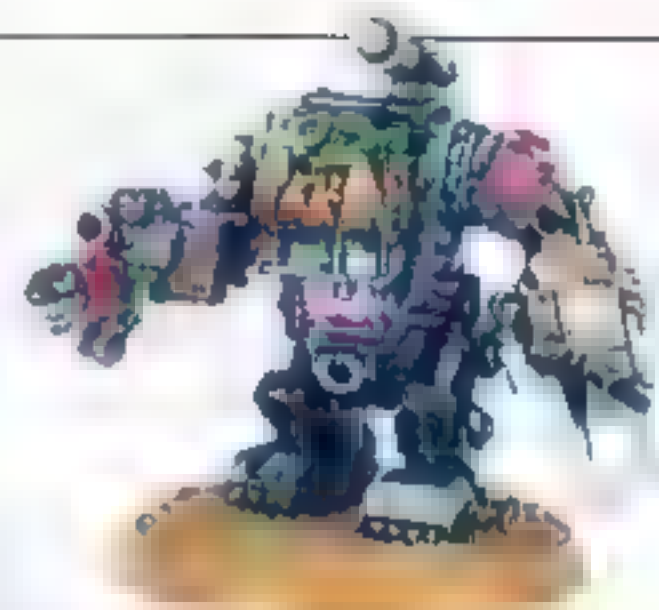


**Nob Right  
Slugga Arm**  
010308211





HM



**Nob in Mega Armor  
Blister (Random 1)**  
50-38



**Mega Armor  
Head Sprue 1**  
010307803



**Mega Armor  
Head Sprue 2**  
010307804



**Mega Armor  
Head Sprue 3**  
010307805



**Mega Armor  
Jaw Plate 1**  
010307807



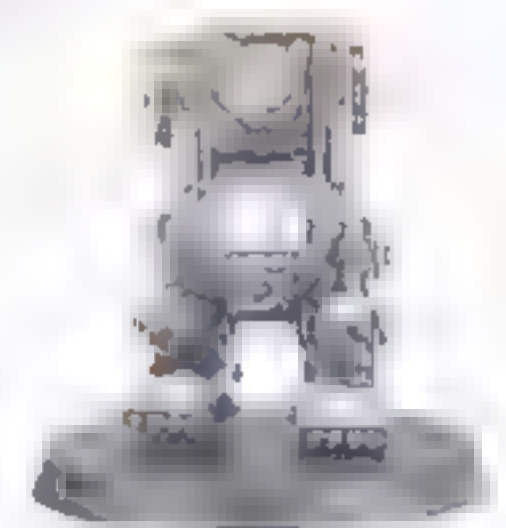
**Mega Armor  
Jaw Plate 2**  
010307808



**Mega Armor  
Jaw Plate 3**  
010307806



**Mega Armor Body 1**  
010307801



**Mega Armor Body 2**  
010307802



**Mega Armor  
Power Claw Blade**  
010307812



**Mega Armor  
Power Claw**  
010307813



**Mega Armor Shoota**  
010307809



**Mega Armor  
Shoota/Skorcha Combi**  
010307810



**Mega Armor  
Shoota/Rokkit Combi**  
010307811

Occasionally, a Mekboy will exhibit the kind of ambition usually seen only among Nobz. Although he can never aspire to lead a whole warband, the Mekboy will gather other Mekboyz as followers and gain in power and stature.



**Mekboy Right  
Arm w/ Shoota**  
040300505



**Mekboy Right  
Arm w/ Slugga**  
040300506



**Mekboy  
Backpack 1**  
040300503



**Mekboy Blister (Random 1)**  
50-46



**Mekboy w/  
Wrench Body**  
040300501

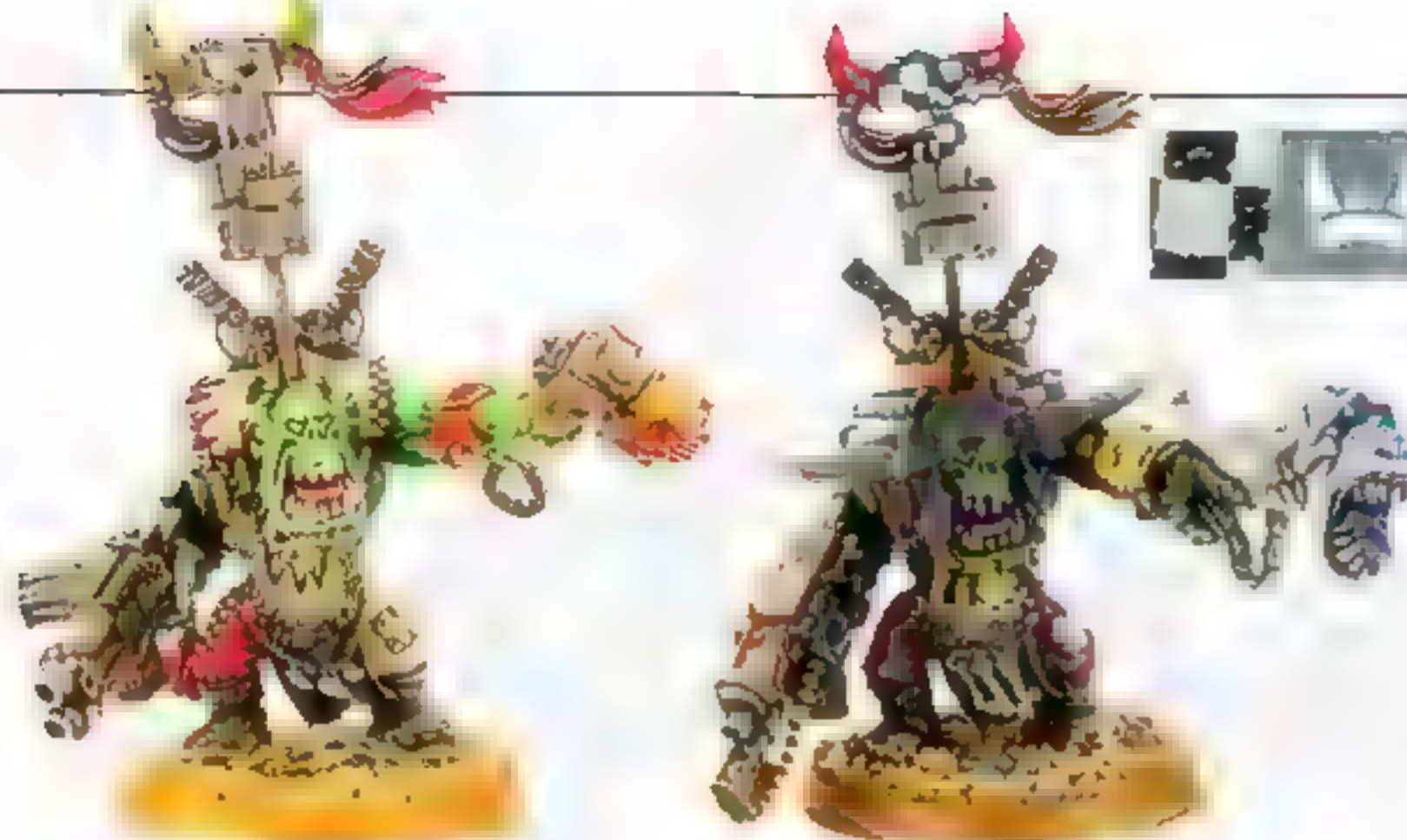


**Mekboy w/  
Mallet Body**  
040300502



**Mekboy  
Backpack 2**  
040300504





Warboss Blister (Random 1)  
50 35

As the monstrous and all powerful leader of the warband, the Warboss gets first pick of any wargear and the best fighters to make up his bodyguard.



Ork Warboss  
Attack Squig Arm  
010309104



Warboss Head  
010307804



Ork Warboss Head  
010309102



Warboss Shoola  
Arm w/ Magazine  
010307902



Warboss Body  
010307901



Ork Warboss Body  
010309101



Warboss  
Choppa Arm  
010307903



Warboss  
Back Banner  
010307905



Ork Warboss  
Shoola/Burna  
010309103

**“Operate! Operate! Still time to operate!”**



Mad Dok  
Grotsnik Blister (1)  
50-50



Mad Dok  
Grotsnik Body  
010309701



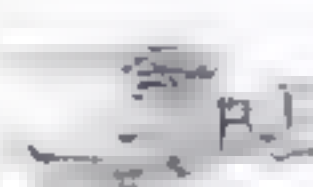
Mad Dok  
Grotsnik Head  
010309702



Mad Dok  
Grotsnik Claw  
010309704



Mad Dok  
Grotsnik Shoola  
010309703



Mad Dok Grotsnik  
Claw Arm  
010309705





# ELITES



**Stormboyz**  
**Box (8)**  
50-13

**Stormboyz Nob**  
**Blister (Random 1)**  
50-42



"Orkses is never beaten in battle. If we win, we win. If we die, we die, so it don't count as beat. If we runs for it, we don't die neither, so we can always come back for anuvver go. See?"



**Stormboy**  
**Accessory Sprue**  
010307601



**Stormboy**  
**Rokkit 1**  
010307602



**Stormboy**  
**Rokkit 2**  
010307603



**Stormboy**  
**Body**  
010307604



**Stormboy Nob**  
**Head Sprue**  
010309002



**Stormboy Nob**  
**Jump Pack**  
010309003

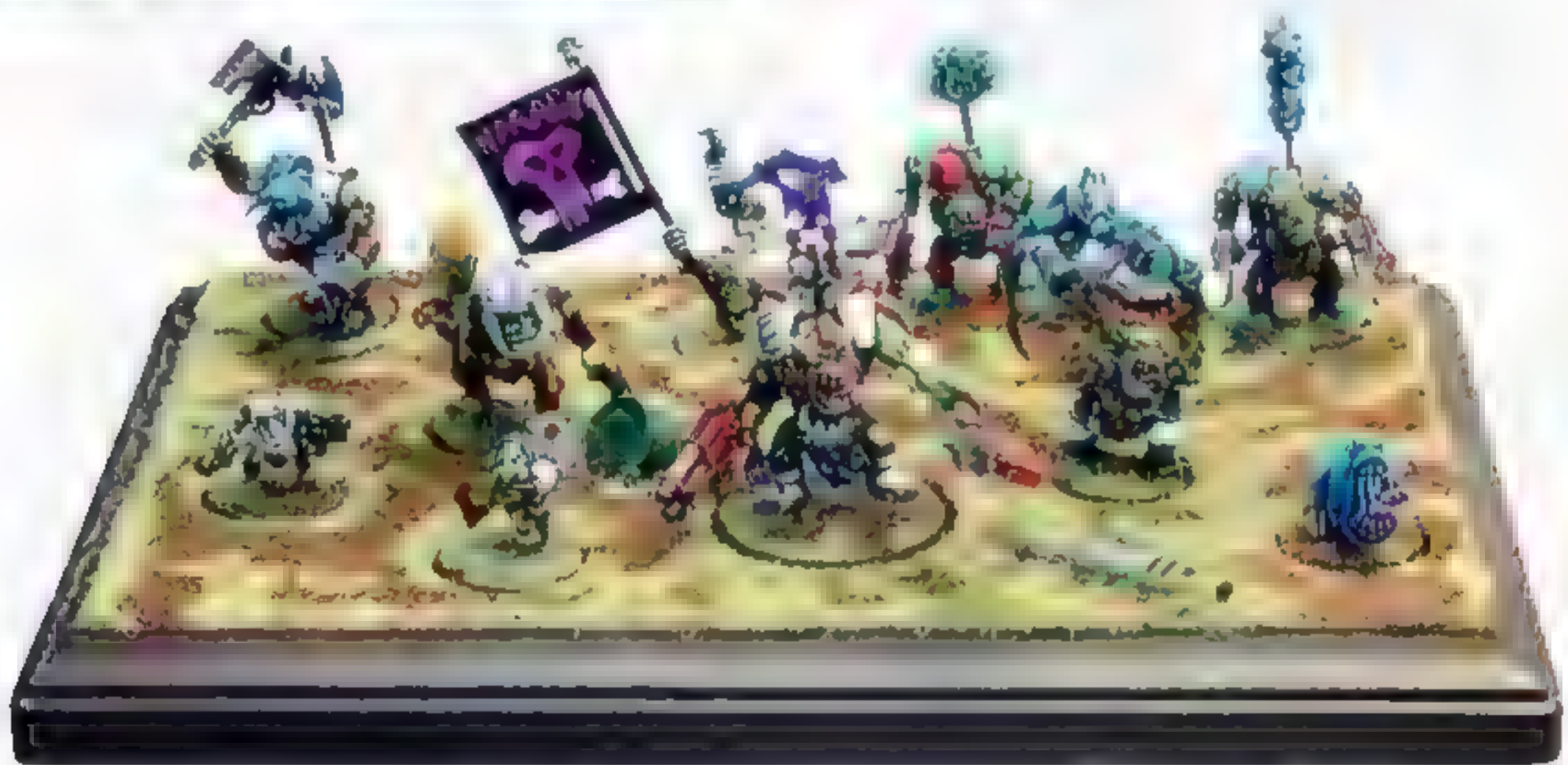


**Stormboy**  
**Nob Body**  
010309001

# SHOWCASE



*Bob Ever's Ork Command Squad received an honorable mention at the 2003 Baltimore Games Day Golden Demon competition*





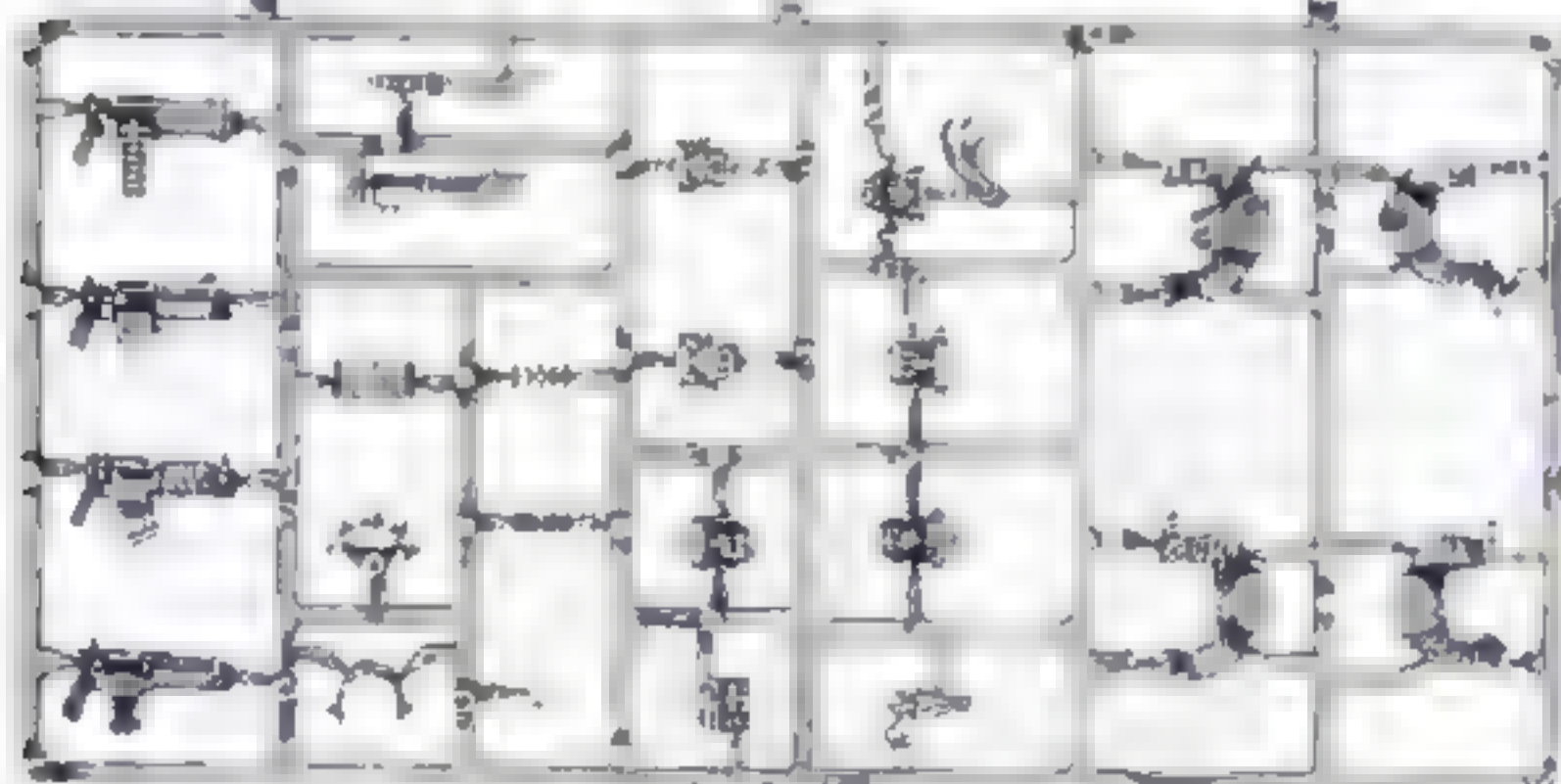


# TROOPS



Squad shown at 70% of actual size

Boyz  
Box (16)  
50-10



Sprue shown at 70% of actual size

Ork Boyz Sprue  
99380103001

## ORK FLESH

Even though all Orks are green, they don't all have to look the same! Below are some different ways to highlight your greenskins.

**Tip:** Try mixing up different greens and browns and then add lighter shades to create your own skin tones.



## BASECOAT: CATACHAN GREEN

For a basic Ork color, begin with Catachan Green and add Goblin Green to it for the first two highlights. Add some Rotting Flesh to the green mixture for the final highlight.



## BASECOAT: DARK ANGELS GREEN

To create darker Orks, use Dark Angels Green and add Bad Moon Yellow for the highlights. For each highlight, simply increase the amount of Bad Moon Yellow that is added to the green.



## BASECOAT: 50% DARK ANGELS GREEN & 50% BERTAL BROWN

After the basecoat is mixed, add Camo Green for the first two highlights. For the final highlight, use straight Camo Green for a more defined look.



## BASECOAT: 50% SNOT GREEN & 50% GRAVEYARD EARTH

This lighter green uses Rotting Flesh as the highlight ingredient. Add an increasing amount of Rotting Flesh to the Snot Green/Graveyard Earth mix for each of the highlights.



# TROOPS



**Gretchin Blister**  
(Random 3)  
50-44



**Slaver Grabba Slikk**  
040301102



**Slaver Whip**  
040301103



**Slaver Body**  
040301101



**Slaver Blister (1)**  
50-45



**Grot 1**  
040301201



**Grot 2**  
040301202



**Grot 3**  
040301203



**Grot w/  
Blunderbuss 1**  
040302801



**Grot w/  
Blunderbuss 2**  
040302802



**Grot 4**  
040301204



**Grot 5**  
040301205



**Grot 6**  
040301206



**Grot w/  
Slugga & Knife**  
040302803



**Grot w/ 2  
Six Shootas**  
040302804



**Tankbusta Boyz Blister (2)**  
50-43



**Tankbusta  
Body 1**  
010309301



**Tankbusta  
Body 2**  
010309303

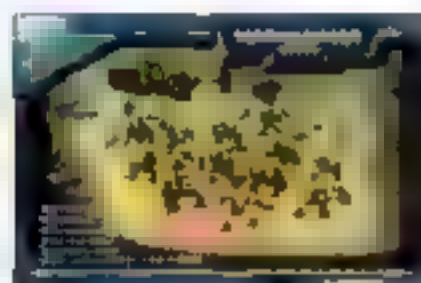


**Tankbusta  
Arm 1**  
010309302

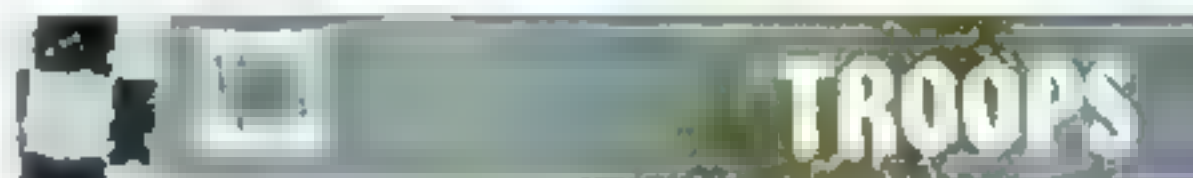


**Tankbusta  
Arm 2**  
010309304





**Stikk Bommas  
Mob Box (12)  
50-16**



**Stikk Bommas  
Sprue  
010308005**



**Stikk Bommas  
Arm 1  
010308001**



**Stikk Bommas  
Arm 2  
010308002**



**Stikk Bommas  
Arm 3  
010308003**



**Stikk Bommas  
Arm 4  
010308004**

*In 1. Weltkrieg, Vor. M. De. von  
... und place ... the  
2012 Green Day Golden  
Demon competition.*



*Bram Greher's fantastic Ork  
Weirdboy took second place in  
the 40k Single Miniature  
category at the French 2003  
Golden Demon competition*





# ORK SCRAP PILE



Start by cutting out a base from hardboard and sanding the edges down. Create a hill shape out of insulation foam and glue it in place on top of the hardboard.

Cover the base with white glue and sand. This layer will protect the foam from the super glue and spray primer.

Take bits and pieces from various models and glue them into place with super glue. Stack them to look random and disorganized. Make multiple layers of bits to create a disheveled look.



Once the scrap pile is built, prime it with black spray primer and then paint it with slightly watered-down Bestial Brown paint. Add some areas of Scab Red throughout the pile. Drybrush with Boltgun Metal and use Chestnut Ink to "stain" random areas. Finish up by giving static grass to the base.



# TROOPS



Boyz w/ Eavy Weapons Blister (Random 2)  
50-41



'Eavy Boy 'Eavy Shoota Torso  
010308801



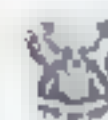
'Eavy Boy Rokkit Launcha Torso  
010308802



'Eavy Boy Head 1  
010308805



'Eavy Boy Head 2  
010308806



'Eavy Boy Head 3  
010308807



'Eavy Boy Head 4  
010308808



'Eavy Boy Legs 1  
010308803



'Eavy Boy Legs 2  
010308804



Burna Boyz Blister (Random 2)  
50-36



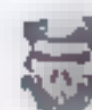
Burna Boy Body 1  
010308301



Burna Boy Body 2  
010308302



Burna Boy Head 1  
010308303



Burna Boy Head 2  
010308304

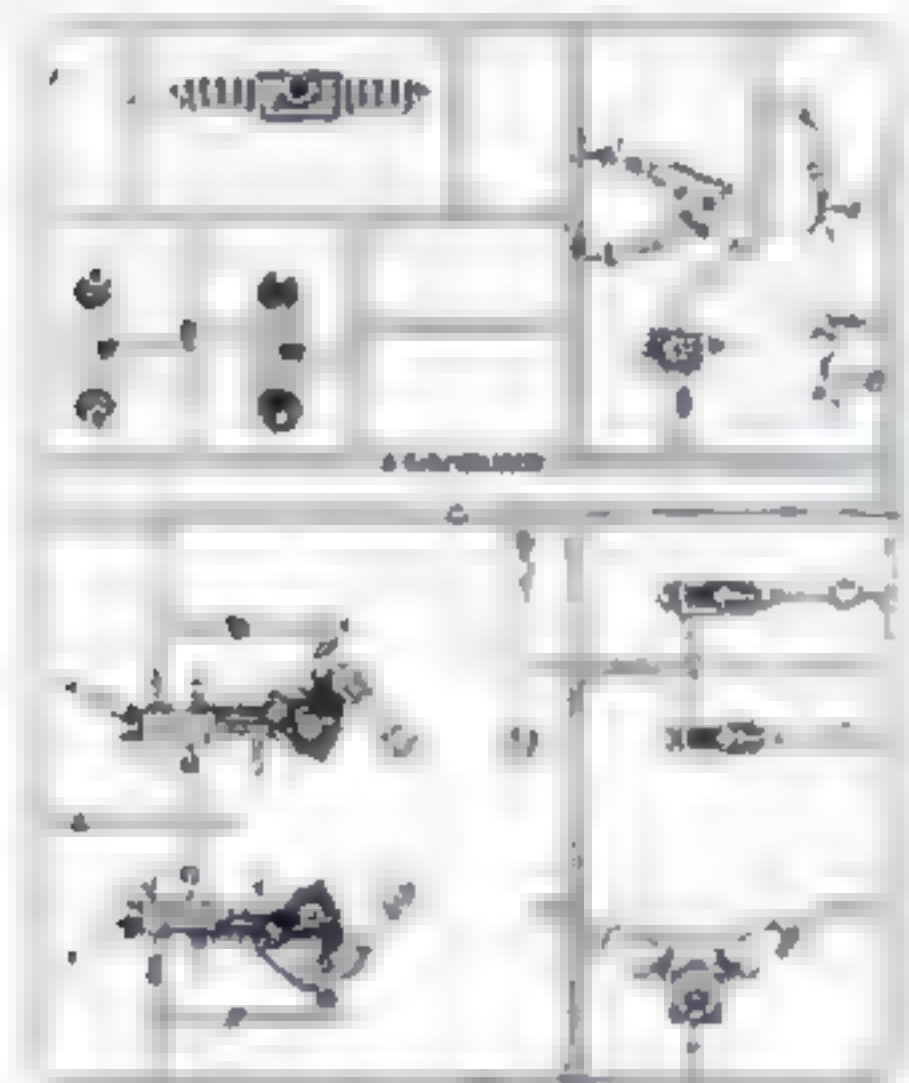


Burna Boy Head 3  
010308305



Burna Boy Head 4  
010308306





### Warbike Sprue

Available only in Warbike Box

*Note: Sprue shown at 50% of actual size*



Warbike Box (1)  
50-07

Ork Warbikes are one of the strange miracles of Ork technology. These vehicles possess an immensely powerful armament for their size. Ork Bikers love nothing more than to rear around the battlefield and unleash hails of shots in all directions.

*Note: The Warbike comes with the Ork Wheel Sprue shown with the Wartrakk.*



## SHOWCASE

*Left: Bryan Shaw's use of components from a 40k Ork Warbox and a Warhammer Black Ork as well as a stunning paint job helped to earn this model the silver in the 40k Single Miniature category at the 2001 U.S. Golden Demon competition*



*Below: Mike Smith's Squig Rider unit won third place at the 2002 Baltimore Comic Con Golden Demon competition*







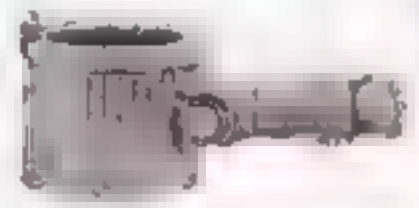
# FAST ATTACK



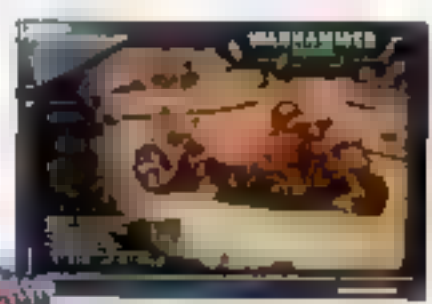
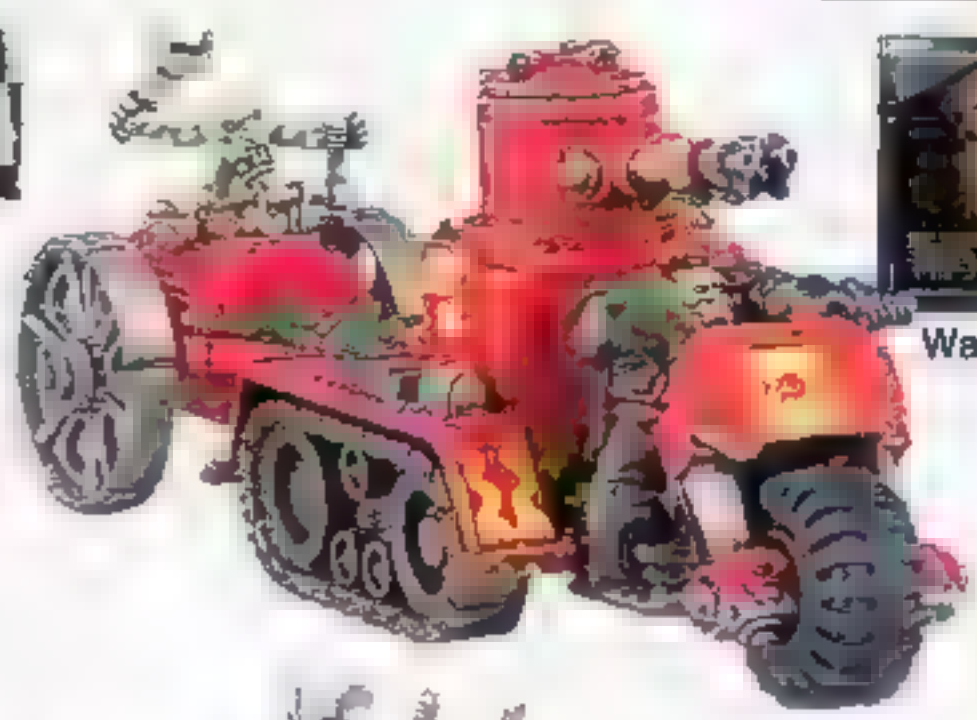
**Skorcha Cupola**  
010303101



**Skorcha Base Plate**  
010303102



**Skorcha Flamer**  
010303103

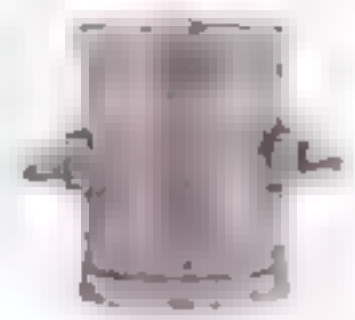


**Wartrak Skorcha Box (1)**  
50-12

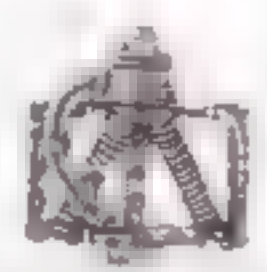
*Note: The Wartrak Skorcha comes with the Ork Wheel Sprue shown below and the Iron Wheel Sprue shown on p. 239.*



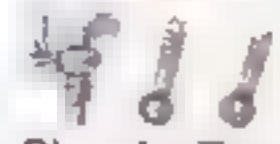
**Skorcha Tank Top**  
010303104



**Skorcha Tank Bottom**  
010303105



**Skorcha Trailer Coupling**  
010303106



**Skorcha Taps & Levers Sprue**  
010303107



**Skorcha Gauges**  
010303109



**Skorcha Hatch**  
010303108

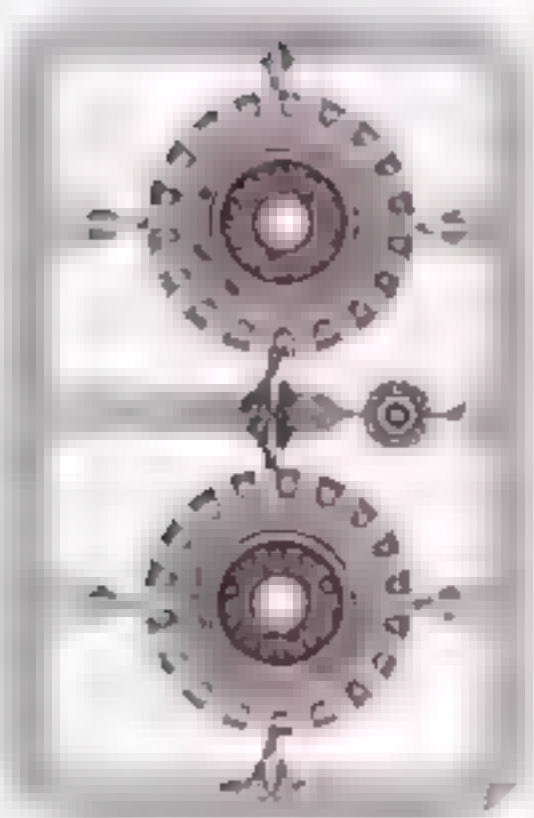


**Skorcha Snotling Pumper**  
010303110

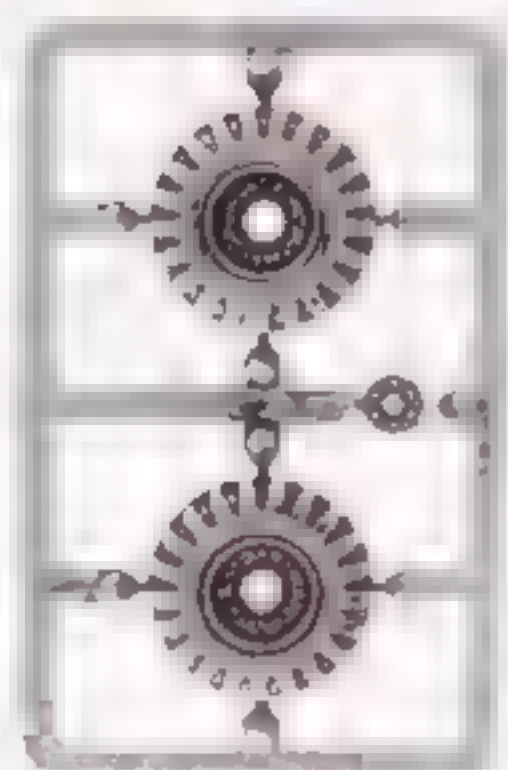
*Note: Sprue shown at 50% of actual size*



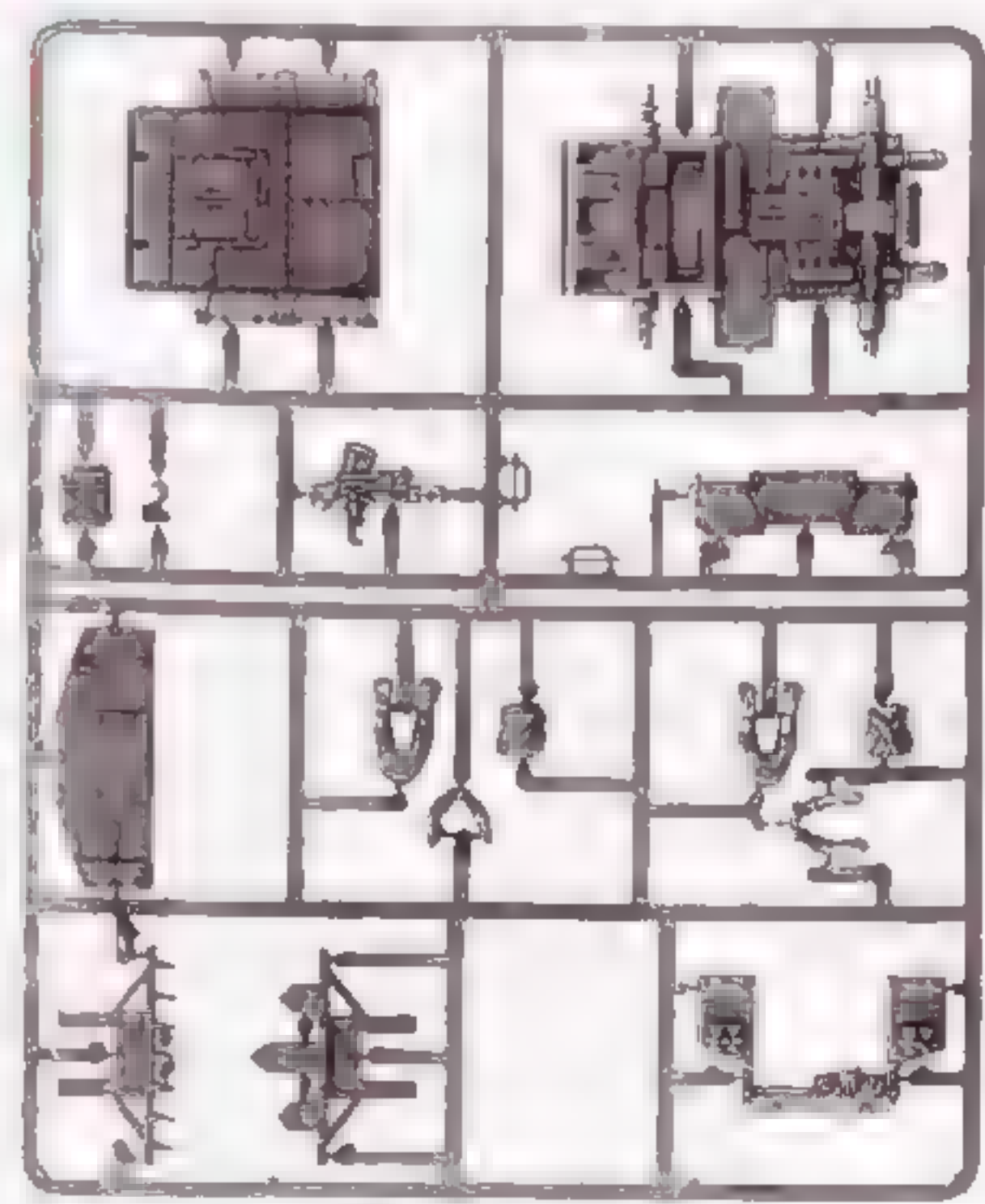
**Wartrukk Box (1)**  
50-09



**Large Tire Sprue**  
99399999034

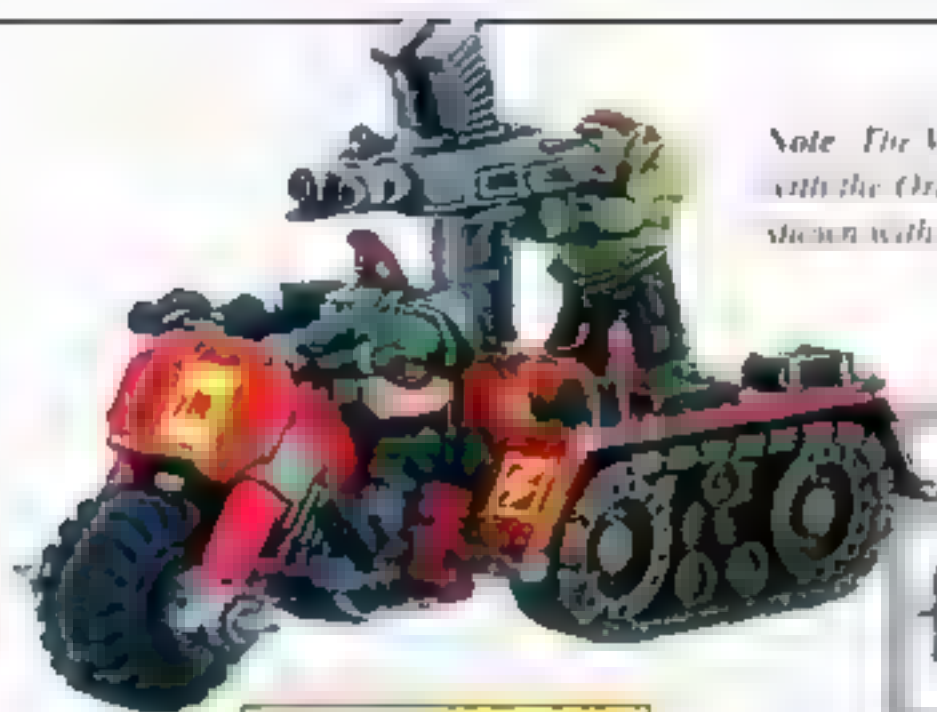


**Ork Wheel Sprue**  
99399999033



**Wartrukk Sprue**  
Available only in Wartrukk Box

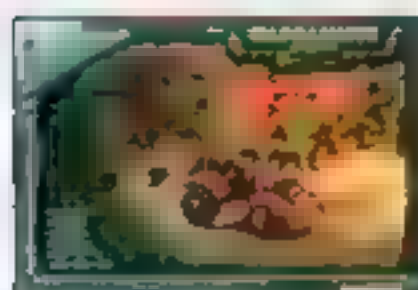
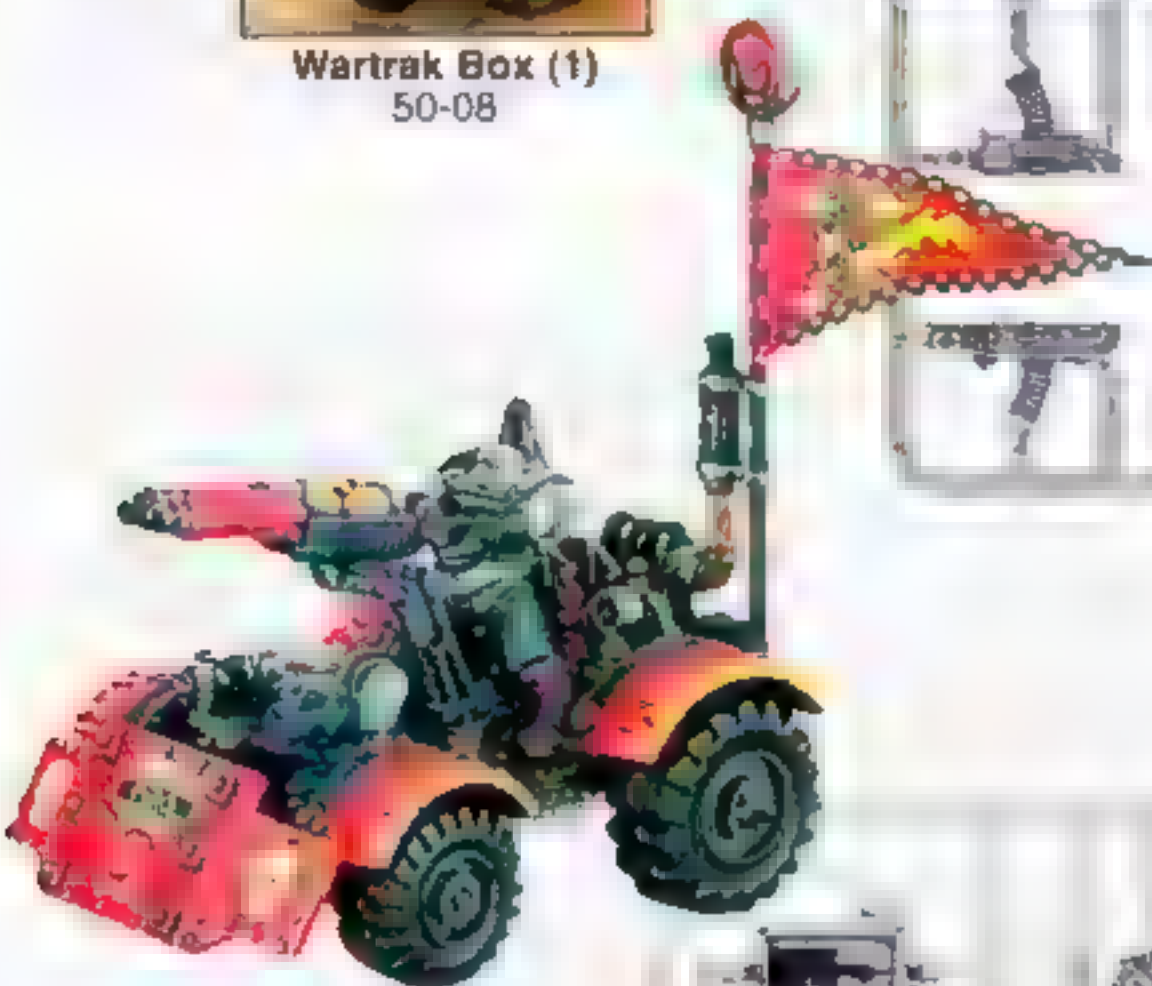




*Note: The Wartrak comes with the Ork Wheel Sprue shown with the Wartrakk*



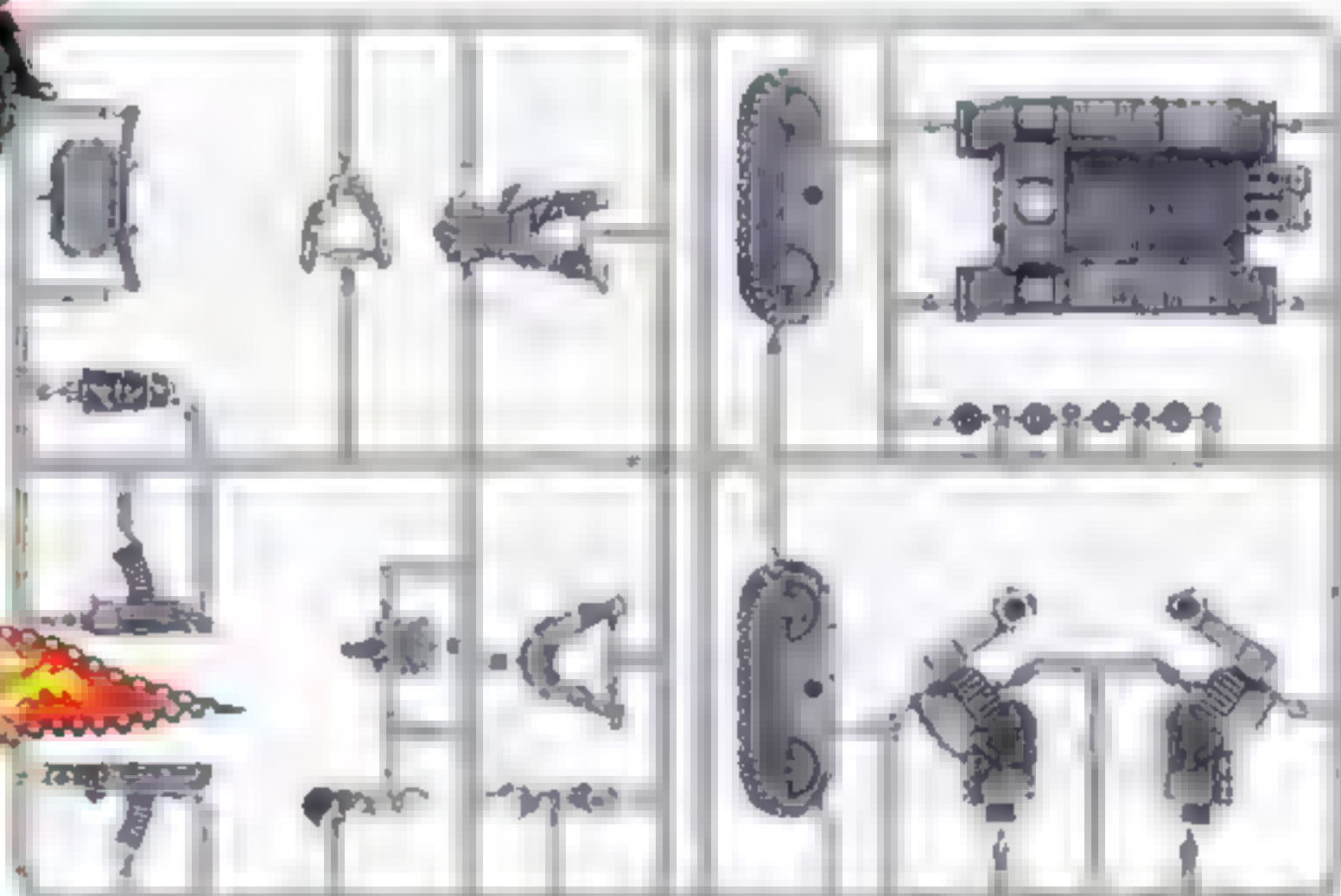
**Wartrak Box (1)**  
50-08



**Warbuggy Box (1)**  
50-08

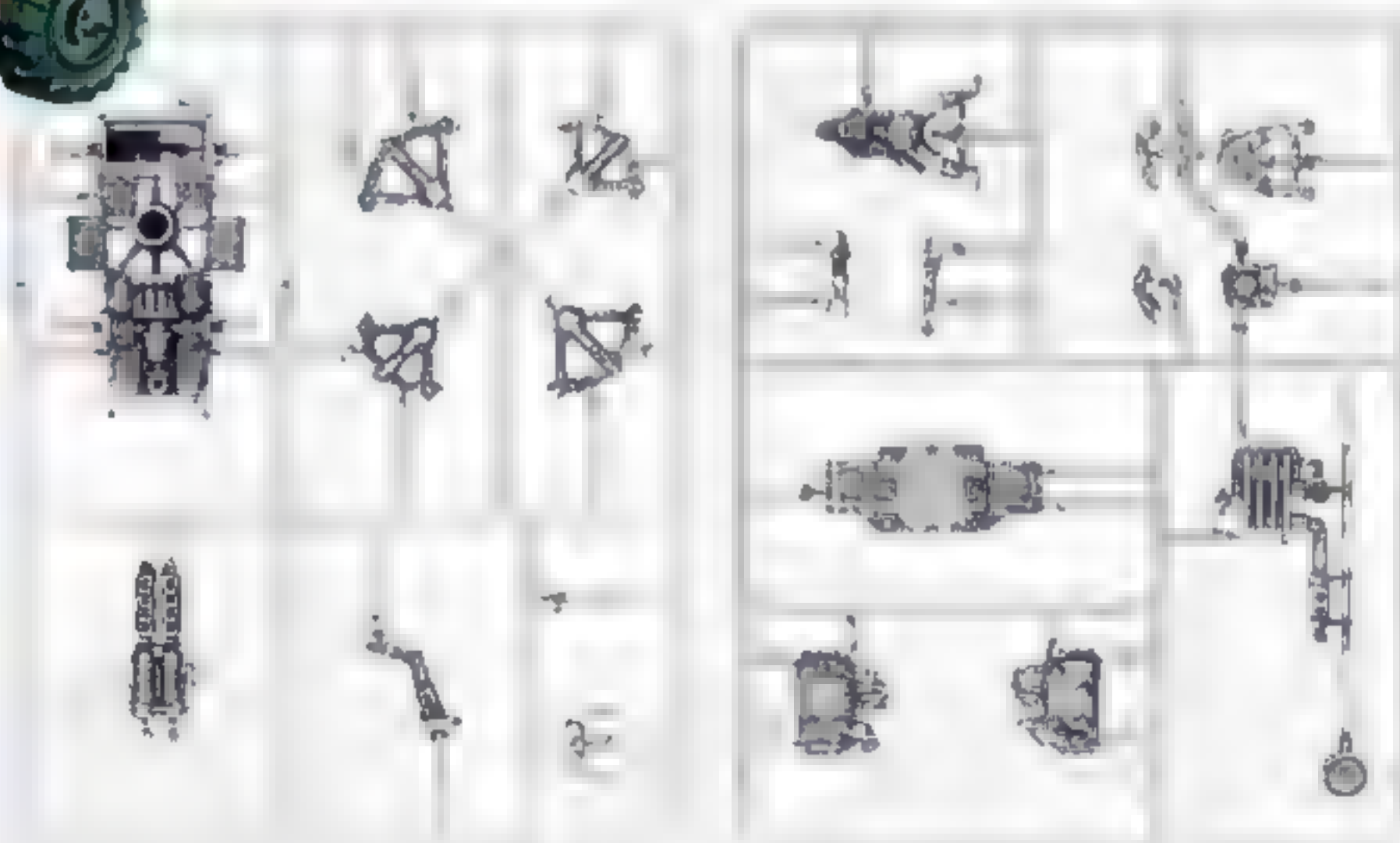
*Note: The Warbuggy comes with the Large Tire Sprue and Ork Wheel Sprue shown with the Wartrakk*

## FAST ATTACK



**Wartrak Sprue**  
Available only in Wartrak Box

*Note: Sprues shown at 55% of actual size*



**Warbuggy Sprues**  
Available only in Warbuggy Box

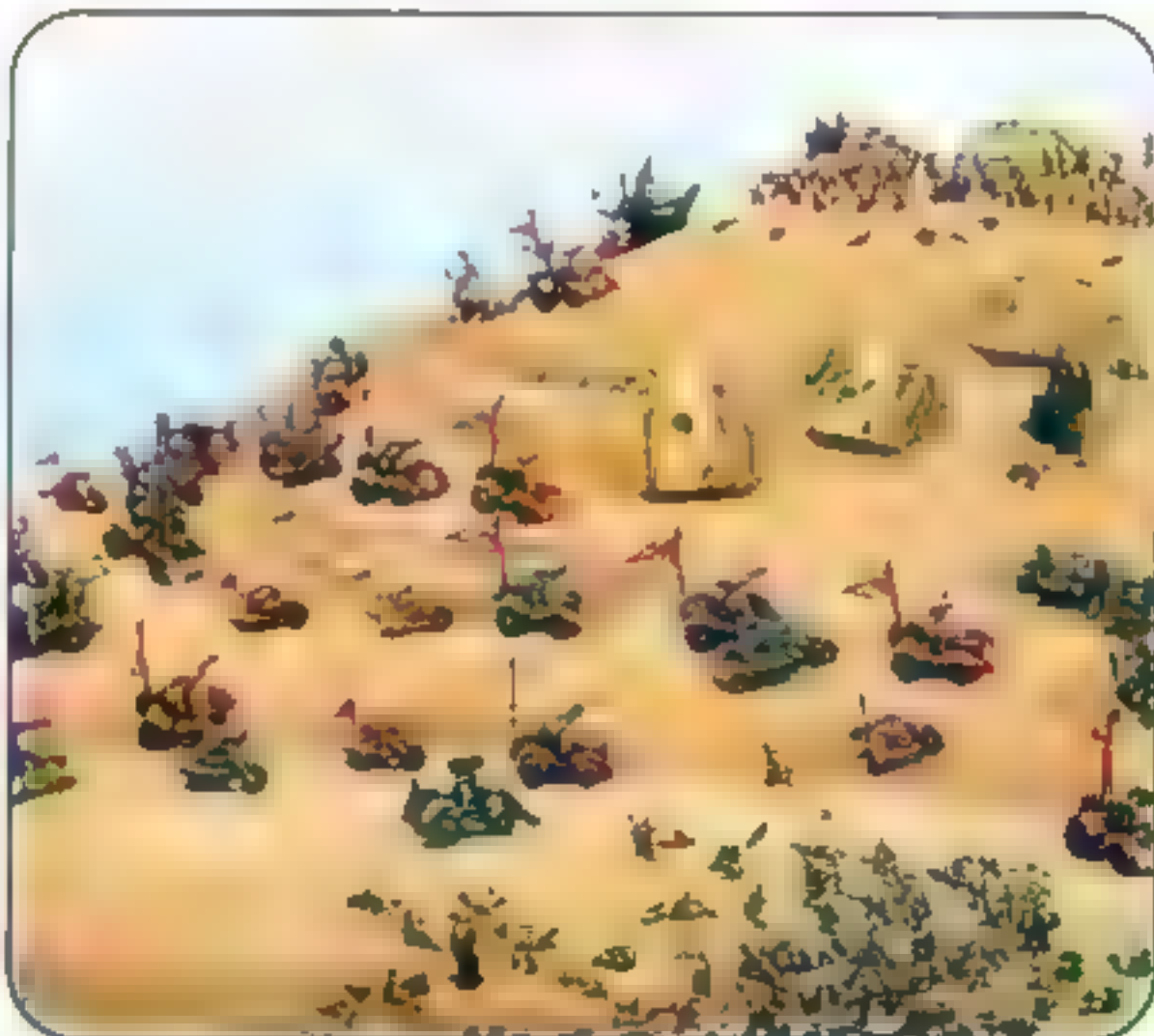




# SHOWCASE



Veteran GW enthusiasts may recognize these studs from way back in White Dwarf 218. The Museum at Big Lost River was a massive display constructed for Games Day '97 that pitted an enormous horde of tenacious Orks against waves and waves of stalwart Imperial Guard. This truly jaw-dropping display must be seen in person to be fully appreciated, and it currently resides in the Warhammer World Museum in London, Nottingham, in the U.K.



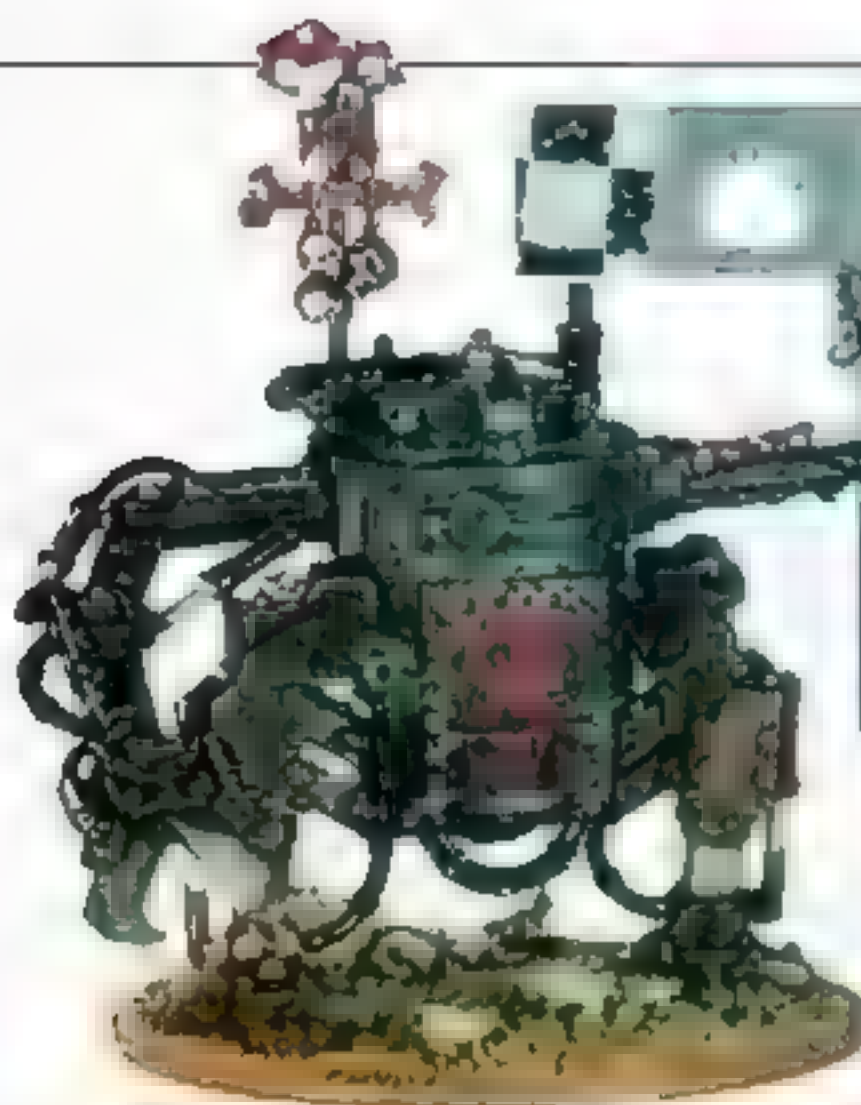
Small scrap piles like these are a natural addition to any gamer's scenery collection. A simple raid through the bin can yield all sorts of interesting detailed components for your scenery pieces. Just remember, never throw anything out, because you never know when you'll need it!



The stand to the left before painting. Note the rough makeup of the components and how drastically the appearance changes with the application of paint.



# HEAVY SUPPORT



**Ork Dreadnought  
Box (1)**  
50-14



**Dreadnought  
Rokkit Launchers**  
010307704



**Dreadnought Blitz  
Sprue 1**  
010307701

## PAINTING RUSTY METAL

Many of the Ork models are equipped with metal weapons and have various metal bits. Most Ork metal is rusty, since they obtain it from scrap piles and never take very good care of it. Here is an easy and fast way to paint metal with rusty spots all over it.

Start by priming the model black and apply a watered-down coat of Tin Bitz. Drybrush the model with Boltgun Metal and use heavier strokes in small, random patches (steps not shown).



Use Chestnut Ink for the basecoat of the rusty patches. Next, apply watered-down Bestial Brown over the Chestnut ink patches.



Once dry, use undiluted Bestial Brown to strengthen the appearance of the rust. Finally, drybrush Vermin Brown over the rust spots for a finishing highlight.

**Dreadnought Blitz  
Sprue 2**  
010307702

**Dreadnought  
Power Claw**  
010307707

**Dreadnought  
Buzzsaw**  
010307708

**Dreadnought  
Heavy Shooter**  
010307703

**Dreadnought  
Skorcha**  
010307705

**Dreadnought  
Icon Pole**  
010307706



**Dreadnought  
Bottom Hatch**  
010307715



**Dreadnought  
Top Hatch**  
010307716



**Dreadnought  
Foot**  
010307712



**Dreadnought  
Leg**  
010307711



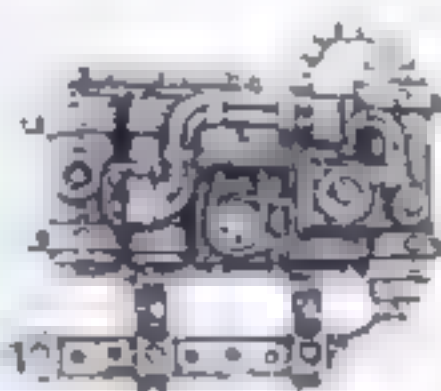
**Dreadnought  
Arm 1**  
010307709



**Dreadnought  
Back**  
010307713



**Dreadnought  
Front**  
010307714



**Dreadnought  
Power Plant**  
010307717



**Dreadnought  
Arm 2**  
010307710

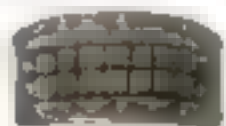




## CHECKS



To create checks start by painting two straight lines with a fine detail brush and thinned Chaos Black paint. Paint another line in the center of them to create three evenly spaced lines.



Make a grid by carefully painting lines that are perpendicular to the original three.



For the checkered effect, paint alternate squares Skull White.



Fill in the rest of the squares with Chaos Black.

## DAGS



Begin by painting two parallel lines with thinned Chaos Black. Paint a zig-zag pattern in between these lines.



Carefully fill in one set of triangles with a color of your choice (we used Sunburst Yellow).



Finish by filling in the rest of the triangles with a different color (we chose Skull White).

## GLYPHS

Choose a glyph and paint it onto a model with thinned Chaos Black paint. Remember: Orks aren't the best artists, so it's okay if the glyph is a little sloppy.



Fill in the area with another color, but leave the edges black. Here we used Codex Grey, but a darker shade of your army color would work well too!



Using a lighter color, start from the top (the teeth points) and paint streaks downward (toward the base of the teeth). We used Skull White.



# HEAVY SUPPORT

Although lightly armored, Killer Kans retain the deadly power claws of their larger cousins, making them dangerous foes at close quarters.



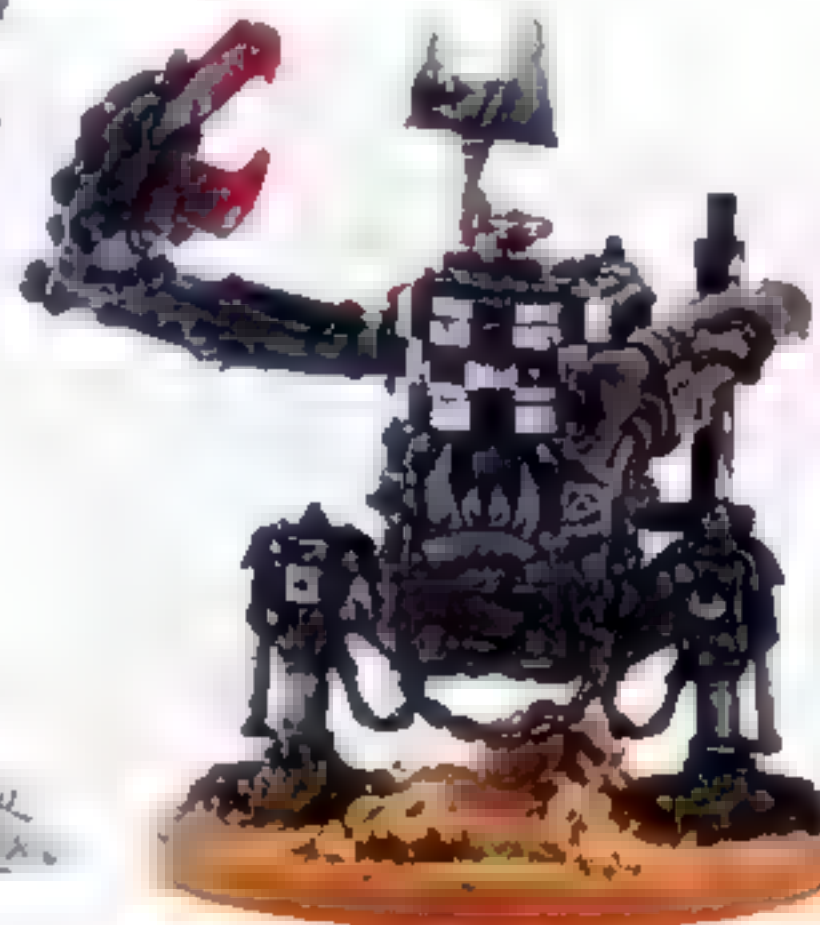
Killer Kan  
Bitz Sprue  
010308405



Killer Kan  
Arm 1  
010308406



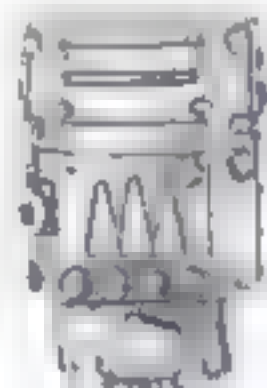
Killer Kan  
Arm 2  
010308407



Killer Kan Blister (Random 1)  
50-37



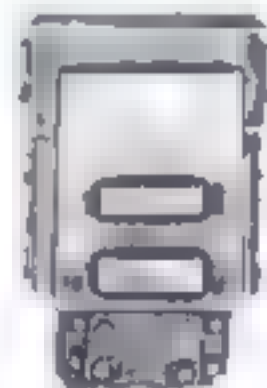
Killer Kan  
Front 1  
010308401



Killer Kan  
Front 2  
010308402



Killer Kan  
Front 3  
010308403



Killer Kan  
Back  
010308404



Killer Kan  
Banner Pole  
010308410



Killer Kan  
Top Hatch  
010308409



Killer Kan  
Leg  
010308408





# HEAVY SUPPORT



**Ork Kannon  
Chassis**  
010309604



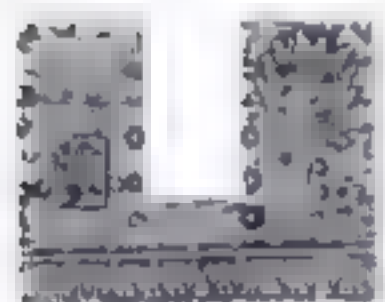
**Ork Kannon  
Loader**  
010309601



**Ork Kannon  
Firer**  
010309602



**Kannon Blister**  
(1 Kannon and 2 Crew)  
50-49



**Ork Kannon  
Shield**  
010309605



**Ork Kannon  
Barrel**  
010309603



**Iron Wheels**  
9934994632



**Ork Kannon  
Sprue**  
010309606

Big Gunz are used to pound enemy lines into submission and knock out tanks from a distance while the ferocious mobs of Boyz close in to butcher the enemy infantry in hand-to-hand combat.

*Note: Sprue shown at 50%  
actual size*



**Lobba Blister**  
(1 Lobba and  
2 Crew)  
50-47

*Note: The Lobba comes with the Ork Kannon  
Sprue and Iron Wheels*



**Ork Lobba  
Barrel**  
010309403



**Ork Lobba  
Hatch**  
010309406



**Ork Lobba  
Mount**  
010309405



**Ork Lobba  
Firer**  
010309402



**Ork Lobba  
Spotter**  
010309401



**Ork Lobba  
Chassis**  
010309404



**Ork Zzap  
Gun Chassis**  
010309504



**Ork Zzap  
Gun**  
010309503



**Ork Zzap  
Gun Spotter**  
010309501



**Ork Zzap  
Gun Firer**  
010309502

**Zzap Gun Blister**  
(1 Zzap Gun and  
2 Crew)  
50-48



*Note: The Zzap Gun comes with the Ork  
Kannon Sprue and Iron Wheels*





# PRICE LIST

## Getting Started

|  |                      |       |
|--|----------------------|-------|
| 50-01-50   | Codex: Orks          | \$15  |
| 40-03-60   | Codex: Armageddon    | \$10  |
| 50-11  | Ork Battle Force Box | \$100 |
| Contents: 16 Ork Boyz, 5 Ork Warboss, 1 Ork Warbuggy, 1 Ork Wartrukk & Battlefield Accessories |                      |       |

## Boxed Sets & Blister Packs - HQ

|                          |                   |      |
|--------------------------|-------------------|------|
| 50-46                    | Mekboy            | \$7  |
| Blister includes 1 model |                   |      |
| 50-40                    | Nob               | \$8  |
| Blister includes 1 model |                   |      |
| 50-38                    | Nob in Mega Armor | \$9  |
| Blister includes 1 model |                   |      |
| 50-15                    | Nobz Mob          | \$35 |
| Box includes 5 models    |                   |      |
| 50-35                    | Warboss           | \$10 |
| Blister includes 1 model |                   |      |

## Special Characters

|                          |                           |      |
|--------------------------|---------------------------|------|
| 50-50                    | Mad Dok Grotznik          | \$10 |
| Blister includes 1 model |                           |      |
| 50-18                    | Warlord Ghazghkull Thraka | \$30 |
| Blister includes 1 model |                           |      |

## Boxed Sets & Blister Packs - Elites

|                          |               |      |
|--------------------------|---------------|------|
| 50-42                    | Stormboy Nob  | \$8  |
| Blister includes 1 model |               |      |
| 50-13                    | Stormboyz Mob | \$30 |
| Box includes 8 models    |               |      |

## Boxed Sets & Blister Packs - Troops

|                           |                         |      |
|---------------------------|-------------------------|------|
| 50-10                     | Boyz Mob                | \$30 |
| Box includes 18 models    |                         |      |
| 50-41                     | Boyz with 'Eavy Weapons | \$9  |
| Blister includes 2 models |                         |      |
| 50-36                     | Burna Boyz              | \$9  |
| Blister includes 2 models |                         |      |
| 50-44                     | Grots                   | \$8  |
| Blister includes 4 models |                         |      |
| 50-45                     | Slaver                  | \$7  |
| Blister includes 1 model  |                         |      |
| 50-16                     | Stikk Bommas Mob        | \$30 |
| Box includes 12 models    |                         |      |
| 50-43                     | Tankbusta Boyz          | \$8  |
| Blister includes 4 models |                         |      |

## Boxed Sets & Blister Packs - Fast Attack

|                          |                  |         |
|--------------------------|------------------|---------|
| 50-07                    | Warbike          | \$12.50 |
| Box includes 1 model     |                  |         |
| 50-06                    | Warbuggy         | \$20    |
| Box includes 1 model     |                  |         |
| 50-08                    | Wartrak          | \$20    |
| Box includes 1 model     |                  |         |
| 50-12                    | Wartrak Skorchas | \$25    |
| Box includes 1 model     |                  |         |
| 50-09                    | Wartrukk         | \$20    |
| Blister includes 1 model |                  |         |

## Boxed Sets & Blister Packs - Heavy Support

|                          |             |      |
|--------------------------|-------------|------|
| 50-14                    | Dreadnought | \$40 |
| Blister includes 1 model |             |      |
| 50-49                    | Kannon      | \$10 |
| Blister includes 1 model |             |      |
| 50-37                    | Killer Kans | \$20 |
| Blister includes 1 model |             |      |
| 50-47                    | Lobba       | \$10 |
| Blister includes 1 model |             |      |
| 50-48                    | Zzap Gun    | \$10 |
| Blister includes 1 model |             |      |

## Metal Blitz - HQ

|           |                  |        |
|-----------|------------------|--------|
| 040303001 | Mad Dok Body     | \$5.50 |
| 040303002 | Mad Dok Head     | \$1.25 |
| 040303003 | Mad Dok Totem    | \$1.25 |
| 040303004 | Mad Dok Bone Saw | \$1.25 |
| 040303005 | Mad Dok Slugga   | \$1.25 |

## Mekboyz

|           |                              |        |
|-----------|------------------------------|--------|
| 040300501 | Mekboy w/ Wrench Body        | \$4.50 |
| 040300502 | Mekboy w/ Mallet Body        | \$4.50 |
| 040300503 | Mekboy Backpack 1 (Tools)    | \$2.50 |
| 040300504 | Mekboy Backpack 2 (Skorchas) | \$2.50 |
| 040300505 | Mekboy Right Arm w/ Shoota   | \$1.50 |
| 040300506 | Mekboy Right Arm w/ Slugga   | \$1.50 |

## Nobz

|           |                                     |     |
|-----------|-------------------------------------|-----|
| 010308201 | Nob Body 1                          | \$3 |
| 010308202 | Nob Body 2                          | \$3 |
| 010308203 | Nob Body 3                          | \$3 |
| 010308204 | Nob Body 4                          | \$3 |
| 010308205 | Nob Big Shoota Arm 1 (Right)        | \$2 |
| 010308206 | Nob Left Slugga Arm                 | \$2 |
| 010308207 | Nob Big Shoota Arm 2 w/ Clip (Left) | \$2 |
| 010308208 | Nob Right Choppa Arm                | \$2 |
| 010308209 | Nob Claw Bottom                     | \$1 |
| 010308210 | Nob Power Claw Arm                  | \$2 |
| 010308211 | Nob Right Slugga Arm                | \$2 |
| 010308212 | Nob Left Choppa Arm                 | \$2 |
| 010308213 | Nob Icon Pole 1 (Skull)             | \$2 |
| 010308214 | Nob Icon Pole 2 (Teeth)             | \$2 |
| 010308215 | Nob Icon Pole 3 (Space)             | \$2 |

|           |                       |     |
|-----------|-----------------------|-----|
| 010308216 | Nob Standard Bottom   | \$2 |
| 010308217 | Nob Standard Top      | \$2 |
| 010308218 | Nob Head 1            | \$1 |
| 010308219 | Nob Head 2            | \$1 |
| 010308220 | Nob Head 3            | \$1 |
| 010308221 | Nob Head 4            | \$1 |
| 010308222 | Nob Head 5            | \$1 |
| 010308223 | Nob Standard Backpack | \$2 |

## Nobz in Mega Armor

|           |                         |        |
|-----------|-------------------------|--------|
| 010307801 | Mega Armor Body 1       | \$4    |
| 010307802 | Mega Armor Body 2       | \$4    |
| 010307803 | Mega Armor Head Sprue 1 | \$1.50 |
| 010307804 | Mega Armor Head Sprue 2 | \$1.50 |
| 010307805 | Mega Armor Head Sprue 3 | \$1.50 |
| 010307806 | Mega Armor Jaw Plate 3  | \$1.50 |
| 010307807 | Mega Armor Jaw Plate 1  | \$1.50 |
| 010307808 | Mega Armor Jaw Plate 2  | \$1.50 |
| 010307809 | Mega Armor Shoota       | \$2.50 |

|           |                                     |        |
|-----------|-------------------------------------|--------|
| 010307810 | Mega Armor Shoota/ Skorchas Comb    | \$2.50 |
| 010307811 | Mega Armor Shoota/ Rokkit Comb      | \$2.50 |
| 010307812 | Mega Armor Power Claw Blade         | \$1.50 |
| 010307813 | Mega Armor Power Claw Warboss Blitz | \$1.50 |

|           |                                  |     |
|-----------|----------------------------------|-----|
| 010307901 | Warboss Body                     | \$7 |
| 010307902 | Warboss Shoulder Arm w/ Magazine | \$3 |
| 010307903 | Warboss Choppa Arm               | \$3 |
| 010307904 | Warboss Head                     | \$1 |
| 010307905 | Warboss Back Banner              | \$3 |
| 010309101 | Ork Warboss Body                 | \$7 |
| 010309102 | Ork Warboss Head                 | \$1 |
| 010309103 | Ork Warboss Shoota Burna         | \$3 |

010309104 Ork Warboss Attack Squig Arm . \$3

## Special Characters

### Nazdreg

|           |                         |        |
|-----------|-------------------------|--------|
| 010303001 | Nazdreg Body            | \$4.50 |
| 010303002 | Nazdreg Banner Pole     | \$2.50 |
| 010303003 | Nazdreg Comb Weapon Arm | \$2.50 |
| 010303004 | Nazdreg Power Claw      | \$2.50 |

### Mad Dok Grotznik

|           |                           |        |
|-----------|---------------------------|--------|
| 010309701 | Mad Dok Grotznik Body     | \$5.50 |
| 010309702 | Mad Dok Grotznik Head     | \$2    |
| 010309703 | Mad Dok Grotznik Shoota   | \$2    |
| 010309704 | Mad Dok Grotznik Claw     | \$1.50 |
| 010309705 | Mad Dok Grotznik Claw Arm | \$1.50 |

### Ghazghkull Thraka

|           |                              |        |
|-----------|------------------------------|--------|
| 010309201 | Ghazghkull Tusks             | \$1.75 |
| 010309202 | Ghazghkull Jaw               | \$1.75 |
| 010309203 | Ghazghkull Head              | \$1.75 |
| 010309204 | Ghazghkull Body              | \$4.75 |
| 010309205 | Ghazghkull Legs              | \$3.50 |
| 010309206 | Ghazghkull Stikk Bomb Chukka | \$2.50 |
| 010309207 | Ghazghkull Back Banner       | \$2.50 |
| 010309208 | Ghazghkull Power Claw        | \$1.75 |
| 010309209 | Ghazghkull Kustom Shoota     | \$3.50 |
| 010309210 | Ghazghkull Power Claw Arm    | \$3.50 |

## Metal Blitz - Elites

### Stormboyz Mob

|           |                             |        |
|-----------|-----------------------------|--------|
| 010307601 | Stormboy Accessory Sprue    | \$2    |
| 010307602 | Stormboy Rocket 1           | \$2    |
| 010307603 | Stormboy Rocket 2           | \$2    |
| 010307604 | Stormboy Body               | \$2    |
| 010309001 | Ork Stormboy Nob Body       | \$4.50 |
| 010309002 | Ork Stormboy Nob Head Sprue | \$2.50 |
| 010309003 | Ork Stormboy Nob Jump Pack  | \$2.50 |

## Metal Blitz & Plastic Sprues - Troops

### Space Ork Boyz

|             |                      |     |
|-------------|----------------------|-----|
| 99380103001 | Space Ork Boyz Sprue | \$8 |
|-------------|----------------------|-----|

### Boyz with 'Eavy Weapons

|           |                               |     |
|-----------|-------------------------------|-----|
| 010308801 | 'Eavy Boy 'Eavy Shoota Torso  | \$2 |
| 010308802 | 'Eavy Boy Rokkit Launch Torso | \$2 |
| 010308803 | 'Eavy Boy Legs 1              | \$2 |
| 010308804 | 'Eavy Boy Legs 2              | \$2 |
| 010308805 | 'Eavy Boy Head 1 (Steel Head) | \$1 |
| 010308806 | 'Eavy Boy Head 2 (Bionik Eye) | \$1 |
| 010308807 | 'Eavy Boy Head 3 (Bare Head)  | \$1 |
| 010308808 | 'Eavy Boy Head 4 (Big Teel)   | \$1 |

### Burna Boyz

|           |                  |        |
|-----------|------------------|--------|
| 010308301 | Burna Boy Body 1 | \$4.50 |
| 010308302 | Burna Boy Body 2 | \$4.50 |
| 010308303 | Burna Boy Head 1 | \$1.75 |
| 010308304 | Burna Boy Head 2 | \$1.75 |
| 010308305 | Burna Boy Head 3 | \$1.75 |
| 010308306 | Burna Boy Head 4 | \$1.75 |

### Grot Mob

|           |                         |        |
|-----------|-------------------------|--------|
| 040301101 | Slaver Body             | \$4.50 |
| 040301102 | Slaver Grabba Stikk     | \$2.50 |
| 040301103 | Slaver Whip             | \$1.50 |
| 040301201 | Grot 1                  | \$2.50 |
| 040301202 | Grot 2                  | \$2.50 |
| 040301203 | Grot 3                  | \$2.50 |
| 040301204 | Grot 4                  | \$2.50 |
| 040301205 | Grot 5                  | \$2.50 |
| 040301206 | Grot 6                  | \$2.50 |
| 040302801 | Grot w/ Blunderbuss 1   | \$2.50 |
| 040302802 | Grot w/ Blunderbuss 2   | \$2.50 |
| 040302803 | Grot w/ Slugga & Knife  | \$2.50 |
| 040302804 | Grot w/ Two Six Shootas | \$2.50 |

### Stikk Bommas

|           |                    |     |
|-----------|--------------------|-----|
| 010308001 | Stikk Bommas Arm 1 | \$1 |
| 010308002 | Stikk Bommas Arm 2 | \$1 |



|           |                   |     |
|-----------|-------------------|-----|
| 010308003 | Sikk Bommas Arm 3 | \$1 |
| 010308004 | Sikk Bommas Arm 4 | \$1 |
| 010308005 | Sikk Bommas Sprue | \$3 |

**Tank Busta Boyz**

|           |                               |     |
|-----------|-------------------------------|-----|
| 010309301 | Ork Tank Busta Body 1         | \$4 |
| 010309302 | Ork Tank Busta Arm 1 (Mine)   | \$2 |
| 010309303 | Ork Tank Busta Body 2         | \$4 |
| 010309304 | Ork Tank Busta Arm 2 (Shoola) | \$2 |

**Metal Bitz & Plastic Sprues - Fast Attack****Wartrak Skorcha**

|             |                             |        |
|-------------|-----------------------------|--------|
| 010303101   | Skorcha Cupola              | \$3    |
| 010303102   | Skorcha Base Plate          | \$3    |
| 010303103   | Skorcha Flamer              | \$2    |
| 010303104   | Skorcha Tank Top            | \$3    |
| 010303105   | Skorcha Tank Bottom         | \$2    |
| 010303106   | Skorcha Trailer Coupling    | \$1    |
| 010303107   | Skorcha Taps & Levers Sprue | \$0.50 |
| 010303108   | Skorcha Hatch               | \$1    |
| 010303109   | Skorcha Gauges              | \$0.50 |
| 010303110   | Skorcha Snorting Pumper     | \$2    |
| 99398999033 | Ork Wheel Sprue             | \$1    |
| 99398999034 | Large Tire Sprue            | \$1    |

**Metal Bitz - Heavy Support****Dreadnought**

|           |                                   |        |
|-----------|-----------------------------------|--------|
| 010307701 | Dreadnought Bitz Sprue 1 (Hoses)  | \$2.25 |
| 010307702 | Dreadnought Bitz Sprue 2 (Valves) | \$2.25 |
| 010307703 | Dreadnought Eavy Shoota           | \$3.50 |
| 010307704 | Dreadnought Rokkit Launcha        | \$3.50 |
| 010307705 | Dreadnought Skorcha               | \$3.50 |
| 010307706 | Dreadnought Icon Pole             | \$2.25 |
| 010307707 | Dreadnought Power Claw            | \$2.25 |
| 010307708 | Dreadnought Buzzsaw               | \$2.25 |
| 010307709 | Dreadnought Arm 1                 | \$3.50 |
| 010307710 | Dreadnought Arm 2                 | \$3.50 |
| 010307711 | Dreadnought Leg                   | \$3.50 |
| 010307712 | Dreadnought Foot                  | \$2.25 |
| 010307713 | Dreadnought Back                  | \$5.75 |
| 010307714 | Dreadnought Front                 | \$5.75 |
| 010307715 | Dreadnought Bottom Hatch          | \$2.25 |
| 010307716 | Dreadnought Top Hatch             | \$2.25 |
| 010307717 | Dreadnought Power Plant           | \$4.50 |

**Kannon**

|           |                    |        |
|-----------|--------------------|--------|
| 010309601 | Ork Kannon Loader  | \$2.50 |
| 010309602 | Ork Kannon Firer   | \$2.50 |
| 010309603 | Ork Kannon Barrel  | \$3.50 |
| 010309604 | Ork Kannon Chassis | \$3.50 |
| 010309605 | Ork Kannon Shield  | \$3.50 |
| 010309606 | Ork Kannon Sprue   | \$1.20 |

**Killer Kan**

|           |                        |        |
|-----------|------------------------|--------|
| 010308401 | Killer Kan Front 1     | \$5.50 |
| 010308402 | Killer Kan Front 2     | \$5.50 |
| 010308403 | Killer Kan Front 3     | \$5.50 |
| 010308404 | Killer Kan Back        | \$5.50 |
| 010308405 | Killer Kan Bitz Sprue  | \$2.50 |
| 010308406 | Killer Kan Arm 1       | \$2.50 |
| 010308407 | Killer Kan Arm 2       | \$2.50 |
| 010308408 | Killer Kan Leg         | \$2.50 |
| 010308409 | Killer Kan Top Hatch   | \$1.50 |
| 010308410 | Killer Kan Banner Pole | \$1.50 |

**Lobba**

|           |                   |        |
|-----------|-------------------|--------|
| 010309401 | Ork Lobba Spotta  | \$2.50 |
| 010309402 | Ork Lobba Firer   | \$2.50 |
| 010309403 | Ork Lobba Barrel  | \$2.50 |
| 010309404 | Ork Lobba Chassis | \$3.50 |
| 010309405 | Ork Lobba Mounl   | \$2.50 |
| 010309406 | Ork Lobba Hatch   | \$1.50 |

**Zzap Gun**

|           |                      |        |
|-----------|----------------------|--------|
| 010309501 | Ork Zzap Gun Spotter | \$2.50 |
| 010309502 | Ork Zzap Gun Firer   | \$2.50 |

|           |                      |        |
|-----------|----------------------|--------|
| 010309503 | Ork Zzap Gun         | \$3.50 |
| 010309504 | Ork Zzap Gun Chassis | \$3.50 |

**Classic Collector's Panel****Complete Models - HQ****Complete Squads - Elites****Complete Models - Fast Attack**

MO 0003 Scorch Gun Wartrak

MO 0004 Whirler Truck

**Complete Models - Other**

MO 0004 Big Grabber

**Metal Bitz - HQ****Great Mekboy**

|          |                          |        |
|----------|--------------------------|--------|
| 04030201 | Nazgrab Wurrzag Body     | \$6.25 |
| 04030202 | Nazgrab Wurrzag Head     | \$1.75 |
| 04030203 | Nazgrab Wurrzag Arm      | \$1.25 |
| 04030204 | Nazgrab Wurrzag Backpack | \$3.75 |

**Mad Dok**

|          |               |        |
|----------|---------------|--------|
| 04030301 | Mad Dok Body  | \$1.75 |
| 04030302 | Mad Dok Head  | \$1.25 |
| 04030303 | Mad Dok Torso | \$1.25 |
| 04030304 | Mad Dok Horn  | \$1.25 |
| 04030305 | Mad Dok Sprue | \$1.25 |

**Nobz**

|          |                       |        |
|----------|-----------------------|--------|
| 04030401 | Ork Nob Body 1        | \$1.25 |
| 04030402 | Ork Nob Body 2        | \$1.25 |
| 04030403 | Ork Nob Body 3        | \$1.25 |
| 04030404 | Ork Nob Shotgun Arm 1 | \$2.75 |
| 04030405 | Ork Nob Right Arm     | \$2.75 |
| 04030406 | Ork Nob Shotgun       | \$2.75 |
| 04030408 | Ork Nob Back Banner   | \$1.25 |
| 04030409 | Ork Nob Head 1        | \$1.25 |
| 04030410 | Ork Nob Head 2        | \$1.25 |
| 04030412 | Ork Nob Head 3        | \$1.25 |
| 04030414 | Ork Nob Shotgun Arm 2 | \$2.75 |

|          |                    |        |
|----------|--------------------|--------|
| 01030540 | Grot Assistant 2   | \$2.50 |
| 01030541 | Grot Assistant 3   | \$2.50 |
| 01030542 | Grot Assistant 4   | \$2.50 |
| 01030543 | Grot Assistant 5   | \$2.50 |
| 01030544 | Grot Assistant 6   | \$2.50 |
| 01030545 | Grot Assistant 7   | \$2.50 |
| 01030546 | Grot Assistant 8   | \$2.50 |
| 01030547 | Grot Assistant 9   | \$2.50 |
| 01030548 | Grot Assistant 10  | \$2.50 |
| 01030549 | Grot Assistant 11  | \$2.50 |
| 01030550 | Grot Assistant 12  | \$2.50 |
| 01030551 | Grot Assistant 13  | \$2.50 |
| 01030552 | Grot Assistant 14  | \$2.50 |
| 01030553 | Grot Assistant 15  | \$2.50 |
| 01030554 | Grot Assistant 16  | \$2.50 |
| 01030555 | Grot Assistant 17  | \$2.50 |
| 01030556 | Grot Assistant 18  | \$2.50 |
| 01030557 | Grot Assistant 19  | \$2.50 |
| 01030558 | Grot Assistant 20  | \$2.50 |
| 01030559 | Grot Assistant 21  | \$2.50 |
| 01030560 | Grot Assistant 22  | \$2.50 |
| 01030561 | Grot Assistant 23  | \$2.50 |
| 01030562 | Grot Assistant 24  | \$2.50 |
| 01030563 | Grot Assistant 25  | \$2.50 |
| 01030564 | Grot Assistant 26  | \$2.50 |
| 01030565 | Grot Assistant 27  | \$2.50 |
| 01030566 | Grot Assistant 28  | \$2.50 |
| 01030567 | Grot Assistant 29  | \$2.50 |
| 01030568 | Grot Assistant 30  | \$2.50 |
| 01030569 | Grot Assistant 31  | \$2.50 |
| 01030570 | Grot Assistant 32  | \$2.50 |
| 01030571 | Grot Assistant 33  | \$2.50 |
| 01030572 | Grot Assistant 34  | \$2.50 |
| 01030573 | Grot Assistant 35  | \$2.50 |
| 01030574 | Grot Assistant 36  | \$2.50 |
| 01030575 | Grot Assistant 37  | \$2.50 |
| 01030576 | Grot Assistant 38  | \$2.50 |
| 01030577 | Grot Assistant 39  | \$2.50 |
| 01030578 | Grot Assistant 40  | \$2.50 |
| 01030579 | Grot Assistant 41  | \$2.50 |
| 01030580 | Grot Assistant 42  | \$2.50 |
| 01030581 | Grot Assistant 43  | \$2.50 |
| 01030582 | Grot Assistant 44  | \$2.50 |
| 01030583 | Grot Assistant 45  | \$2.50 |
| 01030584 | Grot Assistant 46  | \$2.50 |
| 01030585 | Grot Assistant 47  | \$2.50 |
| 01030586 | Grot Assistant 48  | \$2.50 |
| 01030587 | Grot Assistant 49  | \$2.50 |
| 01030588 | Grot Assistant 50  | \$2.50 |
| 01030589 | Grot Assistant 51  | \$2.50 |
| 01030590 | Grot Assistant 52  | \$2.50 |
| 01030591 | Grot Assistant 53  | \$2.50 |
| 01030592 | Grot Assistant 54  | \$2.50 |
| 01030593 | Grot Assistant 55  | \$2.50 |
| 01030594 | Grot Assistant 56  | \$2.50 |
| 01030595 | Grot Assistant 57  | \$2.50 |
| 01030596 | Grot Assistant 58  | \$2.50 |
| 01030597 | Grot Assistant 59  | \$2.50 |
| 01030598 | Grot Assistant 60  | \$2.50 |
| 01030599 | Grot Assistant 61  | \$2.50 |
| 01030600 | Grot Assistant 62  | \$2.50 |
| 01030601 | Grot Assistant 63  | \$2.50 |
| 01030602 | Grot Assistant 64  | \$2.50 |
| 01030603 | Grot Assistant 65  | \$2.50 |
| 01030604 | Grot Assistant 66  | \$2.50 |
| 01030605 | Grot Assistant 67  | \$2.50 |
| 01030606 | Grot Assistant 68  | \$2.50 |
| 01030607 | Grot Assistant 69  | \$2.50 |
| 01030608 | Grot Assistant 70  | \$2.50 |
| 01030609 | Grot Assistant 71  | \$2.50 |
| 01030610 | Grot Assistant 72  | \$2.50 |
| 01030611 | Grot Assistant 73  | \$2.50 |
| 01030612 | Grot Assistant 74  | \$2.50 |
| 01030613 | Grot Assistant 75  | \$2.50 |
| 01030614 | Grot Assistant 76  | \$2.50 |
| 01030615 | Grot Assistant 77  | \$2.50 |
| 01030616 | Grot Assistant 78  | \$2.50 |
| 01030617 | Grot Assistant 79  | \$2.50 |
| 01030618 | Grot Assistant 80  | \$2.50 |
| 01030619 | Grot Assistant 81  | \$2.50 |
| 01030620 | Grot Assistant 82  | \$2.50 |
| 01030621 | Grot Assistant 83  | \$2.50 |
| 01030622 | Grot Assistant 84  | \$2.50 |
| 01030623 | Grot Assistant 85  | \$2.50 |
| 01030624 | Grot Assistant 86  | \$2.50 |
| 01030625 | Grot Assistant 87  | \$2.50 |
| 01030626 | Grot Assistant 88  | \$2.50 |
| 01030627 | Grot Assistant 89  | \$2.50 |
| 01030628 | Grot Assistant 90  | \$2.50 |
| 01030629 | Grot Assistant 91  | \$2.50 |
| 01030630 | Grot Assistant 92  | \$2.50 |
| 01030631 | Grot Assistant 93  | \$2.50 |
| 01030632 | Grot Assistant 94  | \$2.50 |
| 01030633 | Grot Assistant 95  | \$2.50 |
| 01030634 | Grot Assistant 96  | \$2.50 |
| 01030635 | Grot Assistant 97  | \$2.50 |
| 01030636 | Grot Assistant 98  | \$2.50 |
| 01030637 | Grot Assistant 99  | \$2.50 |
| 01030638 | Grot Assistant 100 | \$2.50 |
| 01030639 | Grot Assistant 101 | \$2.50 |
| 01030640 | Grot Assistant 102 | \$2.50 |
| 01030641 | Grot Assistant 103 | \$2.50 |
| 01030642 | Grot Assistant 104 | \$2.50 |
| 01030643 | Grot Assistant 105 | \$2.50 |
| 01030644 | Grot Assistant 106 | \$2.50 |
| 01030645 | Grot Assistant 107 | \$2.50 |
| 01030646 | Grot Assistant 108 | \$2.50 |
| 01030647 | Grot Assistant 109 | \$2.50 |
| 01030648 | Grot Assistant 110 | \$2.50 |
| 01030649 | Grot Assistant 111 | \$2.50 |
| 01030650 | Grot Assistant 112 | \$2.50 |
| 01030651 | Grot Assistant 113 | \$2.50 |
| 01030652 | Grot Assistant 114 | \$2.50 |
| 01030653 | Grot Assistant 115 | \$2.50 |
| 01030654 | Grot Assistant 116 | \$2.50 |
| 01030655 | Grot Assistant 117 | \$2.50 |
| 01030656 | Grot Assistant 118 | \$2.50 |
| 01030657 | Grot Assistant 119 | \$2.50 |
| 01030658 | Grot Assistant 120 | \$2.50 |
| 01030659 | Grot Assistant 121 | \$2.50 |
| 01030660 | Grot Assistant 122 | \$2.50 |
| 01030661 | Grot Assistant 123 | \$2.50 |
| 01030662 | Grot Assistant 124 | \$2.50 |
| 01030663 | Grot Assistant 125 | \$2.50 |
| 01030664 | Grot Assistant 126 | \$2.50 |
| 01030665 | Grot Assistant 127 | \$2.50 |
| 01030666 | Grot Assistant 128 | \$2.50 |
| 01030667 | Grot Assistant 129 | \$2.50 |
| 01030668 | Grot Assistant 130 | \$2.50 |
| 01030669 | Grot Assistant 131 | \$2.50 |
| 01030670 | Grot Assistant 132 | \$2.50 |
| 01030671 | Grot Assistant 133 | \$2.50 |
| 01030672 | Grot Assistant 134 | \$2.50 |
| 01030673 | Grot Assistant 135 | \$2.50 |
| 01030674 | Grot Assistant 136 | \$2.50 |
| 01030675 | Grot Assistant 137 | \$2.50 |
| 01030676 | Grot Assistant 138 | \$2.50 |
| 01030677 | Grot Assistant 139 | \$2.50 |
| 01030678 | Grot Assistant 140 | \$2.50 |
| 01030679 | Grot Assistant 141 | \$2.50 |
| 01030680 | Grot Assistant 142 | \$2.50 |
| 01030681 | Grot Assistant 143 | \$2.50 |
| 01030682 | Grot Assistant 144 | \$2.50 |
| 01030683 | Grot Assistant 145 | \$2.50 |
| 01030684 | Grot Assistant 146 | \$2.50 |
| 01030685 | Grot Assistant 147 | \$2.50 |
| 01030686 | Grot Assistant 148 | \$2.50 |
| 01030687 | Grot Assistant 149 | \$2.50 |
| 01030688 | Grot Assistant 150 | \$2.50 |
| 01030689 | Grot Assistant 151 | \$2.50 |
| 01030690 | Grot Assistant 152 | \$2.50 |
| 01030691 | Grot Assistant 153 | \$2.50 |
| 01030692 | Grot Assistant 154 | \$2.50 |
| 01030693 | Grot Assistant 155 | \$2.50 |
| 01030694 | Grot Assistant 156 | \$2.50 |
| 01030695 | Grot Assistant 157 | \$2.50 |
| 01030696 | Grot Assistant 158 | \$2.50 |
| 01030697 | Grot Assistant 159 | \$2.50 |
| 01030698 | Grot Assistant 160 | \$2.50 |
| 01030699 | Grot Assistant 161 | \$2.50 |
| 01030700 | Grot Assistant 162 | \$2.50 |
| 01030701 | Grot Assistant 163 | \$2.50 |
| 01030702 | Grot Assistant 164 | \$2.50 |
| 01030703 | Grot Assistant 165 | \$2.50 |
| 01030704 | Grot Assistant 166 | \$2.50 |
| 01030705 | Grot Assistant 167 | \$2.50 |
| 01030706 | Grot Assistant 168 | \$2.50 |
| 01030707 | Grot Assistant 169 | \$2.50 |
| 01030708 | Grot Assistant 170 | \$2.50 |
| 01030709 | Grot Assistant 171 | \$2.50 |
| 01030710 | Grot Assistant 172 | \$2.50 |
| 01030711 | Grot Assistant 173 | \$2.50 |
| 01030712 | Grot Assistant 174 | \$2.50 |
| 01030713 | Grot Assistant 175 | \$2.50 |
| 01030714 | Grot Assistant 176 | \$2.50 |
| 01030715 | Grot Assistant 177 | \$2.50 |
| 01030716 | Grot Assistant 178 | \$2.50 |
| 01030717 | Grot Assistant 179 | \$2.50 |
| 01030718 | Grot Assistant 180 | \$2.50 |
| 01030719 | Grot Assistant 181 | \$2.50 |
| 01030720 | Grot Assistant 182 | \$2.50 |
| 01030721 | Grot Assistant 183 | \$2.50 |
| 01030722 | Grot Assistant 184 | \$2.50 |
| 01030723 | Grot Assistant 185 | \$2.50 |
| 01030724 | Grot Assistant 186 | \$2.50 |
| 01030725 | Grot Assistant 187 | \$2.50 |
| 01030726 | Grot Assistant 188 | \$2.50 |
| 01030727 | Grot Assistant 189 | \$2.50 |
| 01030728 | Grot Assistant 190 | \$2.50 |
| 01030729 | Grot Assistant 191 | \$2.50 |
| 01030730 | Grot Assistant 192 | \$2.50 |
| 01030731 | Grot Assistant 193 | \$2.50 |
| 01030732 | Grot Assistant 194 | \$2.50 |
| 01030733 | Grot Assistant 195 | \$2.50 |
| 01030734 | Grot Assistant 196 | \$2.50 |
| 01030735 | Grot Assistant 197 | \$2.50 |
| 01030736 | Grot Assistant 198 | \$2.50 |
| 01030737 | Grot Assistant 199 | \$2.50 |
| 01030740 | Grot Assistant 200 | \$2.50 |

|          |                                   |        |
|----------|-----------------------------------|--------|
| 01030741 | Ork Bionik Kustom                 |        |
|          | Pinista Boogie                    | \$1.25 |
|          | Ork Bionik Iron Lung              | \$1.25 |
|          | Ork Bionik Gyro Munition          | \$1.25 |
|          | Ork Bionik Gyro Stabilizer        | \$1.25 |
|          | Ork Bionik Pop Leg                | \$1.25 |
|          | Ork Bionik Defuse Kicking Legs    | \$1.25 |
|          | Ork Bionik Shoulder Arm (Right)   | \$1.25 |
|          | Ork Bionik Spear Arm (Right)      | \$1.25 |
|          | Ork Bionik Hook Arm (Right)       | \$1.25 |
| 01030742 | Ork Bionik Kula Arm (Right)       | \$1.25 |
| 01030743 | Ork Bionik Kula Arm 2 (Left)      | \$1.25 |
| 01030744 | Ork Bionik (Crew Arm Left)        | \$1.25 |
| 01030745 | Ork Bionik Shoulder Arms 2 (Left) | \$1.25 |



### Ork Biker

|                  |        |
|------------------|--------|
| Ork Biker Icon   | \$1.25 |
| Ork Biker Kannon | \$1.25 |

### Rocket Buggy

|                             |        |
|-----------------------------|--------|
| Rocket Buggy Front Plate    | \$3.50 |
| Rocket Buggy Battering Horn | \$3.50 |

### Digger Truck

|           |                                 |        |
|-----------|---------------------------------|--------|
| 040900102 | Digger Truck Front Plate 1      | \$3.50 |
| 040900103 | Digger Truck Front Plate 2      | \$3.50 |
| 040900104 | Digger Truck Arm                | \$3.50 |
| 040900105 | Digger Truck Front Roof Support | \$3.50 |
| 040900106 | Digger Truck Back Roof Support  | \$3.50 |

### Harpoon Truck Gun

|           |                       |  |
|-----------|-----------------------|--|
| 040901306 | Harpoon Truck Spike 1 |  |
|-----------|-----------------------|--|

|                          |                         |        |
|--------------------------|-------------------------|--------|
| 040901411                | Rocket Buggy Pintle     | \$1    |
| <b>Snakebite Cyboars</b> |                         |        |
| 01001009                 | Snakebite Cyboar Head 1 | \$3.50 |
| 01001010                 | Snakebite Cyboar Head 2 | \$3.50 |
| <b>Speargun Truck</b>    |                         |        |

|           |                     |  |
|-----------|---------------------|--|
| 040901509 | Speargun Truck Gang |  |
|-----------|---------------------|--|

### Wrecker Truck

|           |                              |        |
|-----------|------------------------------|--------|
| 040901602 | Wrecker Truck Battering Horn | \$3.50 |
| 040901603 | Wrecker Truck Wrecker        |        |

|           |                                       |        |
|-----------|---------------------------------------|--------|
| 040901604 | Wrecker Truck Wrecker<br>Ball & Chain | \$2.50 |
|-----------|---------------------------------------|--------|

|           |                        |        |
|-----------|------------------------|--------|
| 040901604 | Wrecker Truck Ammo Box | \$1.25 |
|-----------|------------------------|--------|

### Metal Blitz - Other

#### Ork Blitz

|          |                                     |        |
|----------|-------------------------------------|--------|
| 01001001 | Snake Attack C<br>Spinning Gearings | \$4.50 |
|----------|-------------------------------------|--------|

|           |                    |        |
|-----------|--------------------|--------|
| 040901004 | Big Crabber Hammer | \$1.25 |
|-----------|--------------------|--------|

## CLASSIC RANGE

Veteran Ork players will recognize these two special characters as part of the Gorhamorka range. Although they are special characters in that particular game, these models will provide an excellent basis for either Mad Doks or Mehboys for your Warboss's retinue.



**Bad Doc**  
Available only as bitz



**Bad Doc Left  
Arm w/ Slugga**  
040303005



**Bad Doc Body**  
040303001



**Nazgrub  
Wurrzag Head**  
040302202



**Bad Doc Banner**  
040303003



**Bad Doc Head**  
040303002



**Nazgrub Wurrzag  
Kannon Arm**  
040302203



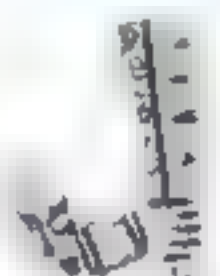
**Nazgrub Wurrzag  
Backpack**  
040302204



**Nazgrub  
Wurrzag Body**  
040302201



**Nazgrub Wurrzag**  
Available only as bitz



**Bad Doc Right  
Arm w/ Bonesaw**  
040303004

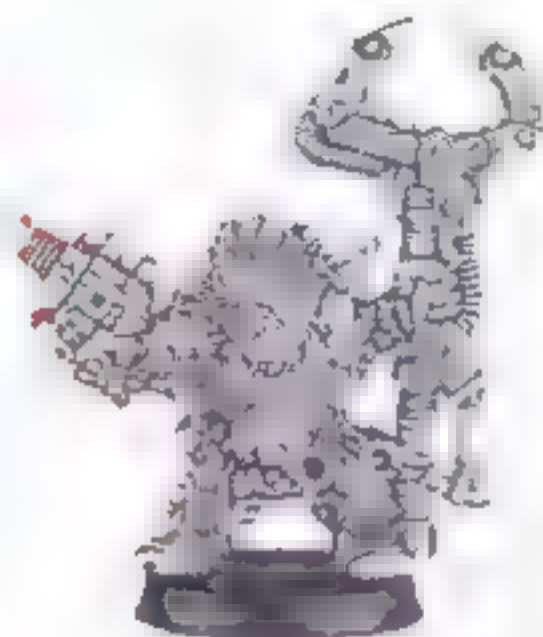




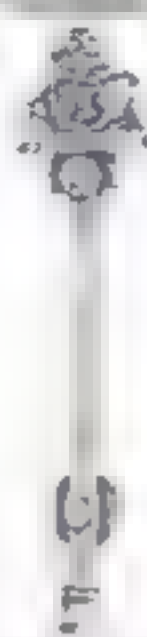
## COLLECTOR'S RANGE



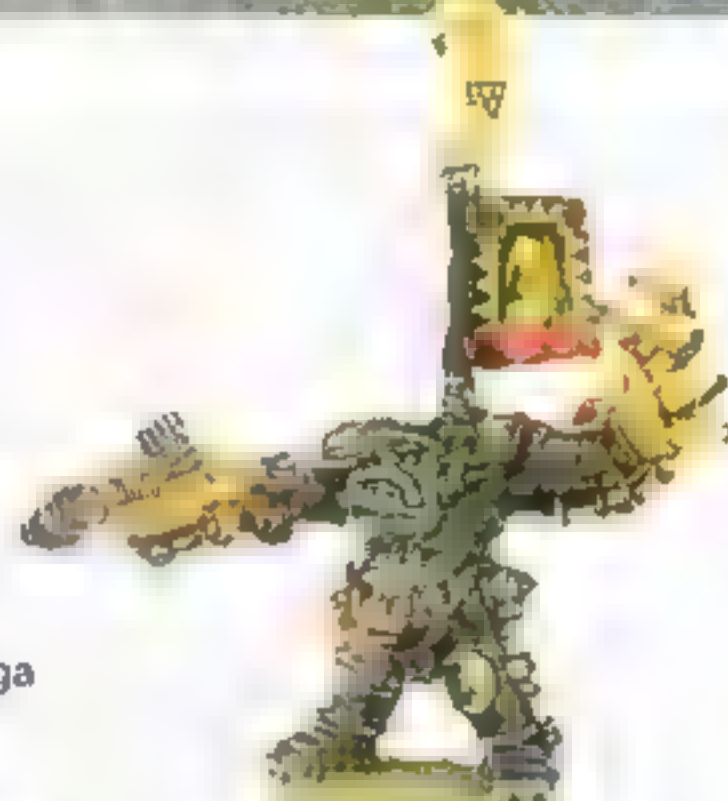
**Zodgrod Wortsnagga Complete**  
MO 0426



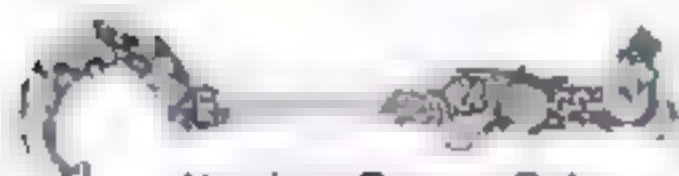
**Zodgrod Wortsnagga Body**  
010301801



**Zodgrod Wortsnagga Banner Pole**  
010301802



**Nazdreg, Bad Moon Warboss Blister**  
MO 0385



**Nazdreg Banner Pole**  
010303002



**Nazdreg Combi Weapon Arm**  
010303003



**Nazdreg Power Claw**  
010303004



**Nazdreg Body**  
010303001

Nazdreg is a member of the Bad Moon clan and is renowned for his low cunning and sneaky plans.



## SHOWCASE

Bruno Rizzo's Ork Command Squad uses a unique combination of classic and standard components to enhance the squad. Models shown at 90% actual size.



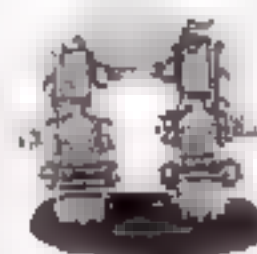


# CLASSIC RANGE

These classic Gorkamertha bitz are a perfect way to model wargear like the Bionik Bonce or Bionik Arm for your Ork characters. Or if you prefer, these bitz could be combined with the plastic boyz to make a great unit of Cyberks to accompany your Painboss.



**Bionik  
Peg Leg**  
040301808



**Bionik Deluxe  
Kicking Legs**  
040301809



**Banna Waver**  
040302703



**Bionik Head  
w/ Steel Horns**  
040301801



**Bionik Head  
w/ Steel Skull**  
040301802



**Bionik Head  
w/ Bionik Eye**  
040301803



**Bionik Kustom  
Thrusta Boosta**  
040301804



**Bionik  
Iron Lung**  
040301805



**Bionik Gyro  
Monowheel**  
040301806



**Bionik Gyro  
Stabilizer**  
040301807



**Bionik  
Shoota Arm**  
040301810



**Bionik  
Spear Arm**  
040301811



**Bionik  
Hook Arm**  
040301812



**Bionik  
Kutta Arm**  
040301813



**Bionik  
Kutta Arm 2**  
040301814



**Bionik Claw  
Arm**  
040301815



**Bionik  
Shoota Arm 2**  
040301816

Use these grots as Wargear for your Mekboyz and Mad Doks. They can both use Gretchin and Grots to help fetch, carry, stitch wounds, carry tools, bash in extra nails, etc.



**Grot Assistant 2**  
010300240



**Grot Assistant 6**  
010300241



**Grot Assistant 4**  
010300242



**Grot Assistant 5**  
010300243



**Grot Assistant 3**  
010300244



**Grot Assistant  
w/ Survey Flags**  
010300245



**Gretchin w/  
Toolbox**  
010302009



**Gretchin w/  
Screwdriver**  
010302201



**Gretchin w/  
Oil Squig**  
010302202



**Gretchin w/  
Wrench**  
010302303



**Gretchin w/  
Hammer**  
010302304





# CLASSIC RANGE



Ork Nob  
Head 1  
040300409



Ork Nob  
Head 2  
040300410



Ork Nob  
Head 3  
040300412



Ork Nob  
Slugga Arm 1  
040300404



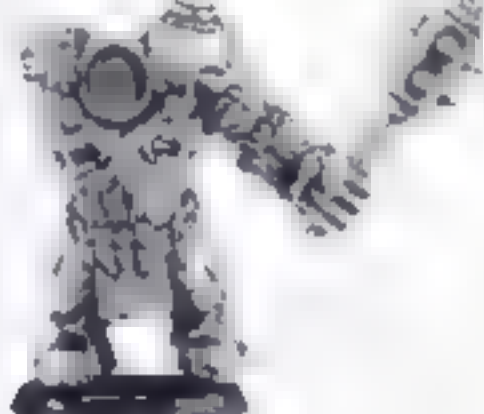
Ork Nob  
Slugga Arm 2  
040300414



Ork Nob  
Shoota  
040300406



Ork Nob Body 1  
040300401



Ork Nob Body 2  
040300402



Ork Nob Body 3  
040300403



Ork Nob  
Back Banner  
040300408



Ork Nob  
Right Axe Arm  
040300405

'Ard Boyz wear heavy armor pieced together from steel plates and equipment scavenged from defeated foes. Their thick armor combined with the natural toughness of Orks means that 'Ard Boyz are able to wade through the fiercest fire fights with barely a scratch.



'Ard Boy Jaw Sprue  
010308506

'Ard Boyz Mob (8)  
MO 0144



'Ard Boy Shoulder Sprue  
010308505



'Ard Boy Body 1  
010308501



'Ard Boy Body 2  
010308502



'Ard Boy Body 3  
010308503



'Ard Boy Body 4  
010308504



# CLASSIC RANGE

Classic Kommando  
Mob (10)  
MO 0145



**Blood Axe  
Kommando 1**  
010301902



**Blood Axe  
Kommando 2**  
010301901



**Blood Axe  
Kommando 3**  
010301903



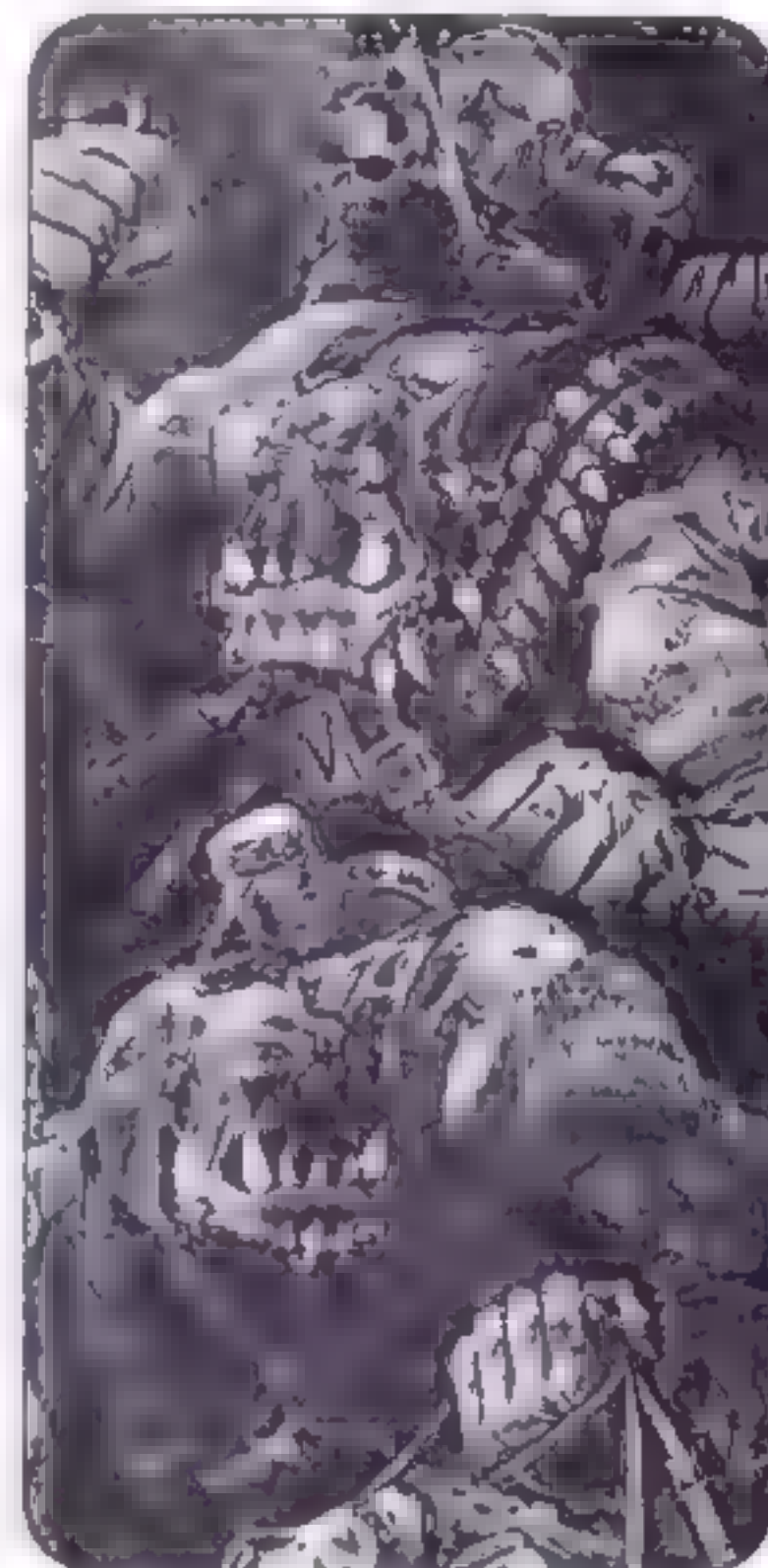
**Blood Axe  
Kommando 4**  
010301904



**Blood Axe  
Kommando 5**  
010301905



**Blood Axe  
Kommando 6**  
010301906



**Gretchin 6  
w/ Autogun**  
010300226



**Gretchin 4  
w/ Autogun**  
010300227



**Gretchin 8  
w/ Autogun**  
010300228



**Gretchin 2  
w/ Autogun**  
010300233



**Gretchin 5  
w/ Autogun**  
010300229



**Gretchin 7  
w/ Autogun**  
010300230



**Gretchin 1  
w/ Autogun**  
010300231



**Gretchin 3  
w/ Autogun**  
010300232





## CLASSIC RANGE



**Head Honcho  
Complete**  
Available only as bitz



**Head Honcho  
Body**  
040302701



**Head Honcho  
Banner**  
040302702



**Snakebite  
Cyboar Head 1**  
010301609



**Snakebite  
Cyboar Head 2**  
010301610



**Big Lugga  
Grot Captain**  
040302417



**Big Lugga Grot  
Crank Crew 1**  
040302418



**Big Lugga Grot  
Crank Crew 2**  
040302420



**Red Gobbo**  
040302601



**Ork Biker  
Icon**  
040302005



**Ork Biker  
Upper Body**  
040302001



**Ork Biker  
Shoota Arm**  
040302002



**Ork Biker  
Left Arm**  
040302003



**Ork Biker  
Backpack**  
040302004

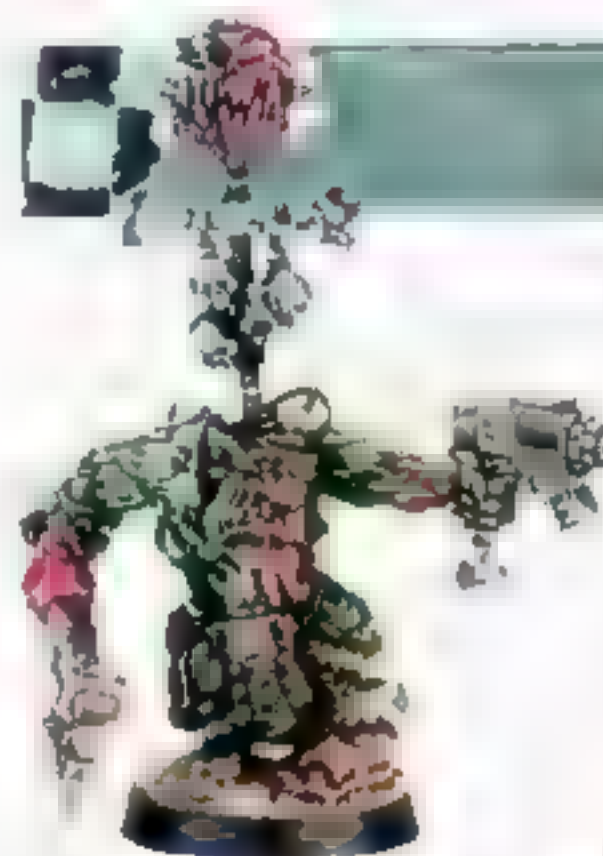


**Ork Biker  
Kannon**  
040302006

These weedy gits are a great addition to any vehicle as weapons crew or to serve as Grot Riggers. Some of the more prestigious looking Grots can serve at the right-hand man of your Ork characters as Grot Orderlies, Oilers, or Ammo Runts.



## SHOWCASE



Adam Mechtley won third place with his Red Gobbo at the 1998 Games Day Golden Demon competition in the Youngbloods category.

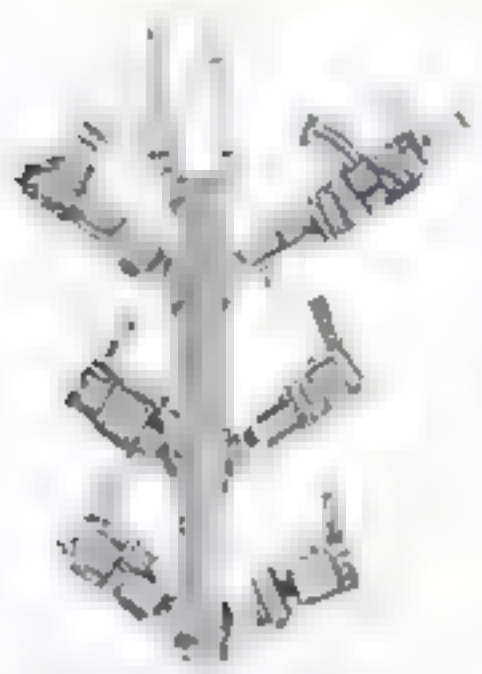


Joe Hill's subtle conversions and great paint job netted this Goff Nob the bronc at the 2000 L & K Golden Demon.





# CLASSIC RANGE



**Grot Weapon Sprue**  
040303103



**Ork Gun Sprue**  
040300802



**Ork Hand Weapon Sprue**  
040300801



**Death Kopta  
Dregmek Right Arm**  
040302303



**Death Kopta  
Dregmek Left Arm**  
040302304



**Death Kopta  
Dregmek Body**  
040302301



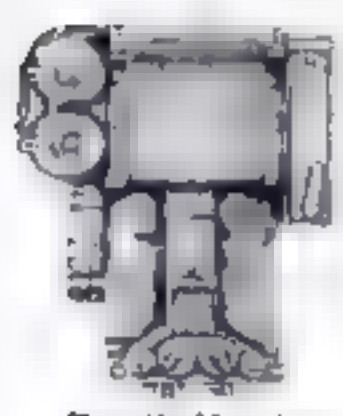
**Death Kopta  
Dregmek Legs**  
040302302



**Death Kopta  
Engine**  
040302306



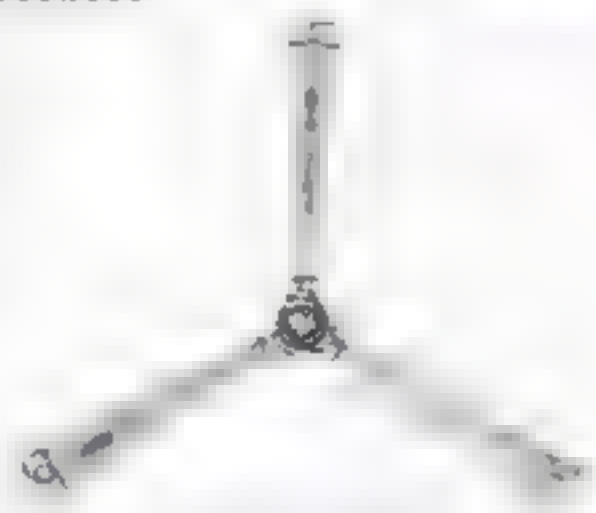
**Death Kopta (1)**  
MO 0082



**Death Kopta  
Chassis**  
040302314



**Death Kopta Rotary  
Blade Support**  
040302305



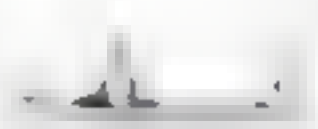
**Death Kopta  
Rotary Blades A**  
040302308



**Death Kopta  
Rotary Blades B**  
040302309



**Death Kopta  
Linked Kannons**  
040302307



**Death Kopta  
Landing Runners**  
040302311



**Death Kopta Small  
Rotary Blades**  
040302312



**Death Kopta Tail**  
040302310



**Death Kopta  
Rear Wheel**  
040302313



**Death Kopta  
Control Stick**  
040302315

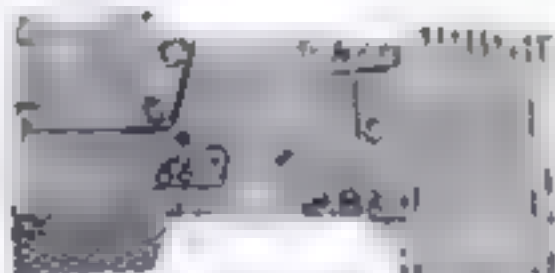




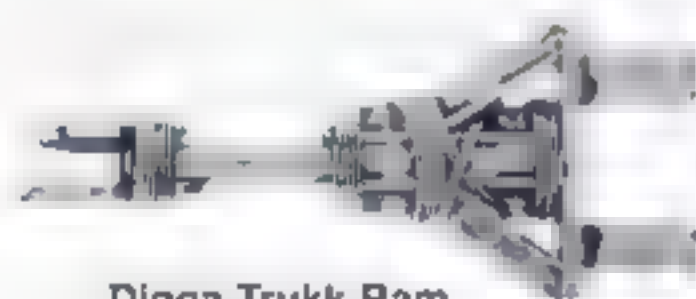
# CLASSIC RANGE



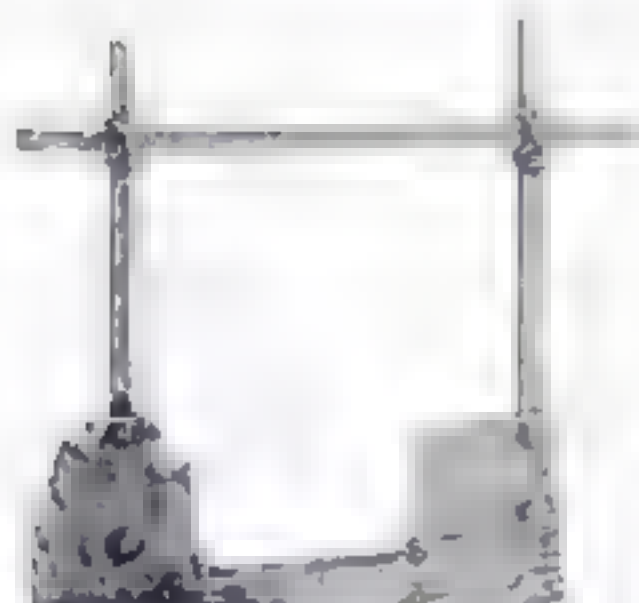
**Digga Trukk Front Plate 1**  
040900102



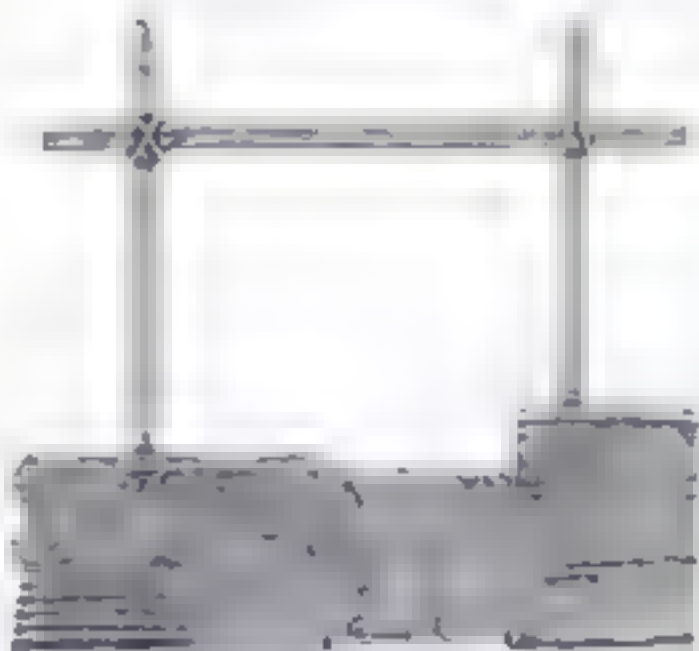
**Digga Trukk Front Plate 2**  
040900103



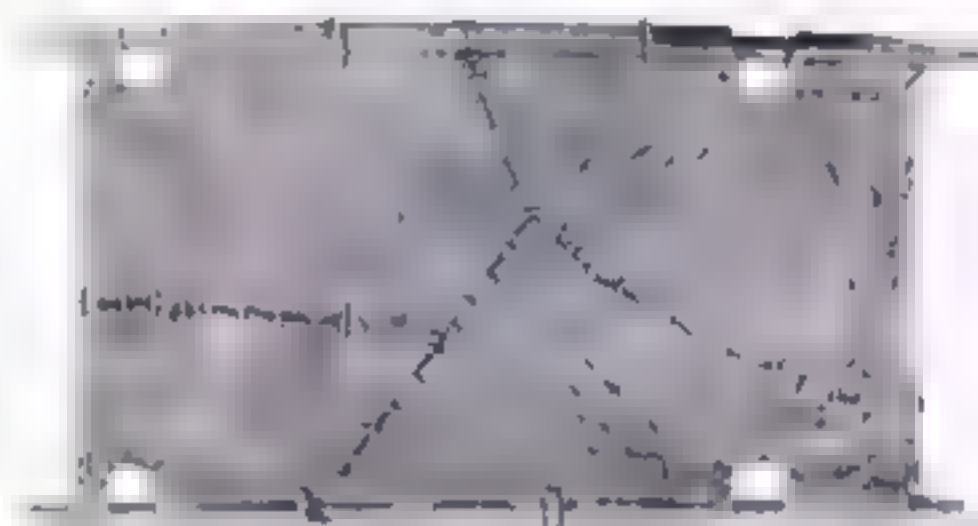
**Digga Trukk Ram**  
040900104



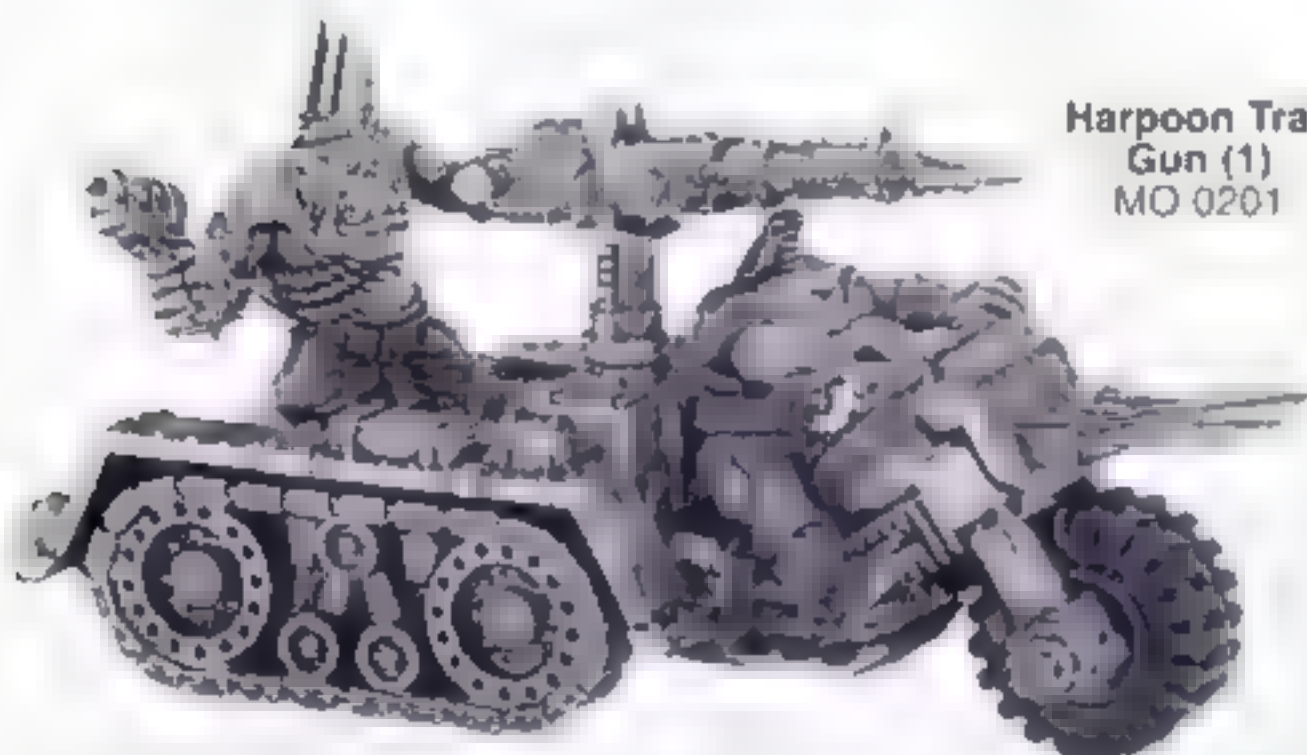
**Digga Trukk Front Roof Support**  
040900105



**Digga Trukk Back Roof Support**  
040900106



**Digga Trukk Roof**  
040900101



**Harpoon Trak Gun (1)**  
MO 0201

In addition to serving as great vehicle components, the bits that make up the digga truck can be combined to make great shanty-like structures or interesting barricades for your Ork army. Some components like the Digga Trukk Front Roof are primitive enough to work for fantasy-based scenery projects.

*Note: The Harpoon Trak Gun comes with the Ork Wheel Sprue and the Wartrok Sprue shown on pp. 234 & 235*



**Harpoon Trak Gun**  
040301301



**Harpoon Trak Spare Harpoons**  
040301302



**Harpoon Trak Gun Mount**  
040301303



**Harpoon Trak Gunner Body**  
040301304



**Harpoon Trak Glyph Plates**  
040301305



**Harpoon Trak Spike 1**  
040301306



**Harpoon Trak Spike 2**  
040301307



**Harpoon Trak Gunner Hand**  
040301308





WARHAMMER  
40,000

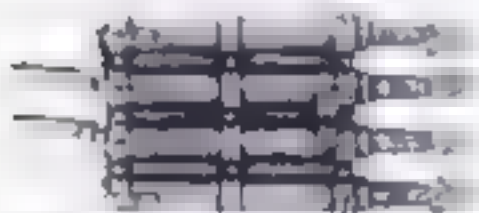
## CLASSIC RANGE



**Speargun Trukk Gunner Platform**  
040301504



**Speargun Trukk Front Plate**  
040301501



**Speargun Trukk Speargun**  
040301503



**Speargun Trukk Spears**  
040301505



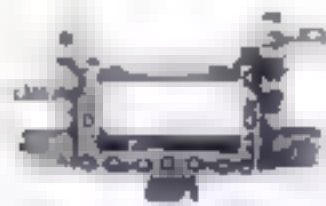
**Speargun Trukk  
Glyph Plates**  
040301506



**Speargun Trukk  
Support Base**  
040301507



**Speargun Trukk  
Gun Mount**  
040301508



**Speargun Trukk  
Gang Plank Winch**  
040301509



**Speargun Trukk  
Tow Ring**  
040301510



**Speargun Trukk  
Driver Torso**  
040301511



**Speargun Trukk  
Spanner**  
040301512



**Speargun Trukk  
Gang Plank Base**  
040301513



**Speargun  
Trukk (1)**  
MO 0203

*Note: The Speargun Trukk comes with the Ork Wheel Sprue and the Wottrukk Sprue shown on pp 234 & 235*

## SHOWCASE

*In 1998 James Maskay won second place with this Gorkamorka Mob at the Games Day Golden Demon competition in the Gorkamorka category. His fantastic base and attention to detail secured the silver Golden Demon*







# CLASSIC RANGE



**Rokkit Buggy  
Gunner Platform**  
040301404



**Rokkit Buggy  
Battering Ram**  
040301402



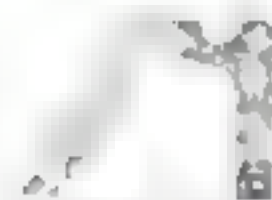
**Rokkit Buggy  
Rokkit Launcher**  
040301403



**Rokkit Buggy  
Spare Rokkits**  
040301409



**Stormboy  
Jump Pack**  
010302104



**Rokkit Buggy  
Right Support**  
040301406



**Rokkit Buggy  
Left Support**  
040301407



**Rokkit Buggy  
Banner Top**  
040301408



**Rokkit Buggy  
Main Support**  
040301410



**Rokkit Buggy  
Pintle**  
040301411

*Note: The Rokkit Buggy  
comes with the Oak  
Wheel Sprue and the  
Warbuggy Sprues shown  
on pp. 234 & 235*



**Shokk Attack Gun  
Field Generator**  
010300902



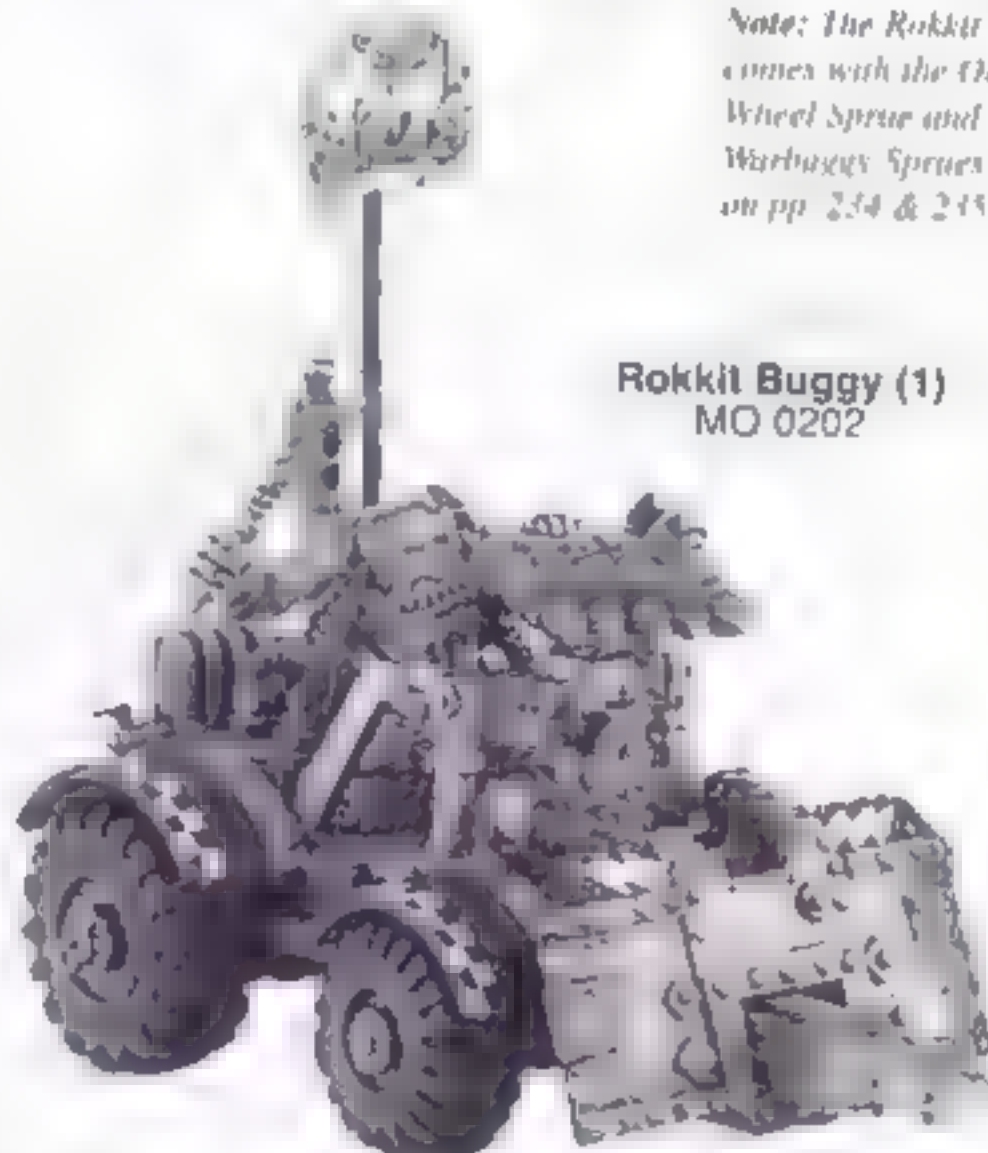
**Rokkit Buggy  
Gunner**  
040301405



**Shokk Attack Gun  
Spinning Gubbins**  
010300901



**Rokkit Buggy Front Plate**  
040301401



**Rokkit Buggy (1)**  
MO 0202



# CLASSIC RANGE



**Wrekker Trukk Wrekker Ball**  
040301605



**Wrekker Trukk Front Plate**  
040301601



**Wrekker Trukk (1)**  
MO 0204

*Note: The Wrekker Trukk comes with the Ork Wheel Sprue and the Wartrukk Sprue shown on p. 234 and the Speargun Trukk Coaxial Plank Base*



**Wrekker Trukk Wrekker Handle**  
040301606



**Wrekker Trukk Wrekker Pedal**  
040301608



**Wrekker Trukk Kannon**  
040301609



**Wrekker Trukk Driver**  
040301610



**Wrekker Trukk Gunner**  
040301611



**Wrekker Trukk Skull Spike**  
040301612



**Wrekker Trukk Ammo Box**  
040301614



**Wrekker Trukk Battering Ram**  
040301602



**Wrekker Trukk Wrekker Ball & Chain**  
040301604



**Wrekker Trukk Wrekker Main Support**  
040301603



**Wrekker Trukk Glyph Sprue**  
040301607

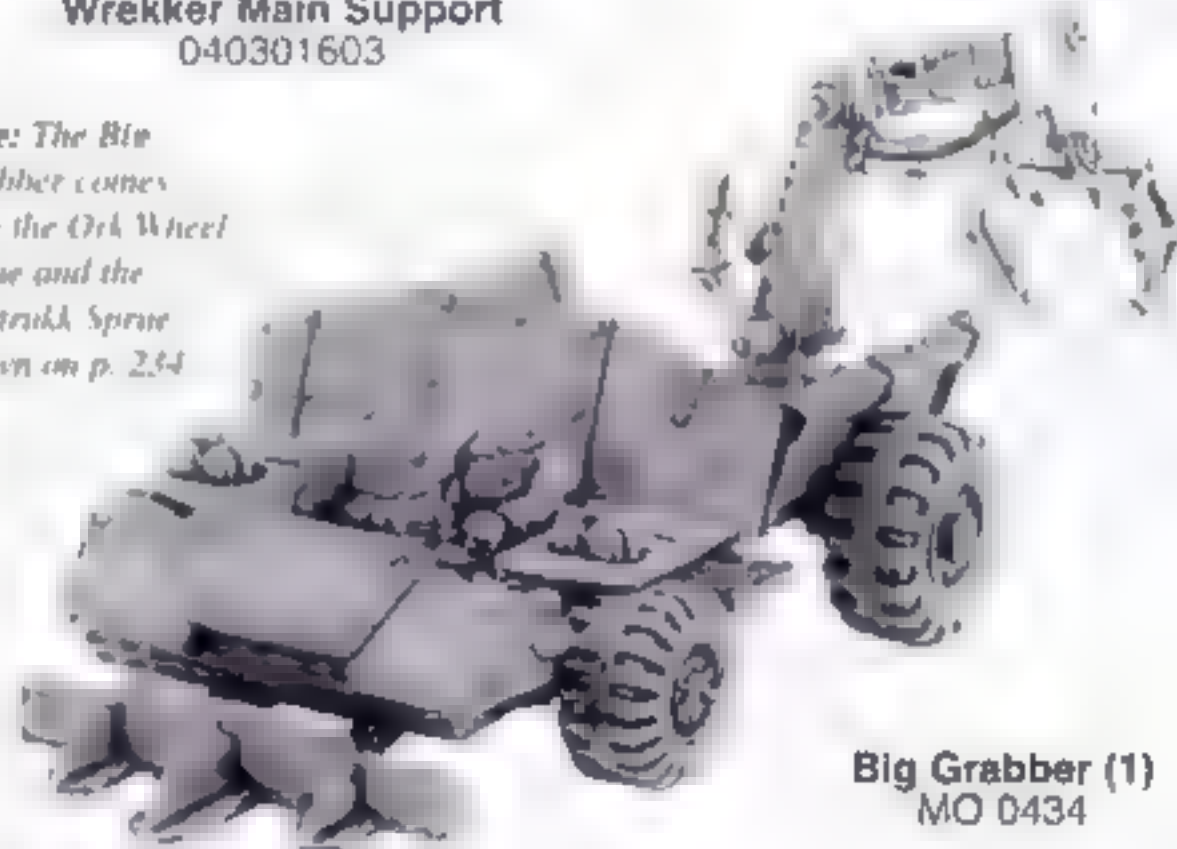


**Big Grabber Crane**  
040301901



**Big Grabber Jaws**  
040301902

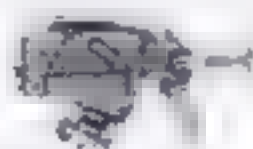
*Note: The Big Grabber comes with the Ork Wheel Sprue and the Wartrukk Sprue shown on p. 234*



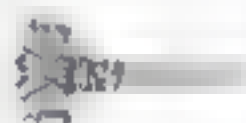
**Big Grabber (1)**  
MO 0434



**Big Grabber Spike**  
040301903



**Big Grabber Shoota**  
040301904



**Big Grabber Hammer**  
040301905



**Big Grabber Slugga**  
040301906



**Big Grabber Blowtorch**  
040301907

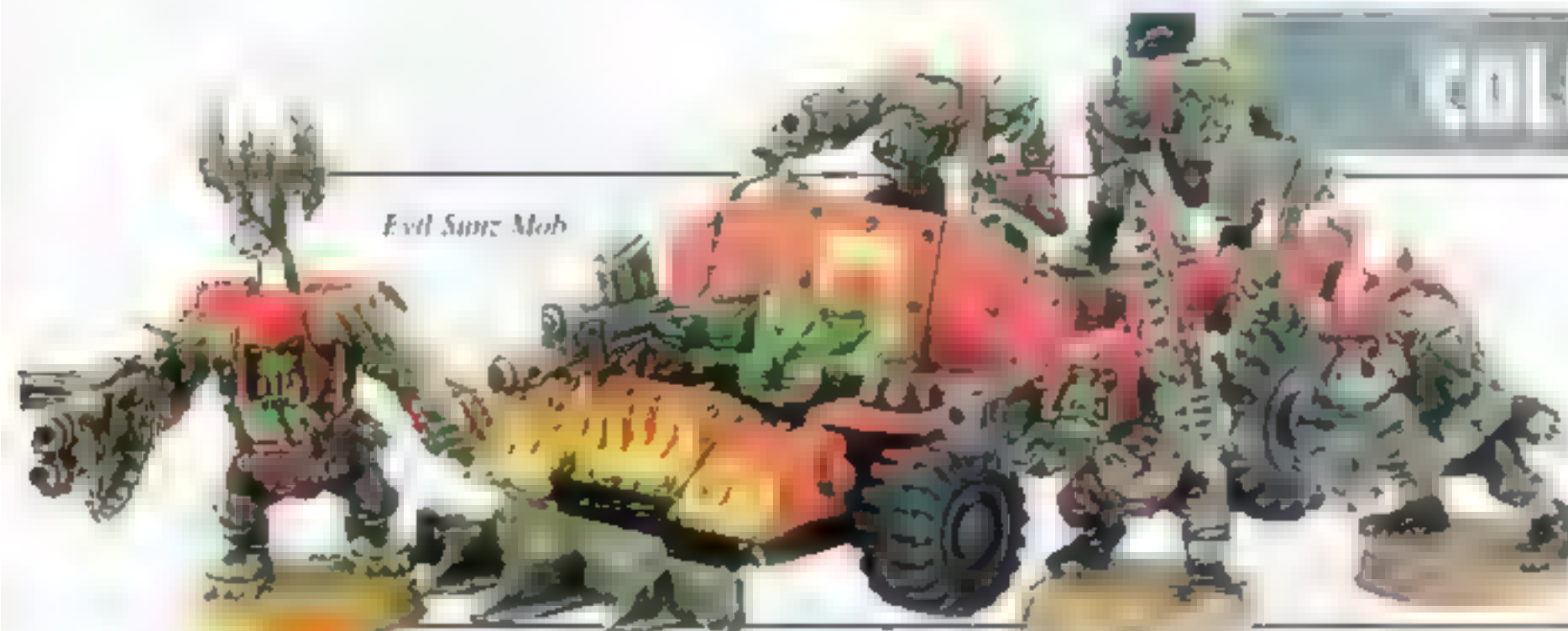


**Big Grabber Steering Cog**  
040302415



# COLORS OF WAR

*Evil Sunz Mob*



## Evil Sunz

Evil Sunz are obsessed with speed and love to ride in fast buggies. Their vehicles and warriors are predominantly red (red ones go faster after all!) with some yellow detailing. Yellow flames are a common motif and easy to paint too!



*Left: Bad Moon Slugga Boy*

*Right: Bad Moon Nob w/ Bosspots*

Bad Moons warbands are wealthy and well equipped. Their ostentatious yellow clan color is used as markings in a dog-tooth pattern or as a background color for black flames.

## Deathskulls

Deathskull warbands are expert looters and scavengers. Their clan color is blue, which most Orks think of as a lucky color. Deathskulls often daub their bodies with blue warpaint to bring extra good fortune to their scavenging exploits.

*Left: Deathskull Slugga Boy*

*Right: Deathskull Nob w/ Custom Shouta & Bosspots*



## Blood Axes

Blood Axe warbands are seen as being tainted by un-Orky ideas picked up from human warriors on the battlefield. For this reason, they are mistrusted by other Orks. Blood Axes often use camouflage colors, although they appear rather unid to human eyes.



*Blood Axe Slugga Boy*

*Left: Goff Nob w/ Power Custom Bosspots*

*Right: Goff Slugga Boy*



## Goffs

Goff clan Orks think they are the toughest most no-nonsense warriors around and wear a uniform that is somber black with some white and red detailing. Black and white checks are especially popular.

## Snakebites

Snakebite Orks are distrustful of technology and prefer good old-fashioned stuff. Their warriors wear leather and furs for the most part, with some red and white markings.

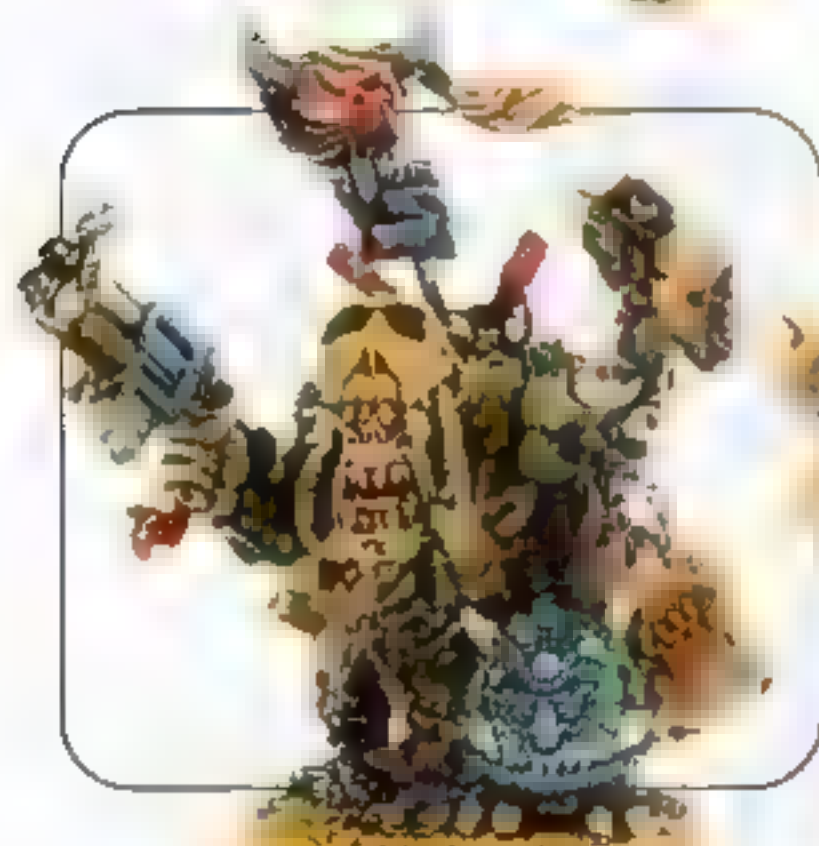
*Left: Snakebite Nob w/ Big Horns & Bosspots*  
*Right: Snakebite Slugga Boy*



# SHOWCASE

Right: Bruno Grelier won first place with his Ork Corsairs at the 2001 French Games Day Golden Demon painting competition

Below: Sylvain Quenecen won second place with his Ork Wartrak at the 1999 French Golden Demon painting competition

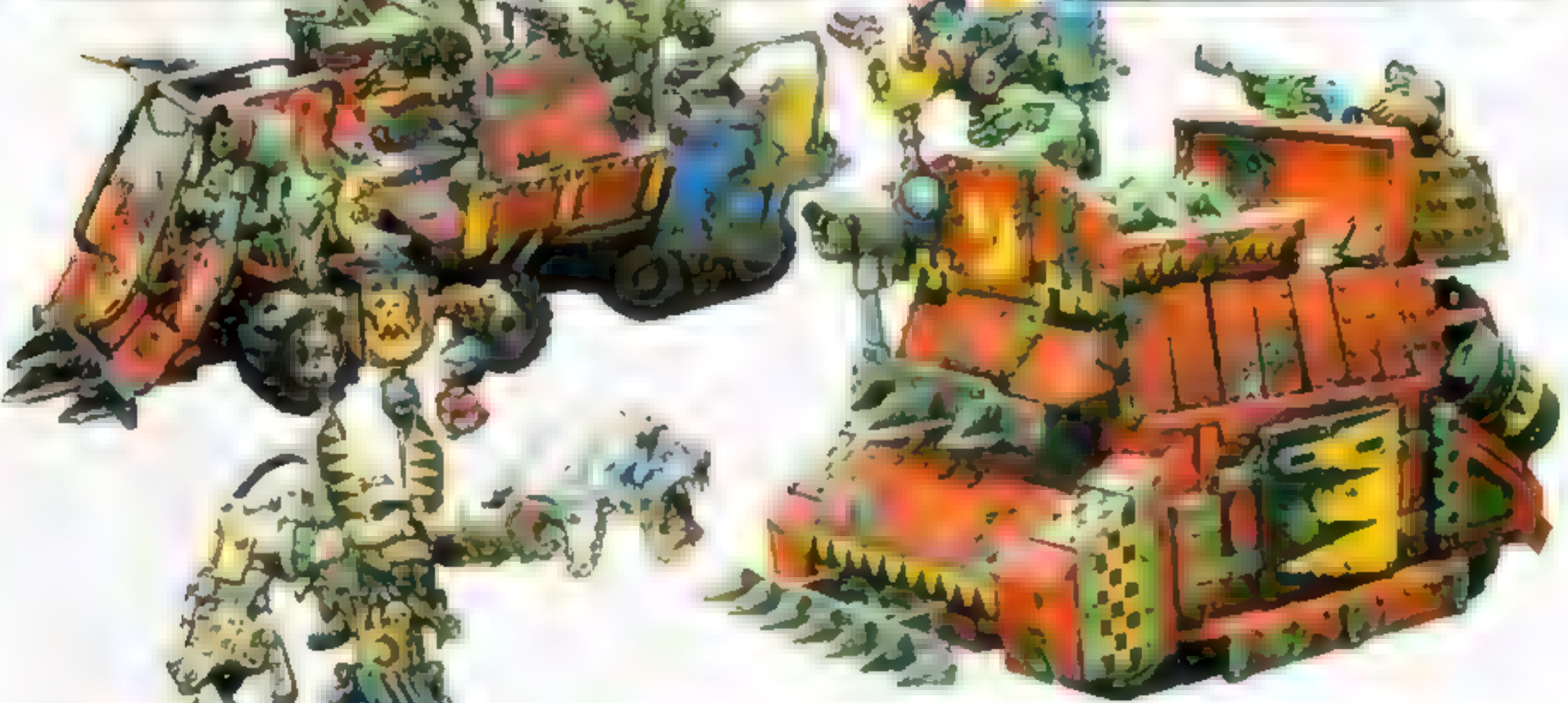


Above: Bruno Grelier won third place with his Ork Warbiker at the 2000 French Games Day Golden Demon painting competition

Above: Steve Buddle won second place with his Ork Warbiker at the 1999 UK Games Day Golden Demon painting competition

Left: Alex Boyd painted the Speed Freek Warbiker





*This Page: Com-Hek von Hest appears with his Ork army at the 28th March. Com-Hek von Hest's Ork army is an excellent example of the Ork army, and gear that the Mekhox and Mud-Dek are used to their army, to add to their brave forces.*





# SISTERS OF BATTLE

*The stout, wooden doors of the cathedral were thrown open as the Battle Sisters, chanting hymns to the Emperor and raising their ritually blessed weapons of faith, marched onto the steps. Bolter shells rained down, and arcane weaponry spouted cleansing fire. High above, the angelic forms of the Seraphim dropped from the dark, towering spires, and bolt pistols spat death.*

*The Sister Superior stood at the top of the marble steps, her bolter kicking in her arms as she pumped shell after shell into the heretics. The light from inside the cathedral framed her in glowing halo of brilliance.*

*"Death to the defilers!"*

*Below: One of the new Sisters of Battle*



The Ordo Hereticus, also known as the Witch Hunters, is the branch of the Inquisition tasked with hunting down the the heretics and the genetically impure of the Imperium. The remit of the Witch Hunters also includes watching over internal organizations like the Arbites, Adeptus Astra

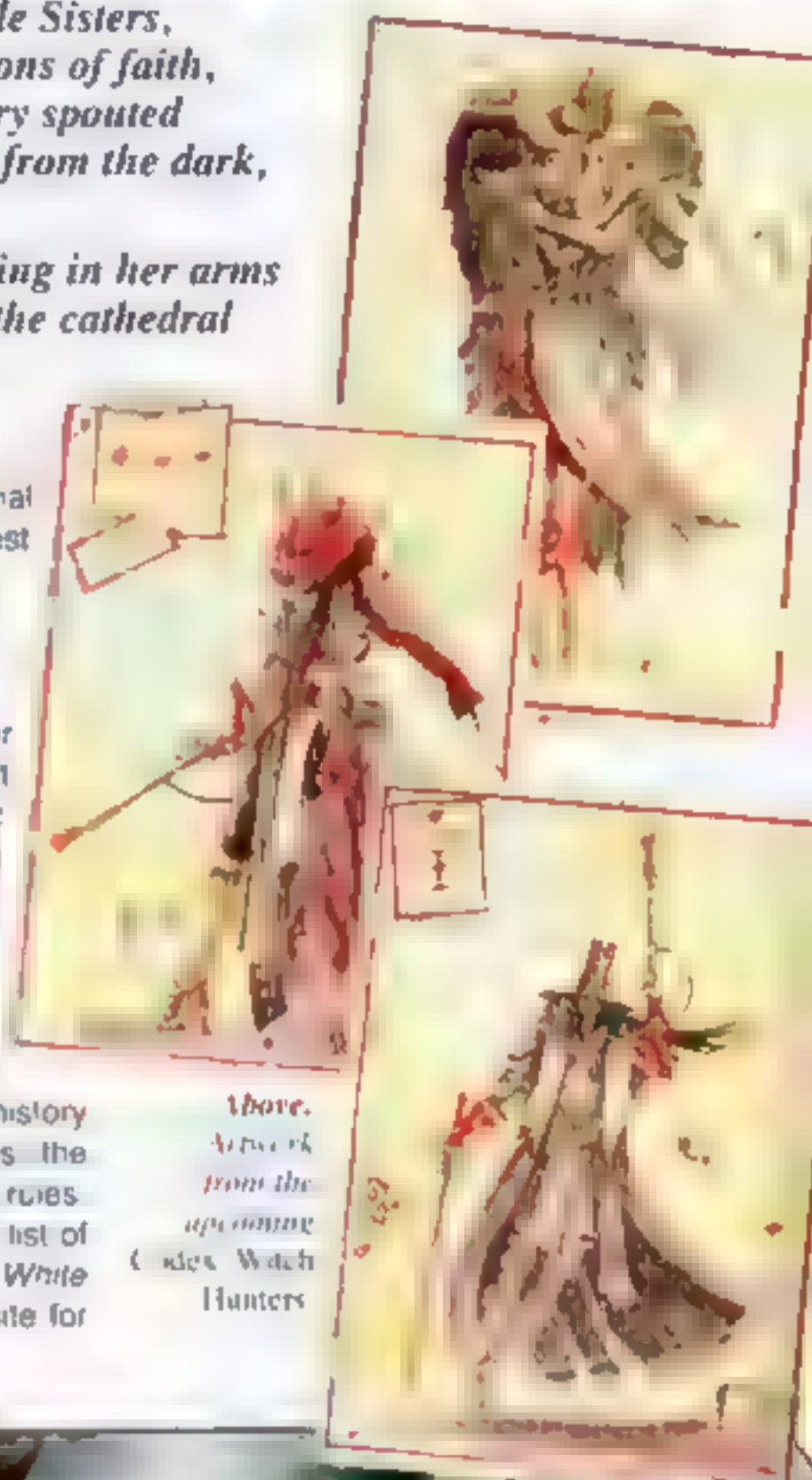
Telepathica and the Inquisition itself. This branch of the Inquisition is perhaps the most widely feared of all the Ordos. The Chamber Militant of this holy order is the virtuous and pious Adepta Sororitas, the Sisters of Battle. This ancient order of warrior women is

dedicated to the Emperor and the Imperial creed and includes the best and bravest warriors an Inquisitor can call upon.

## Witch Hunters Preview

*Codex: Witch Hunters* is slated for release in April 2004. Like the first Inquisitorial Codex (*Codex: Daemonhunters*, which covered the Ordo Malleus), *Codex: Witch Hunters* provides full rules for playing with a stand alone Witch Hunters army and for incorporating other troops (like Space Marines or Imperial Guard) into the mix.

Included in *Codex: Witch Hunters* is the history of the Ecclesiarchy, the Ordo Hereticus, the Adepta Sororitas, the army list, special rules, special characters, and more. For a full list of new models and codes, check out *White Dwarf* and the Games Workshop web site for the latest releases.



*Above: Artwork from the upcoming Codex: Witch Hunters*







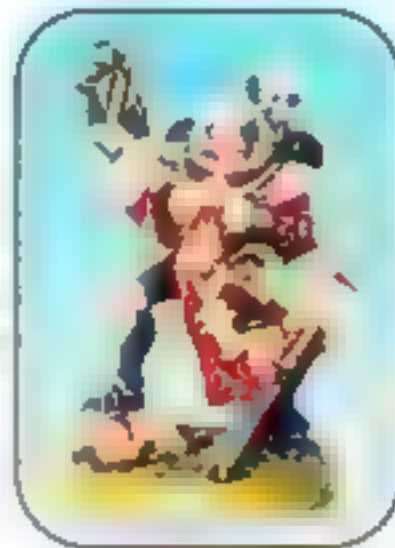
## The Enemy Is Everywhere

While a Witch Hunter's very existence is geared towards fighting heretics, betrayal is not always apparent at first glance. There are times when Witch Hunters are forced to hunt down and battle Space Marines (particularly those whose gene-seed is suspected of corruption), and history demonstrates that there are all too many examples of traitorous Imperial Guard regiments. Battles against aliens, such as Eldar, Orks, Tau, or Necrons, can take place because the Witch Hunters want to defend sacred territories, take prisoners to study, or punish those who would corrupt the Emperor's true believers. Thus, if your Witch Hunter force lines up against an army that is not necessarily a turncoat to Imperial Humanity at first glance, look again (and make up a cool storyline). Remember, traitors are everywhere, and doubt is all most Witch Hunters require to muster the Emperor's arsenal.





## SHOWCASE



**Left: The Emperor's Wrath**  
 Hammer & Matthews  
 Workshop: 40,000 Years  
 Model: The Emperor's Wrath  
 2005 Los Angeles Convention  
 Demonstration  
 Workshop: 40,000 Years  
 Model: The Emperor's Wrath  
 2005 Los Angeles Convention  
 Demonstration  
 Workshop: 40,000 Years  
 Model: The Emperor's Wrath  
 2005 Los Angeles Convention  
 Demonstration

**Right: Benet Bunch**  
 Workshop: 40,000 Years  
 Model: The Emperor's Wrath  
 2005 Los Angeles Convention  
 Demonstration  
 Workshop: 40,000 Years  
 Model: The Emperor's Wrath  
 2005 Los Angeles Convention  
 Demonstration



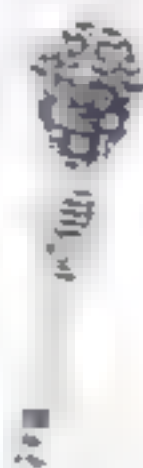




**Confessor Kyrinov  
Blister (1)**  
52-44



**Confessor Kyrinov Body**  
010801101



**Mace of Valaan**  
010801102



**Uriah Jacobus  
Blister (1)**  
52-45



**Canoness Blister (1)**  
52-35



**Canoness Body**  
010800902



**Celestial Banner Bearer  
Blister (1)**  
010401502 (Blister)  
52-37 (Blister)



**Uriah Jacobus  
Right Arm**  
010802102



**Uriah Jacobus  
Body**  
010802101



**Canoness  
Icon**  
010800903



**Battle Sister  
Backpack**  
010800401



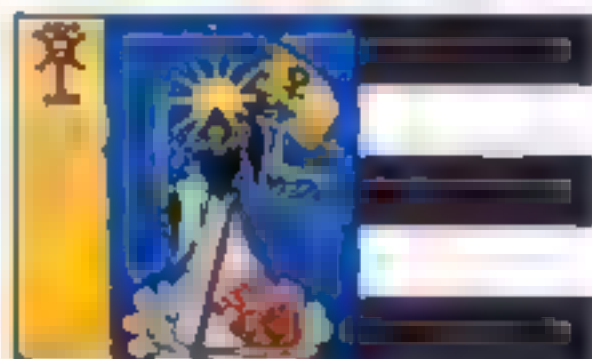
**Uriah Jacobus  
Backpack**  
010802103

*A single man with faith  
can battle an entire army  
of the Faithful.  
The army of the Faithful can  
never be opposed.*



*This Order of Our Martyred Lady  
banner has been modified slightly  
from the one shown to the right.  
Instead of a straight edge, the  
banner had a ragged edge cut into  
with scissors. This edge was then  
painted with a slightly darker shade  
of brown to make it stand out slightly  
and look faded and worn by time.*

**ECCLISIARCHY BANNERS.** Each of the Orders Militant possesses ancient battle banners passed down through the generations from the time when the Orders were first founded. They are proudly borne into battle and help to bolster the morale of the Battle Sisters and inspire them to ever greater feats of glory.



*Banner of the Order of the Martyred Lady*



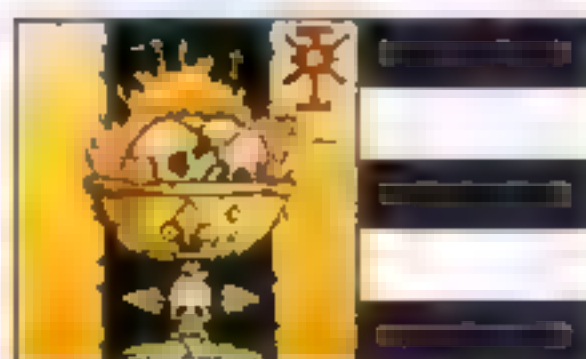
*Banner of the Order of the Virgin Mary*



*Banner of the Order of the Sacred Rose*



*Banner of the Order of the Argent Shroud*



*Banner of the Order of the Ebon Chalice*



*Banner of the Order of the Bloody Rose*



## THE SISTERHOOD

All of the Orders of the Sisterhood are divided between the two principle worlds of Earth and Ophelia VII. The Adepta Sororitas have an extensive convent on each of these planets, which are home to members of all of the Orders.

The head of each Convent is the Priorella, who is answerable only to the Ecclesiarch himself. The Priorellas are elected from the ranks of the various Orders. Each Order is run by a Canoness and her Sister Superiors. They look after the training of recruits, the performing of regular prayer sessions (usually several a day), and the maintenance of their own affairs. Part of the puritan lifestyle of the Sisterhood is isolation, and it is generally only the Canoness and her most experienced Sister Superiors who will have dealings with outsiders.

The most widely known Orders of the Sisterhood are the Orders Militant. These Battle Sisters follow the original doctrines of the Daughters of the Emperor. The Orders Militant are themselves broken down into military units, with each squad led by a Sister Superior. The most senior Sister Superiors may have organizational control over several squads of Battle Sisters. The most skilled and experienced Battle Sisters receive further training and become inducted into the most ancient rites of the Order.

After the founding of the Adepta Sororitas, their ranks soon grew to over 10,000 fighters. Ecclesiarch Alexis XXII split each of the Convents into two Orders, thereby founding the Orders Militant of the Ebon Chalice, Valorous Heart, Fiery Heart, and the Argent Shroud.

After 2,500 years, two more Orders were created by Deacon VI (the Orders of the Bloody Rose and the Sacred Rose), and the Convent buildings were extended to accommodate almost 15,000 warriors each. In recent years, the number of the Militant Orders' members has declined, and each Order now numbers between 3,000 and 4,000 Battle Sisters. These warriors are spread throughout the galaxy in various battle zones and on extended tours of duty. The size of an Order waxes and wanes irregularly, depending on the quality of recruits available and battle losses. On occasion, an Order may number no more than a few hundred warriors, all fighting the enemies of the Emperor. At other times, an Order may reach a peak of 6,000 or 7,000 warriors, with much of the Order fighting in distant wars, while a reserve of several thousand Battle Sisters is left behind and can be dispatched if needed.

## ELITES



Imperial Missionary  
Blister (Random 1)  
52-46



Missionary Body 1  
010801201



Missionary  
Backpack 1  
010801203



Missionary  
Backpack 2  
010801205



Missionary  
Chainsword  
010801202



Missionary Body 2  
010801204



Imperial Preacher 1  
010802201



Imperial Preacher 2  
010802203



Imperial Preacher 3  
010802202

Imperial Preacher Blister (Random 1)  
52-47

## TROOPS



Sister Superior 1  
010800402



Sister Superior 2  
010801703



Sister Superior 3  
010801704

Sister Superior Blister (Random 1)  
52-36



Battle Sister  
Backpack  
010800401

*The Emperor is our Father and our Guardian  
but we must also guard the Emperor*



# TROOPS



**Battle Sisters Blister (Random 3)**  
52-39

*Note: Sisters of Battle rule into battle inside the ubiquitous Rhino*



**Battle Sister Backpack**  
010800401



**Rhino APC Box (1)**  
48-12



**Battle Sister 5**  
010801308

**Battle Sister 6**  
010801309

**Battle Sister 7**  
010801310

**Battle Sister 1**  
010800403

**Battle Sister 4**  
01080407



**B. S. w/ Flamer**  
010800406

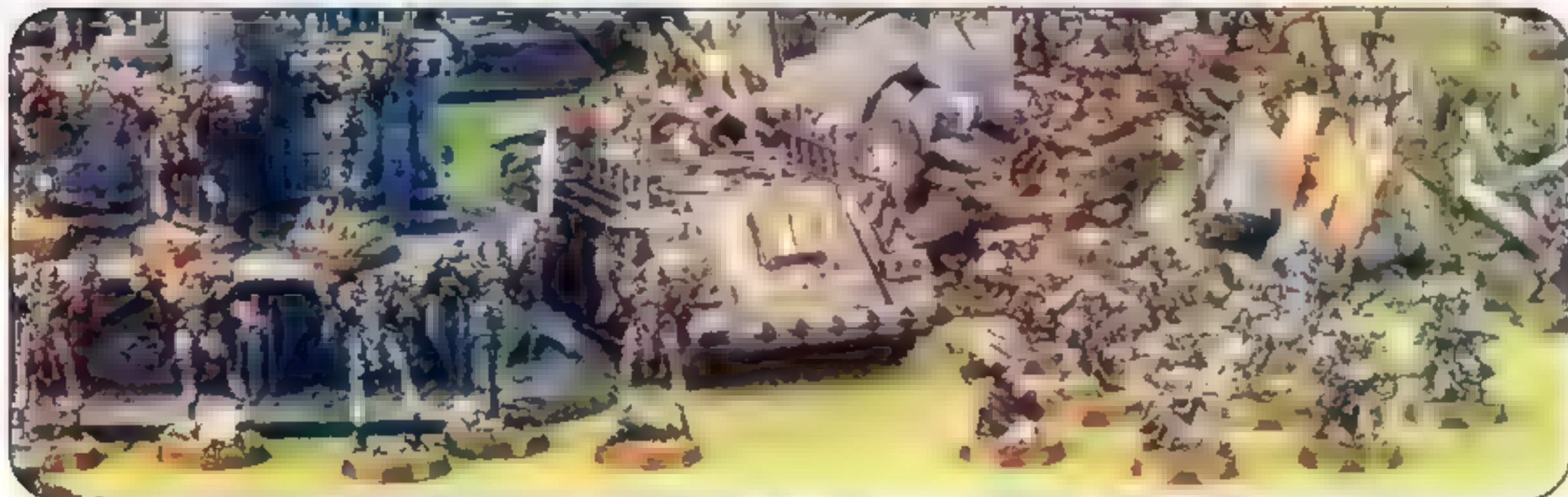
**B. S. w/ Melta Gun**  
010800802

**Battle Sisters w/ Assault Weapons Blister (2)**  
52-48



**Sisters of Battle Shrine**  
010802501(Base)  
010802502(Top)

*The Battle Sisters have many gifts. In the days of the Emperor the Adepta Sisterhood of the Imperium were the most powerful of Battle. They are the leaders of Imperial faith and a physical reminder of the Imperium's power.*









*One man can start a landslide with the cast of a single pebble.*

## FAST ATTACK

*Seraphim are experienced warriors. They alone are trained in the use of jump packs. Their training and equipment make them very effective and hard-hitting in close combat.*



**Seraphim Battle Sister w/ Twin Flamers Blister (1)**  
52-53



**Seraphim Sister Superior Blister (1)**  
52-38



**Seraphim Battle Sister Blister (1)**  
52-40



**Seraphim Battle Sister Jump Pack**  
010801001



**Seraphim Battle Sister w/ Bolt Pistols 1**  
010801002



**Seraphim Battle Sister w/ Bolt Pistols 2**  
010801004



**Seraphim Battle Sister w/ Flamers**  
010801005



**Seraphim Sister Superior**  
010801003

*Battle Sisters who carry heavy weapons are trained in the use of ranged weaponry such as heavy flamer or heavy bolter. They are a single divine Retribution squad, ruling a battlefield.*

## HEAVY SUPPORT



**Battle Sister w/ Heavy Bolter Blister (1)**  
52-41



**Battle Sister w/ Heavy Flamer Blister (1)**  
52-42



**Battle Sister w/ Multi-Melta Blister (1)**  
52-43



**Battle Sister Heavy Bolter Body**  
010800602



**Battle Sister Heavy Flamer Body**  
010800701



**Battle Sister Multi-Melta Body**  
010801601



**Battle Sister Heavy Bolter Backpack**  
010800603



**Battle Sister Heavy Flamer Backpack**  
010800702



**Battle Sister Multi-Melta Backpack**  
010801602



**Battle Sister Backpack**  
010800401



**Battle Sister Heavy Flamer Backpack**  
010800703



**Battle Sister Multi-Melta Backpack**  
010801603



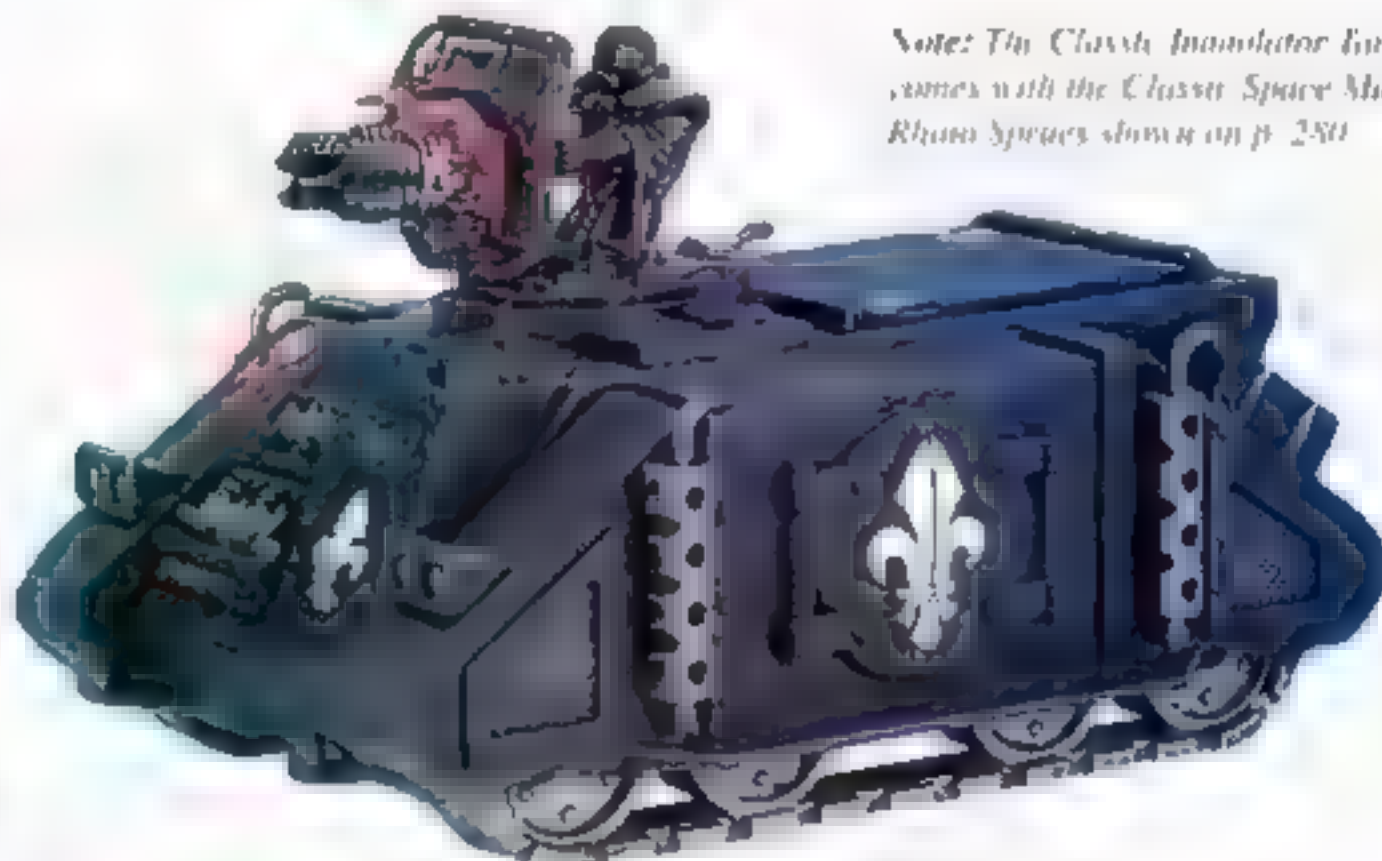
# HEAVY SUPPORT



**Immulator  
Gunner**  
010800501



**Immulator  
Heavy Flamer**  
010800502



**Immulator Tank**  
MO 0208



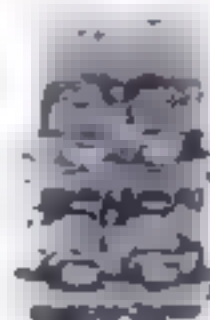
**Immulator Left  
Heavy Flamer**  
010800503



**Immulator  
Turret Base**  
010800504



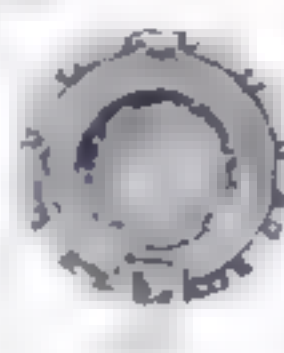
**Immulator  
Front Hatch 1**  
010800505



**Immulator  
Front Hatch 2**  
010800506



**Immulator  
Side Hatch**  
010800507



**Immulator Upper  
Turret Base**  
010800508



**Immulator  
Blast Shield**  
010800509

The Immulator Tank is a massive, heavily armored vehicle. It is filled with a pair of heavy flamer units, which can be used to incinerate enemy troops. The tank is also equipped with a turret base, which can be used to mount a variety of weapons. The Immulator Tank is a true heavy support unit, and it is a must-have for any Imperial army.

## PRICE LIST

### Boxed Sets & Blister Packs – HQ

|       |                           |     |
|-------|---------------------------|-----|
| 52-35 | Canoness                  | \$8 |
| 52-37 | Celestian Standard Bearer | \$7 |

### Special Characters

|       |                   |      |
|-------|-------------------|------|
| 52-44 | Confessor Kyrinov | \$10 |
| 52-45 | Uriah Jacobus     | \$10 |

### Boxed Sets & Blister Packs – Elites

|       |                     |     |
|-------|---------------------|-----|
| 52-46 | Imperial Missionary | \$6 |
| 52-47 | Imperial Preacher   | \$6 |

### Boxed Sets & Blister Packs – Troops

|        |                                   |      |
|--------|-----------------------------------|------|
| 52-48  | Battle Sisters w/ Assault Weapons | \$9  |
| 52-36  | Sister Superior                   | \$6  |
| 52-39  | Battle Sisters                    | \$9  |
| MO0146 | Redemptorist Squad                | \$30 |

### Boxed Sets & Blister Packs – Fast Attack

|       |                          |     |
|-------|--------------------------|-----|
| 52-38 | Seraphim Sister Superior | \$8 |
| 52-40 | Seraphim Battle Sister   | \$6 |

|       |                                       |      |
|-------|---------------------------------------|------|
| 52-53 | Seraphim Battle Sister w/ Twin Flamer | \$8  |
| 48-12 | Rhino APC                             | \$25 |

### Boxed Sets & Blister Packs – Heavy Support

|        |                               |       |
|--------|-------------------------------|-------|
| MO0208 | Immulator Tank                | \$200 |
| 52-41  | Battle Sister w/ Heavy Bolter | \$7   |
| 52-42  | Battle Sister w/ Heavy Flamer | \$7   |
| 52-43  | Battle Sister w/ Multi-Melta  | \$6   |

### Metal Bitz – HQ

|                          |                           |        |
|--------------------------|---------------------------|--------|
| <b>Confessor Kyrinov</b> |                           |        |
| 010801101                | Confessor Kyrinov Body    | \$8    |
| 010801102                | Mace of Vengeance         | \$3    |
| <b>Canoness</b>          |                           |        |
| 010802101                | Uriah Jacobson Body       | \$6    |
| 010802102                | Uriah Jacobson Right Arm  | \$3    |
| 010802103                | Uriah Jacobson Backpack   | \$3    |
| <b>Uriah Jacobson</b>    |                           |        |
| 010800402                | Canoness Body             | \$5    |
| 010800403                | Canoness Icon             | \$2    |
| 010801502                | Celestian Standard Bearer | \$8    |
| 010800401                | Battle Sister Backpack    | \$1.50 |

### Metal Bitz – Elites

|                            |                       |        |
|----------------------------|-----------------------|--------|
| <b>Imperial Missionary</b> |                       |        |
| 010801201                  | Missionary Body 1     | \$3.50 |
| 010801202                  | Missionary Chainsword | \$1.50 |
| 010801203                  | Missionary Backpack 1 | \$2.50 |
| 010801204                  | Missionary Body 2     | \$4.50 |
| 010801205                  | Missionary Backpack 2 | \$2.50 |

### Imperial Preachers

|           |            |     |
|-----------|------------|-----|
| 010802201 | Preacher 1 | \$7 |
| 010802202 | Preacher 2 | \$7 |
| 010802203 | Preacher 3 | \$7 |

### Metal Bitz – TROOPS

|                          |                            |        |
|--------------------------|----------------------------|--------|
| <b>Sisters of Battle</b> |                            |        |
| 010800401                | Battle Sister Backpack     | \$1.50 |
| 010800402                | Sister Superior 1          | \$5.50 |
| 010800403                | Battle Sister 1            | \$3    |
| 010800404                | Battle Sister 2            | \$3    |
| 010800405                | Battle Sister 3            | \$3    |
| 010800406                | Battle Sister w/ Flamer    | \$6    |
| 010800407                | Battle Sister 4            | \$3    |
| 010800802                | Battle Sister w/ Melta-Gun | \$8    |
| 010801308                | Battle Sister 5            | \$3    |
| 010801309                | Battle Sister 6            | \$3    |
| 010801310                | Battle Sister 7            | \$3    |
| 010801703                | Sister Superior 2          | \$5.50 |
| 010801704                | Sister Superior 3          | \$5.50 |

### Sisters of Battle Shrine

|           |             |     |
|-----------|-------------|-----|
| 010802501 | Shrine Base | \$2 |
| 010802502 | Shrine Top  | \$2 |

### Metal Bitz – Fast Attack

|                 |                            |        |
|-----------------|----------------------------|--------|
| <b>Seraphim</b> |                            |        |
| 010801001       | Seraphim Jump Pack         | \$3.50 |
| 010801002       | Seraphim 1 w/ Bolt pistols | \$4.50 |
| 010801003       | Seraphim Superior          | \$7    |
| 010801004       | Seraphim 2 w/ Bolt pistols | \$4.50 |
| 010801005       | Seraphim w/ Hand Flamers   | \$3.50 |

### Metal Bitz – Heavy Support

|  |                                 |     |
|--|---------------------------------|-----|
| <b>Battle Sisters with Heavy Weapons</b> |                                 |     |
| 010800602                                | Battle Sister Heavy Bolter Body | \$4 |
| 010800603                                | Battle Sister Heavy Bolter      | \$4 |
| 010800601                                | Battle Sister Heavy Flamer Body | \$4 |



|           |                                     |        |
|-----------|-------------------------------------|--------|
| 010800702 | Battle Sister Heavy Flamer          | \$4    |
| 010800703 | Battle Sister Heavy Flamer Backpack | \$1.50 |
| 010801601 | Battle Sister Multi-Melta Body      | \$4    |
| 010801602 | Battle Sister Multi-Melta           | \$4    |
| 010801603 | Battle Sister Multi-Melta Backpack  | \$1.50 |

**Immolator Tank**

|           |                              |     |
|-----------|------------------------------|-----|
| 010800501 | Immolator Gunner             | \$2 |
| 010800502 | Immolator Right Heavy Flamer | \$2 |
| 010800503 | Immolator Left Heavy Flamer  | \$2 |
| 010800504 | Immolator Turret Base        | \$3 |
| 010800505 | Immolator Front Hatch 1      | \$3 |
| 010800506 | Immolator Front Hatch 2      | \$3 |
| 010800507 | Immolator Side Hatch         | \$3 |
| 010800508 | Immolator Upper Turret Base  | \$2 |
| 010800509 | Immolator Blast Shield       | \$2 |

The uniforms of the Adepta Sororitas are based on the original garments worn by the Daughters of the Emperor. The Orders of the Ebon Chalice and Valorous Heart display the colors of the original convents unchanged for 4 000 years. The other Orders continue this principle with only minor modifications to distinguish them on the battlefield. The Orders Militant make use of three main colors in the design of their uniforms: black, white, and red.

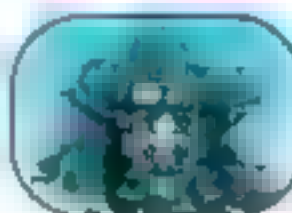
## COLORS OF WAR



A thinned-down mixture of Black and Brown Inks was used to give a scorched appearance to the armor of these Seraphim.



The fleur-de-lis is the symbol of the Adepta Sororitas and is prominently displayed on the uniforms of all Battle Sisters.



The scorched look of the flamer nozzle carried by this Battle Sister was achieved by drybrushing black and gold over the base paint.



**Order of the Ebon Chalice.** Sisters of this Order wear black armor and white cloaks. The lining of their cloaks is red, and the hems are embellished with silver studs. Their weapon casings are a deep red.



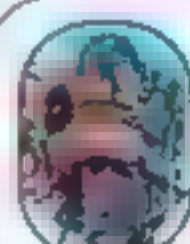
**Order of the Sacred Rose.** The Order of the Sacred Rose wears white armor with contrasting black cloaks. The lining of their cloaks is red, and their weapon casings are also a deep red.



**Order of Our Martyred Lady.** The striking uniforms of the Order of Our Martyred Lady emphasize black armor, black cloaks with red linings, red weaponry, white piping around the cloaks, and white und insignia.



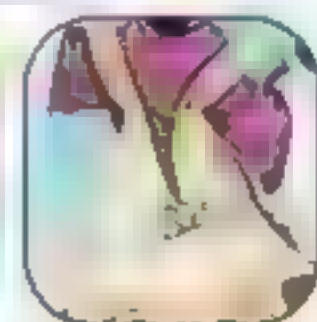
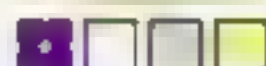
**Order of the Argent Shroud.** As the name of the Order suggests, all Argent Sisters wear silver armor coupled with white cloaks that have red linings. The weapons they bear are also red.



**Order of the Valorous Heart.** The Order worn by the Battle Sisters of this Order is a bright blood red color. Their cloaks are black on the outside with pure white linings. The Sisters' weaponry is black, which matches their cloaks.



**Order of the Valorous Heart.** Battle Sisters of the Valorous Heart wear black armor and cloaks. Their cloak linings, however, are white. The only trace of red evident on their uniforms is in the Order badge and Ecclesiarchy symbol.



patterns have been painted over Kyrinov's cassock and the long black sash around his neck. The pattern is the same on both, but the colors were chosen to contrast. On the black sash, the pattern is picked out in gold, whereas on the white cassock, the pattern is a silvery grey. White lines have also been added to Kyrinov's Icon of Chaos and the haft of his Mace of Valour. These lines suggest that both items were crafted from a very stone-like marble or malachite.

There are millions of Preachers and Missionaries throughout the Imperium, and the styles of dress they adopt, as well as the colors of their garb, are numerous and diverse.



# SPACE MARINES

*Sergeant Peterson survived the rubble and carnage, took off his helmet, and scratched his head in amazement. For 3 days, the 3rd Imperial Guard Militia Regiment had been held up by rebel forces embedded in the trenches and thick cover of sector 317. Several assaults had been launched, all resulting in heavy casualties and a complete failure to penetrate enemy lines.*

*Just as the 3rd Regiment prepared for another seemingly hopeless attack, they were told by command to hold. Instead of the expected artillery barrage, two squads of Ultramarines arrived in their Rhino Transports. It was the first time Peterson had seen Space Marines, and the rumors all fell short of reality. In unspoken coordination, one squad supplied covering fire while the other squad advanced. In perfect order, the two squads advanced into the Rebel's most fortified positions. Enemy fire washed over the 7'-tall power-armored giants but bounced off like gentle rainfall. In a few moments, it was over. Just like that, the Space Marines remounted their vehicles and went off on further missions. As the grisly evidence at Peterson's feet proved, there were no rebel survivors.*

Space Marines are genetically modified super soldiers that were first made in the dark and distant past by the Emperor himself. Equipped with power armor, extra organs, enhanced reflexes, superhuman strength, and more, the Space Marines are Humanity's finest warriors. Organized by Chapters, each of which has varying degrees of autonomy, Space Marines are deployed to the most deadly battle sites of the Imperium.

*Bryan Shaw's amazing battle scene depicts the last stand of the Crimson Fists Space Marines as unseen Ork hordes move in to overtake them.*

## Fighting Style

A Space Marine army is capable of fulfilling any battlefield mission. By mixing squad selection, weapon

choices, and equipment, a Space Marine force can defend, attack, stand back and shoot, rapidly advance, or any combination imaginable. Indeed, Space Marines are entrusted with all sorts of specialist missions such as raiding behind enemy lines, capturing vital positions, and defiant rearguard actions.

Some Space Marine Chapters are renowned for a particular battlefield trait or fighting style. The White Scars are famous for their hit-and-run style of attacks, while the Blood Angels are feared most for their close assault prowess. To find out more about famous Space Marine Chapters and their histories, look for Codex army books and the Index Astartes series.

## Collecting a Space Marine Army

The best way to begin collecting an army is by getting a few core Troops choices and a leader. These models will not only fulfill the compulsory selections from the Standard Missions template, but they will also give players a solid army core upon which to build. Space Marines are an ideal army to build, whether you are a new Warhammer 40,000 player or an aged veteran of many battles. The army is compact and endlessly adaptable. Troops like Space Marine Tactical Squads can be upgraded with a few weapon options (like a lascannon to take out enemy armor or a heavy bolter to wipe out massed troops). You can also add a Transport in the form of a Rhino or Razorback.





*Anthony Warrington took home a Gold trophy from the 1999 Golden Demon Painting Competition in the UK with his Sons of Sparta Space Marines*



Likewise, a Space Marine Hero can be on his own (a great option for beginning armies) or can be accompanied by a Command Squad complete with Apothecary, Techmarine and Standard Bearer.

When it comes to enlarging a Space Marine army, there are simply too many great choices. Players who favor bringing the attack to the enemy quickly can look to Fast Attack choices like Assault Squads (with jump packs), Bike Squadrons, or Land Speeders. Heavy Support comes in the form of heavy weapons upgrades (Devastator Squads) or a wide range of lethal support vehicles like a Predator Tank, Vindicator, Land Raider, or Whirlwind missile launcher. As all Space Marines are fantastic, you know their Elite selections are truly awesome. Dreadnoughts are great support for infantry, and Terminators are even more heavily armed and armored than Space Marines.

The Space Marine line of Citadel Miniatures is widely adaptable, with plenty of models and options usable by any Chapter (including ones you've made up yourself) as well as specific models to fulfill particular Chapter roles. Forward for the Emperor!

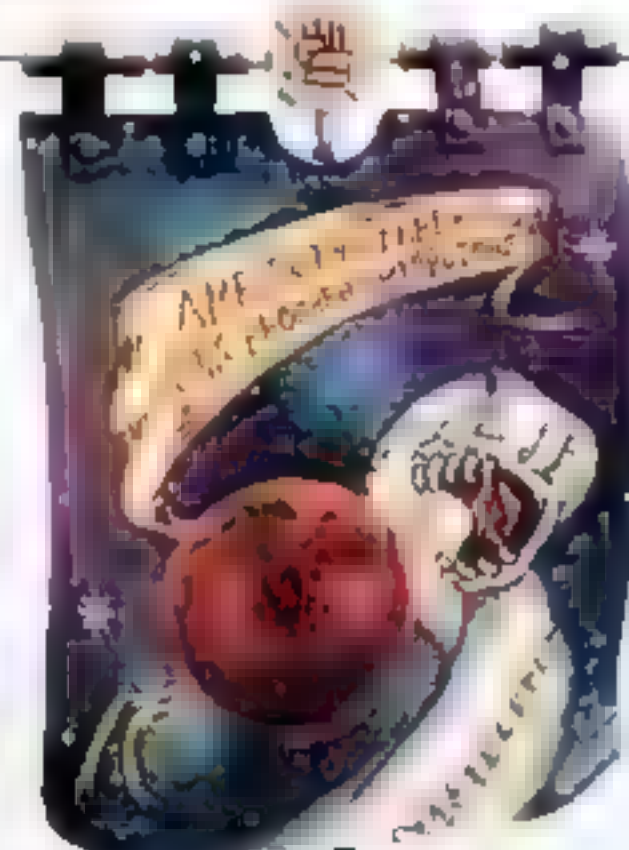
## Different Chapters

A Chapter of Space Marines is a complete army in its own right. Many Chapters can trace their founding to the birth of the Imperium 10,000 years ago, and their histories are rich with heroic deeds and battles.

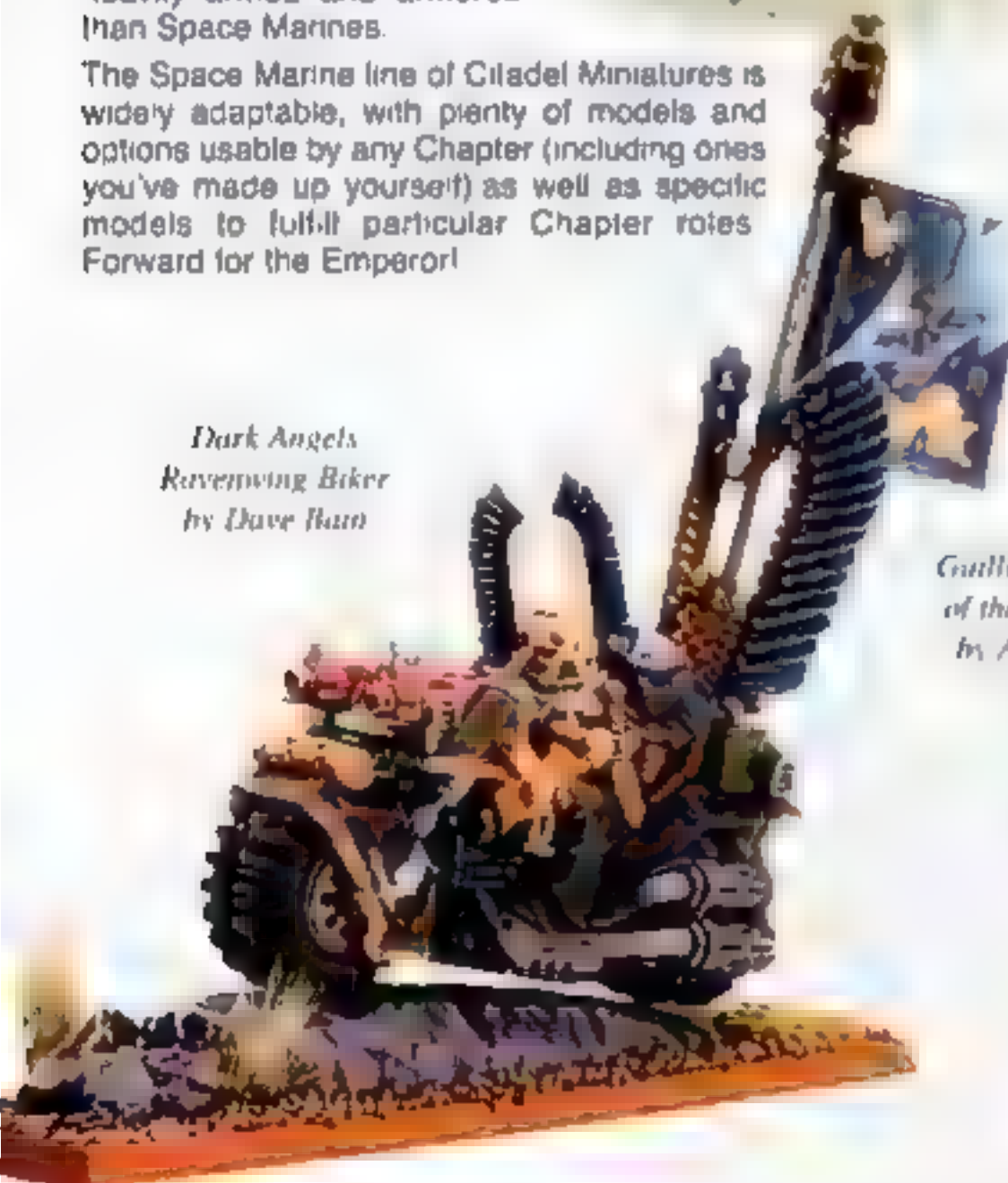
Ultramarines, Blood Angels, Space Wolves, Silver Skulls, Black Templars, Crimson Fists, and the Iron Hands are just a few of the more widely known Chapters. There are reputed to be a thousand Chapters of Space Marines, but even as you read this description, new Chapters are being created and old ones are being wiped out or amalgamated.



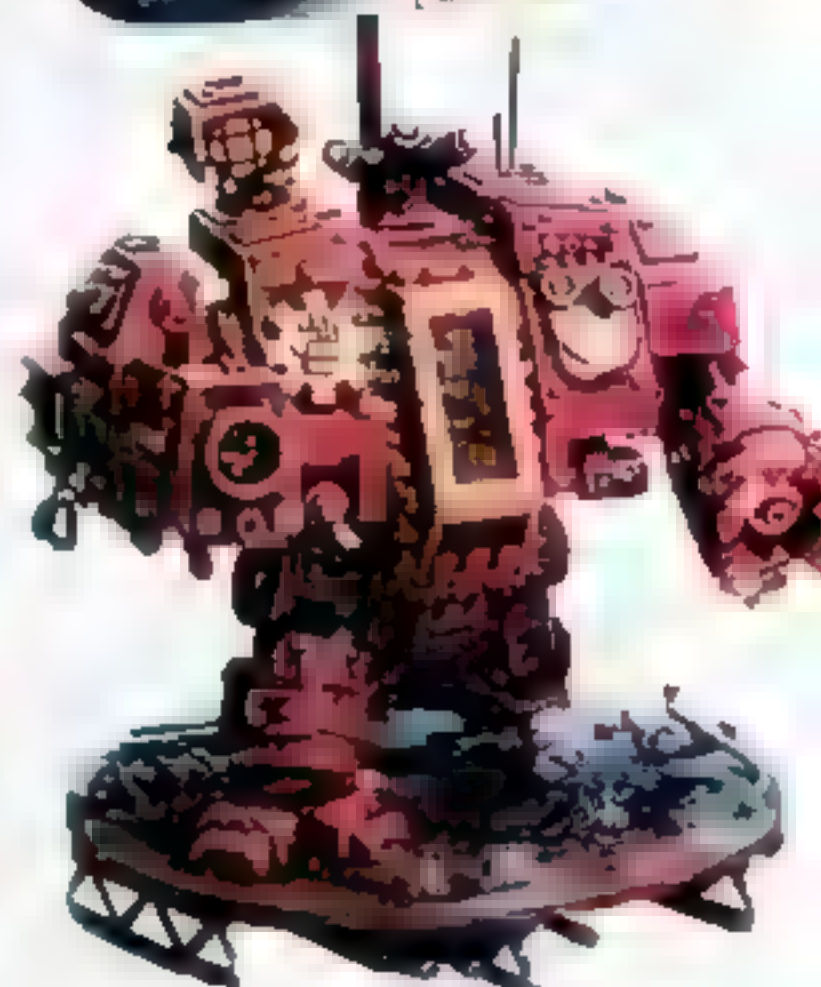
*Here are the first plastic Space Marines boxed set and the first metal Space Marine miniature produced by Games Workshop. They certainly have come a long way!*



*Dark Angels  
Ravenwing Biker  
by Dave Hunt*



*Gulliman, Primarch  
of the Ultramarines  
by Albert Victorio  
Martin*



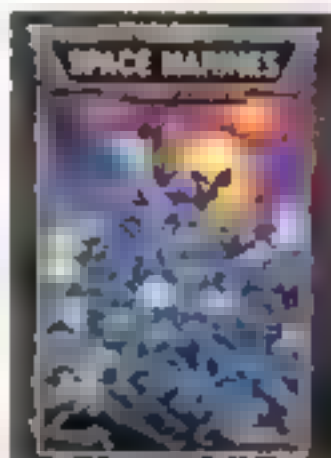
*A spectacular Venerable Dreadnought conversion  
by Jason Lockwood*



# GETTING STARTED

## CODICES

The Codex is the essential tome of knowledge for the Space Marine commander. There are specialized books for three storied chapters – Blood Angels, Dark Angels, and Space Wolves. Each contains background information and special rules for the Chapter it details.



**Codex:  
Space Marines**  
48-01-60



**Codex:  
Blood Angels**  
41-01-60



**Codex:  
Dark Angels**  
44-01-60



**Codex:  
Space Wolves**  
53-01-60

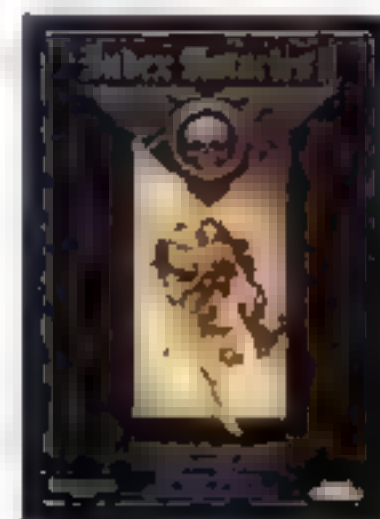
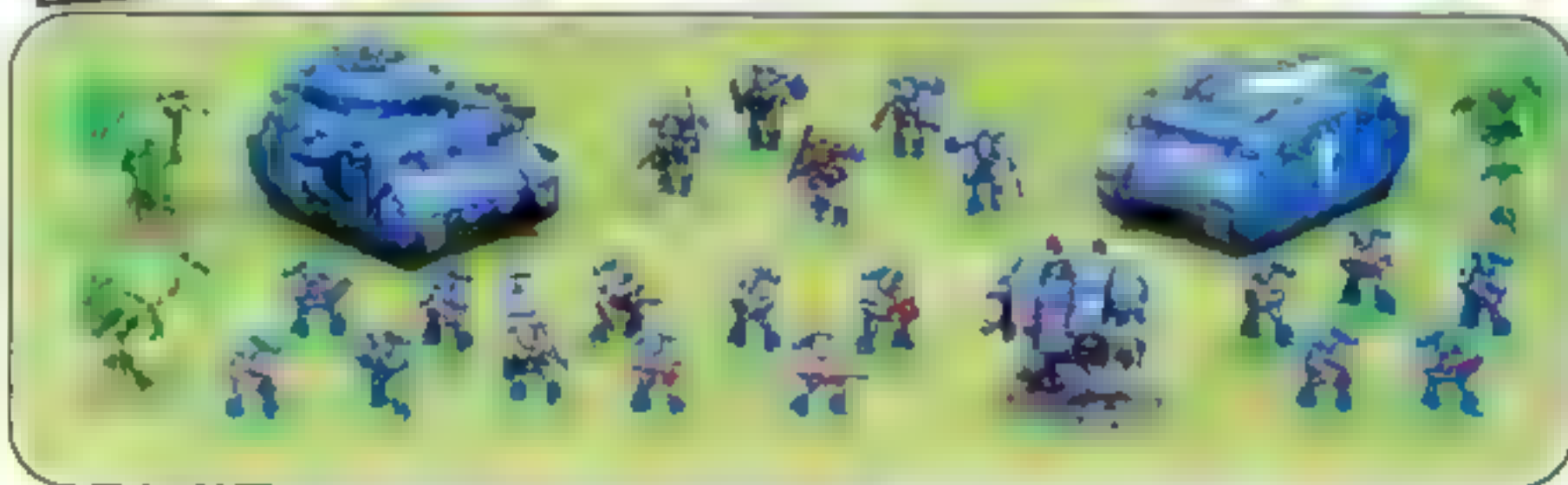
*Note: In addition to the books shown in this page, Space Marine players may also want to check out both Codex: Armageddon and Codex: Eye of Terror for more troop choices and special rules.*



## Space Marines Mega Force (48-31)

- 10-man Space Marine Tactical Squad
- 5-man Space Marine Combat Squad
- 5-man Space Marine Assault Squad
- 1 Rhino
- 1 Predator
- 1 Dreadnought
- 1 Set of Jungle Trees

*The Space Marines Mega Force box set contains all you need to form the foundation of a Space Marines army – along with a little extra firepower – no matter what Chapter you're*



**Index Astartes 2**  
40-08-60

## INDEX ASTARTES

The Index Astartes books give you detailed background information on dozens of examples of the Emperor's finest as well as insight into their long and storied history. From the First Founding to the Horus Heresy and beyond, all is described therein.



## Space Marines Battle Force (48-08)

- 10-man Tactical Squad
- 5-man Assault Squad
- 3 Space Marine Bikes
- 1 Rhino
- 1 Set of Jungle Trees

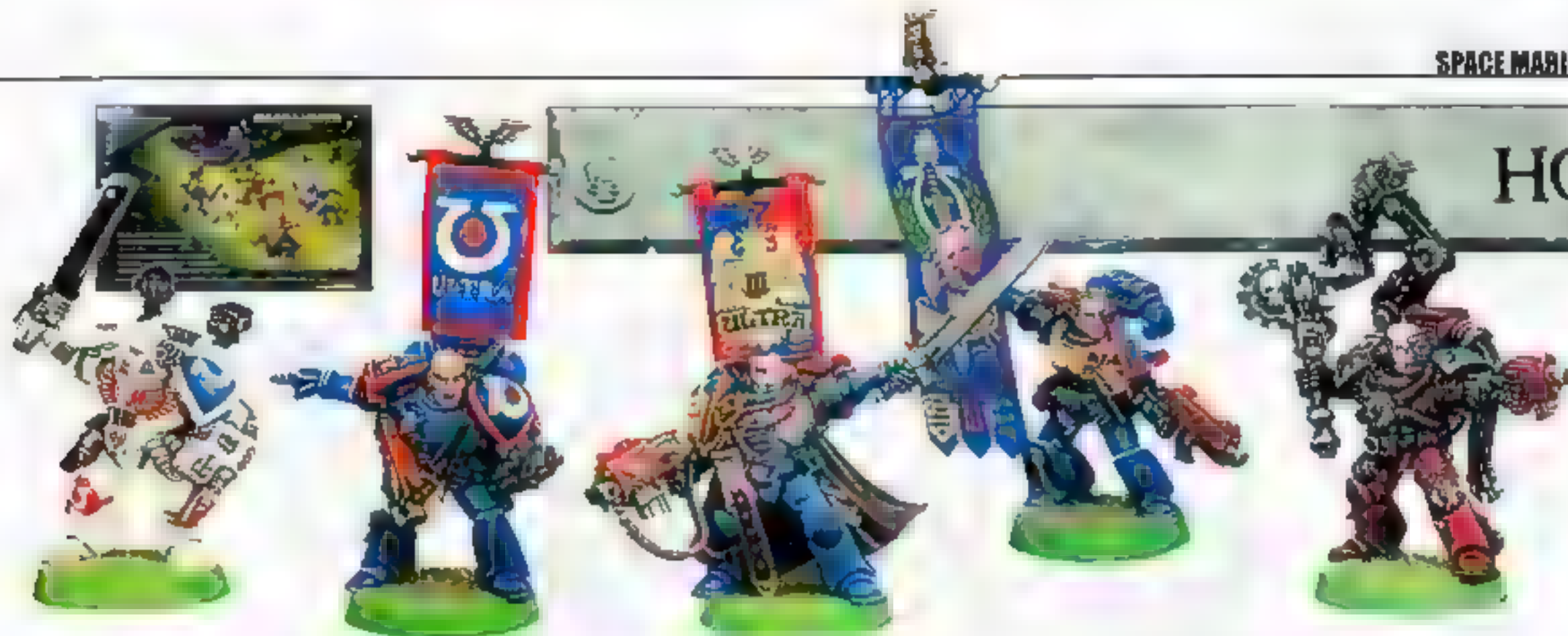


## Space Wolves Battle Force (53-07)

- 10-man Bloodclaws Squad
- 10-man Grey Hunters Squad
- 3 Space Wolves Bikes
- 1 Rhino
- 1 Set of Ruined Buildings







**Space Marine Command Squad Box (5)**  
48-17

*Note: The Space Marine  
Commander is now  
available separately in a  
blister pack (48-64).*



**Space Marine  
Commander**  
010110301



**Commander  
Storm  
Bolter**  
010110302



**Apothecary  
Medi-Pack 1**  
010107203



**Techmarine  
Power Axe**  
010110306



**Apothecary  
w/ Chainsword**  
010110304



**Techmarine  
Servo-Arm  
Backpack**  
010107503



**Space Marine  
Standard Top**  
010101802



**Company  
Standard Bearer**  
010110307



**Veteran Sergeant  
w/ Scanner**  
010110303



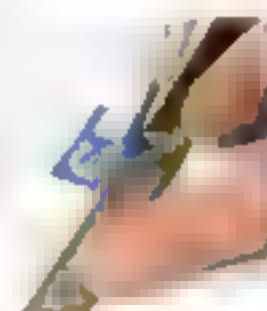
**Techmarine**  
010110305

### SPACE MARINE BACK BANNERS

The back banners that Space Marines wear indicate in one visual stroke with which Chapter and squad they are associated and may tell of a storied incident from the Chapter's past. In any case, these banners really add impact to the look of your army. Here are some tips on making your own back banner.

Start by drawing your design and outline on a piece of paper (or photocopy the template shown here and draw your design on it). Draw lightly so the design will be easy to cover with paint. Cut out your banner and attach it to a piece of plasticard or cardboard for stability.

When you've painted the colors onto the banner, either paint the outline with a fine detail brush or trace it with a fine technical marker (pick one up at an art or craft store).



Carefully cut out your banner tabs first, paint the back a solid color and attach it to the banner pole by folding the tabs over and using white glue to attach the tabs to the back of the banner. If you use a hobby knife (as in the picture) for precise attachment, be sure to use the flat side of the blade instead of the point. Be careful not to glue the banner to the banner pole itself.

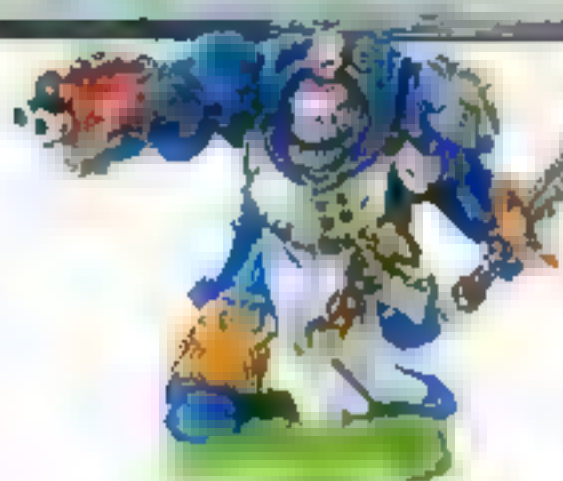


Once you finish one banner, the rest will only get easier. Remember, practice is the key. Try using brass rod to create larger banner poles so you can make larger and more ornate back banners for your army's special characters. Let your imagination go.





# HQ



**Terminator Captain  
Blister (1)**  
48-42



**Terminator  
Captain Body**  
010111101

**Terminator Captain  
Power Sword**  
010111102



**Terminator  
Captain Storm  
Bolter**  
010111103



**Space Marine  
Captain Blister  
(Random 1)**  
48-64



**Commander 2  
Body**  
010120501



**Commander  
Bolter Arm**  
010119902



**Commander  
Storm Bolter**  
010110302

**Terminator Captain  
Banner Pole**  
010111104

*Note: Space Marine Librarians come with the Space Marine*

*Note: 48-64 Librarians  
are included in the  
Space Marine  
Command Squad  
on the  
previous page*



**Commander 2  
Combi-Bolter**  
010120502



**Epistolary  
Librarian 1**  
010101901



**Epistolary  
Librarian 2**  
010101902



**Lexicanum  
Librarian 1**  
010107001



**Lexicanum  
Librarian 2**  
010107002



**Codicier  
Librarian 2**  
010107301



**Codicier  
Librarian 1**  
010107302

**Space Marine Librarian Blister (Random 1)**  
48-37



**Terminator Librarian  
Blister (1)**  
48-43



**Terminator Librarian  
Banner Pole**  
010104103



**Terminator  
Librarian Body**  
010104101



**Emperor's  
Champion  
Blister (1)**  
55-40

**Emperor's Champion  
Sword**  
010123602



**Emperor's  
Champion Body**  
010123601



**Apothecary 1**  
010107201



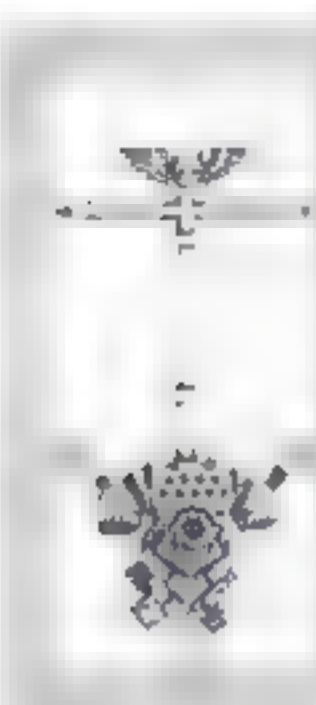
**Apothecary 2**  
010107202

**Space Marine Apothecary Blister  
(Random 1)**  
48-39

*Note: 1 Space Marine Apothecary is included in the Space Marine  
Command Squad on the previous page*

**Terminator  
Librarian Force Axe**  
010104102



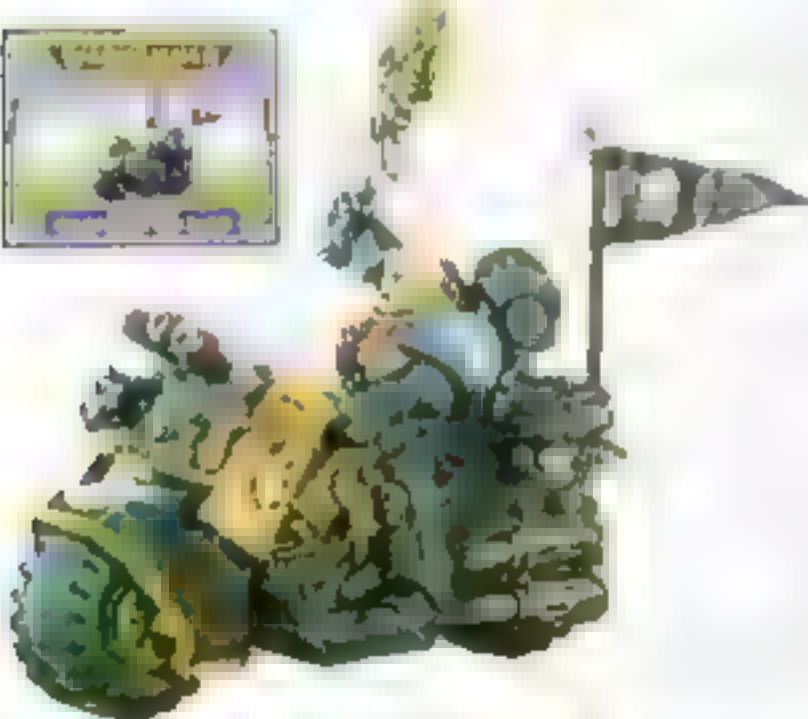


**Space Marine  
Character  
Backpack**  
99399999008



**Space Marine  
Character Arms  
Sprue**  
99399999007

*Note: All Chaplains on this page have an Assault Marine or are equipped with a backpack as shown in the Assault Marines in the Fast Attack section.*



**Space Marine Chaplain on Bike Box (1)**  
48-18

*Note: The Space Marine Chaplain on Bike boxed set also contains the Space Marine Bike Sprue shown in the Fast Attack section.*



**Space Marine  
Terminator Chaplain  
Blister (1)**  
48-44



**Terminator  
Chaplain Body**  
010104001

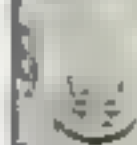
*Note: The Terminator Chaplain also comes with 010104004 Storm Bolter shown in the Heavy Support section.*



**Terminator  
Chaplain Crozius**  
010104002



**Terminator  
Chaplain  
Banner Pole**  
010104003



*Note: Space Marine Chaplains come with the Space Marine Character Backpack and Space Marine Character Arms Sprue.*



**Space Marine  
Chaplain 1**  
010103103



**Space Marine  
Chaplain 3**  
010103101



**Space Marine  
Chaplain 4**  
010103104



**Space Marine  
Chaplain 2**  
010103102

**Space Marine Chaplain Blister (Random 1)**  
48-38



**Chaplain Bike  
Faring**  
010107602



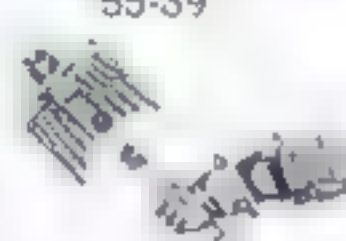
**Chaplain Bike  
Equipment Sprue**  
010107601



**Xavier - Salamander  
Chaplain Blister (1)**  
55-39



**Chaplain Xavier Body**  
010122101



**Chaplain Xavier  
Arm**  
010122102



**Chaplain Xavier  
Cloak**  
010122103

*Note: Chaplains and special characters for other species Space Marine Chaplains can be found later in this catalog.*





# HQ



**Techmarine 1**  
010107501



**Techmarine 2**  
010107502

**Space Marine Techmarine Blister (Random 1)**  
48-40

*Note: Techmarines are  
not compatible with the  
Techmarine Squad Arm  
Backpack. Techmarine  
Squad Arm is only  
compatible with  
Command Squad.*



**Blood Angel  
Company  
Standard Top**  
010101803

*Note: The Company Standard Bearer is not  
compatible with the Company Standard  
Top. The Company Standard Bearer is only  
compatible with the Company  
Standard Bearer. The Company  
Standard Bearer is only compatible  
with the Company Standard Bearer.  
The Company Standard Bearer is only  
compatible with the Company Standard  
Bearer.*



**Company  
Standard Bearer**  
010101801



**Space Marine  
Standard Bearer  
Blister (1)**  
48-41

# SHOWCASE

*Robbie Wong's character painted Company Squad  
took home top-honour as the Space Squad winning  
entry at the Golden Demon Painting Competition  
in Baltimore in 2001.*

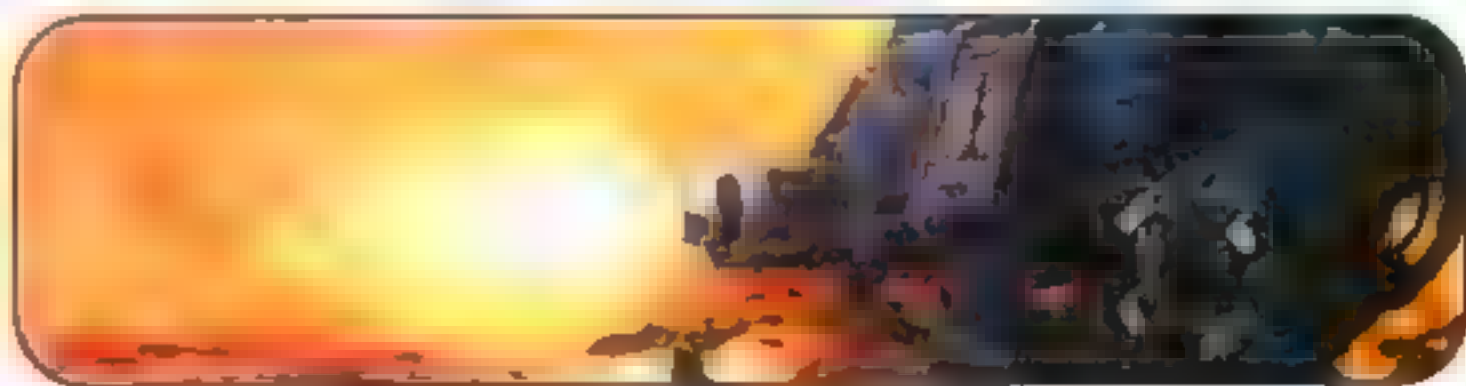




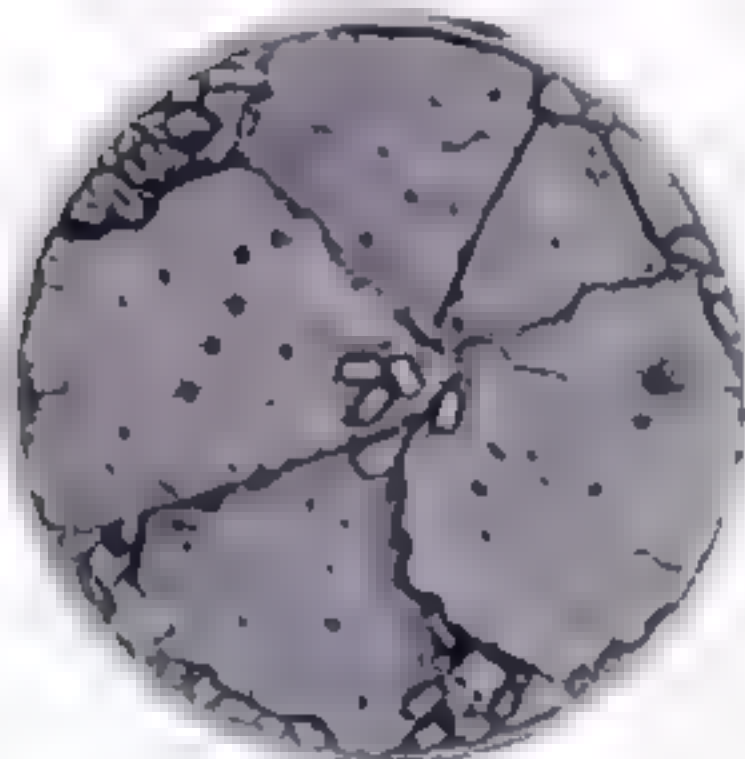
## ELITES



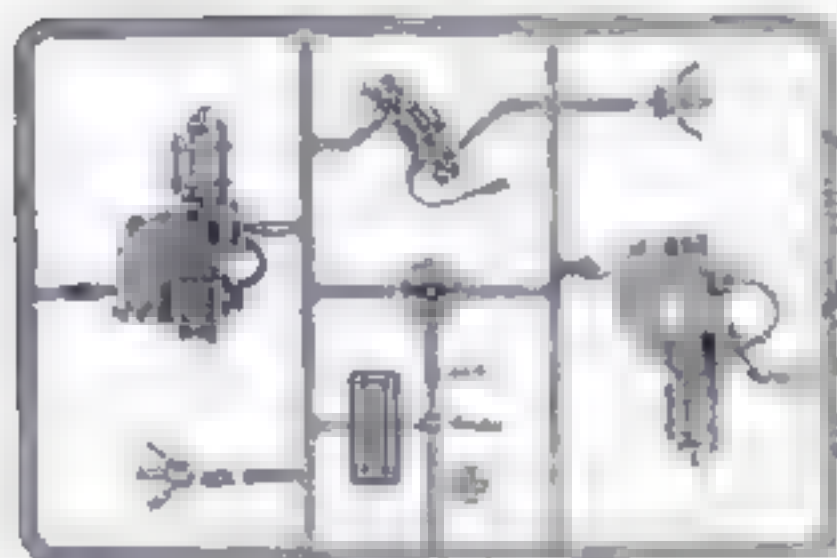
**Space Marine Dreadnought Box (1)**  
48-26



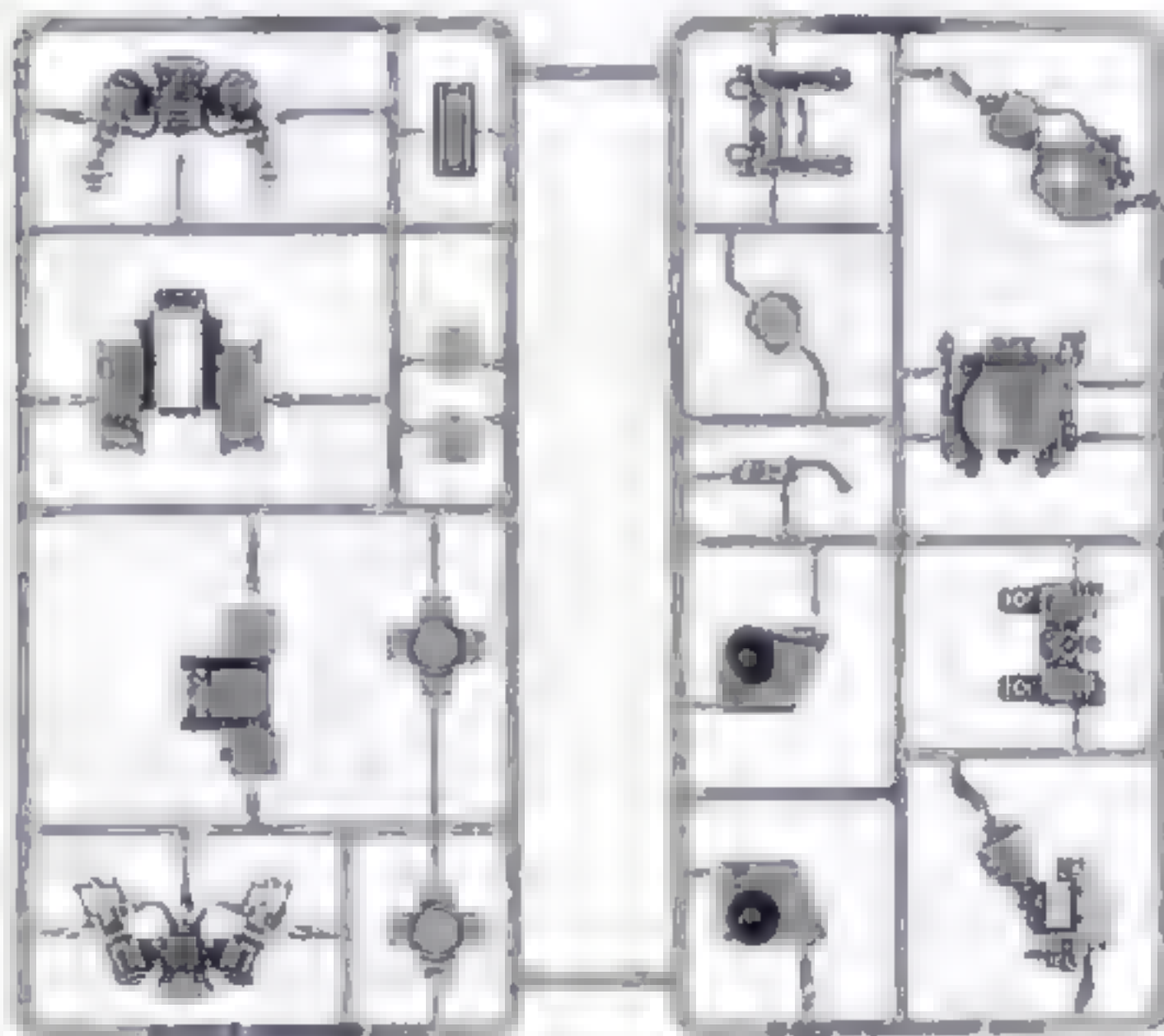
**Dreadnought  
Assault Lascannon/Missile Launcher Sprue**  
99390101011 (Shown 50% Act. Size)



**Dreadnought Plastic Base**  
99390101008



**Dreadnought  
Assault Cannon/Flamer Sprue**  
99390101009 (Shown 50% Act. Size)



**Space Marine Dreadnought Sprue**  
99390101010 (Shown 50% Act. Size)



# ELITES



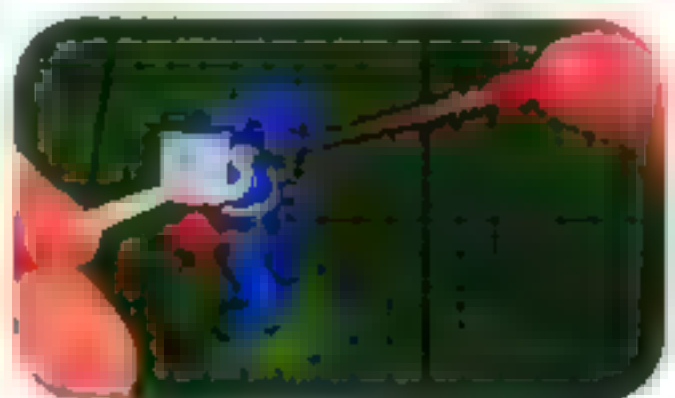
Space Marine Terminator Squad Box (5)  
48-10

## TRANSFERS ON SHOULDER PADS

Waterslide transfers are an excellent way to give all of your Space Marines identical markings without going through the painstaking process of painting each one by hand.

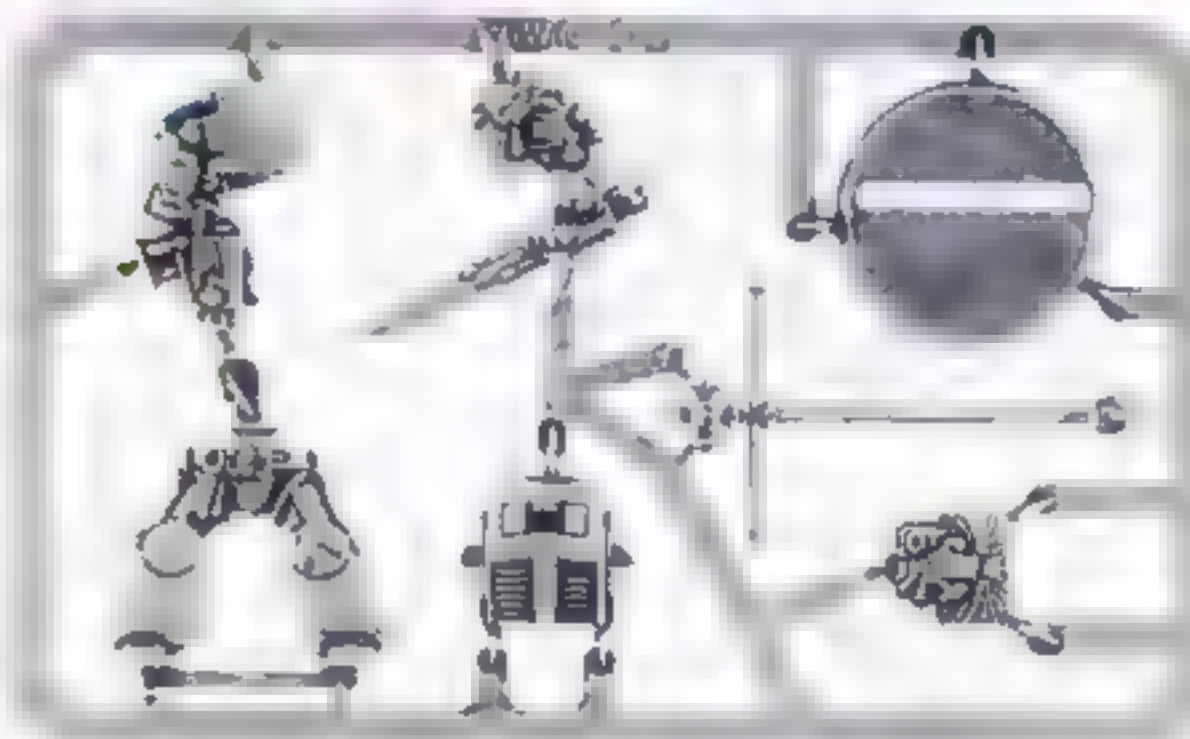


Cut out a transfer from a sheet (packed in with most Space Marines boxed sets) and hold it by the paper with a pair of tweezers in a small cup or saucer of water for about 30 seconds.

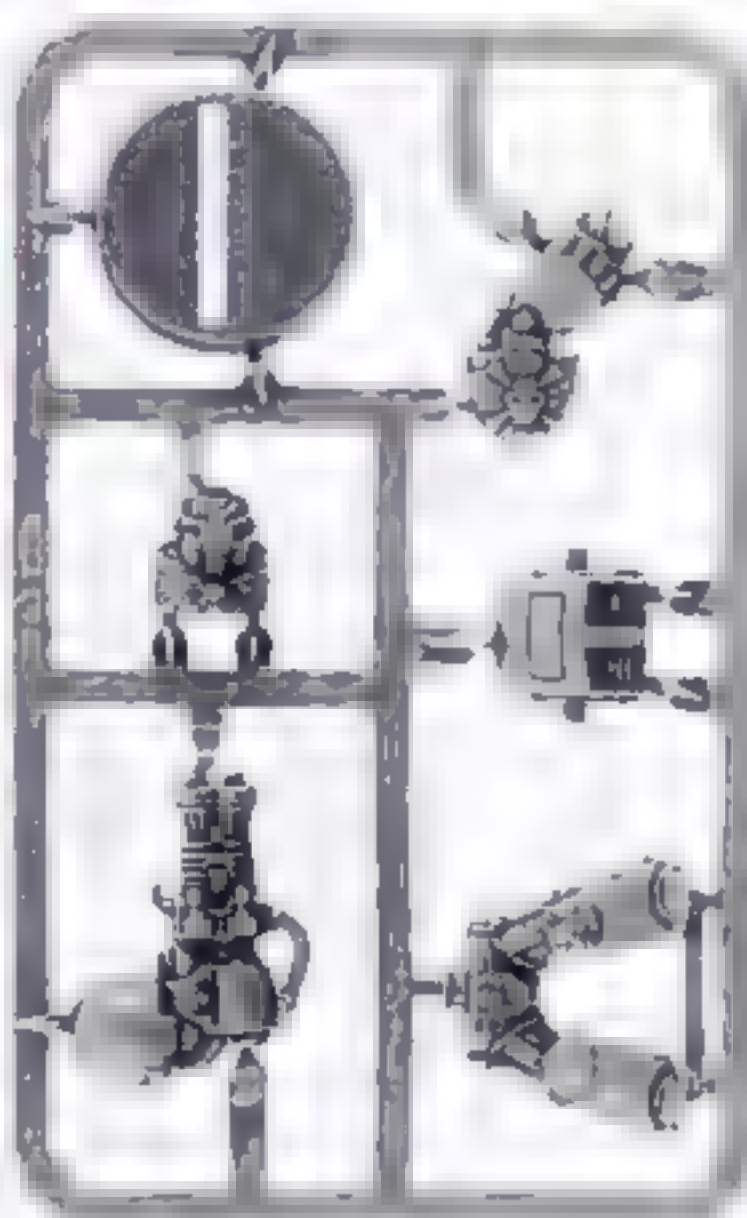


Then, using a pair of tweezers and a brush, slide the transfer off its backing paper and onto your model. Use the corner of a tissue to dab away any excess water from the model.

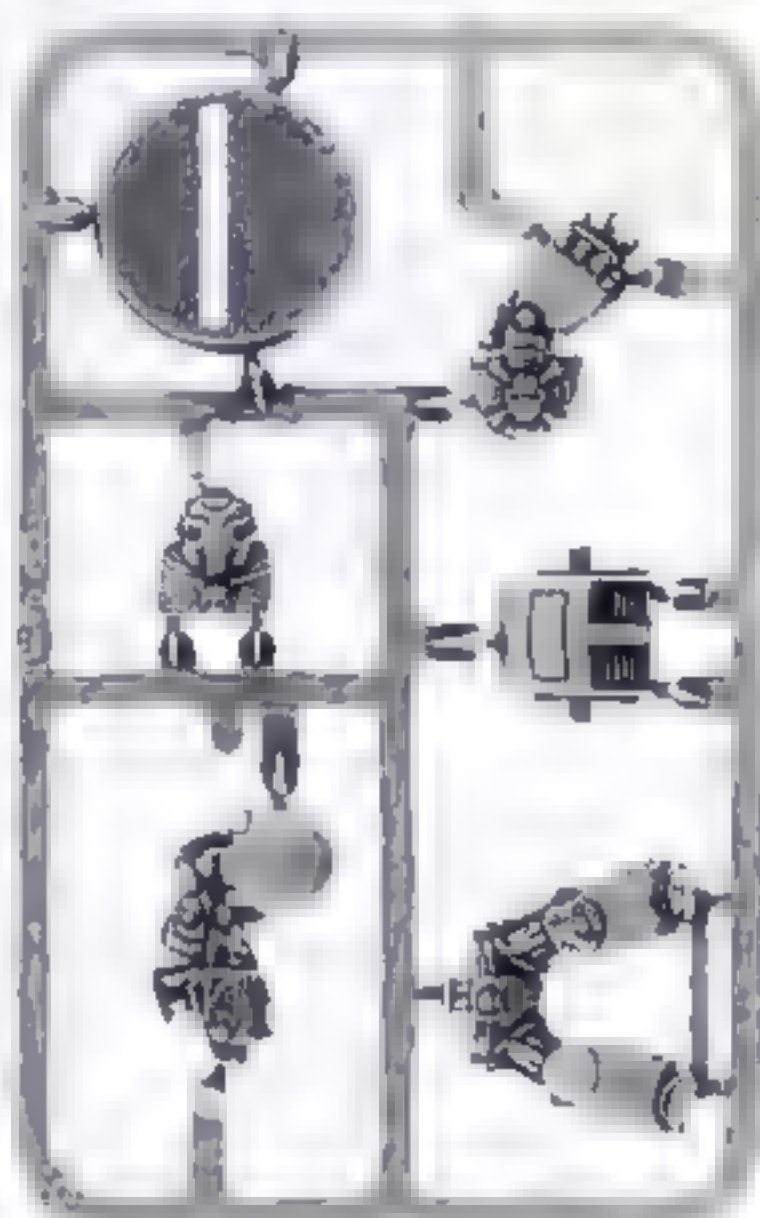
To avoid wrinkles forming in the transfer as it dries, there are a couple of methods you can use. One of them is often called "burnishing" – gently use the handle of a paint brush to rub out the wrinkles while the transfer is drying. Or you can use a special chemical solution (the one we use has the brand name "Micro-Set") that actually warps the transfer to conform to the curve and to prevent wrinkles.



Space Marine Terminator Sergeant Sprue  
99389999024



Space Marine Terminator  
w/ Flamer Sprue  
Available Only in Box



Space Marine  
Terminator Sprue  
Available Only in Box



## ELITES



**Terminator with  
Storm Bolter Blister  
(Random 1)**  
48-45



**Terminator  
Sergeant  
Blister (1)**  
48-47



**Terminator with  
Heavy Flamer  
Blister  
(Random 1)**  
48-48



**Terminator with  
Thunder Hammer  
Blister (Random 1)**  
48-51



**Terminator with  
Assault Cannon  
Blister  
(Random 1)**  
48-46



**Terminator with  
Lightning Claws  
Blister (Random 1)**  
48-49

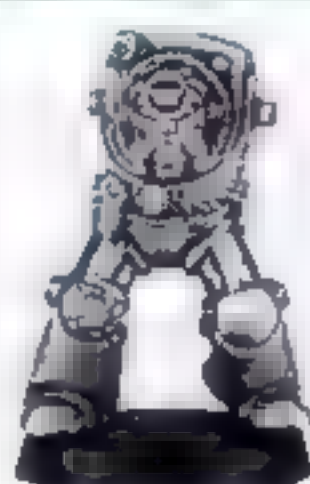
*Note: You can  
order all of these  
Terminators by  
using the blister  
codes shown, or you  
can mix and match  
from the bits shown  
to the right.*



**Term. with Cyclone  
Missile Launcher  
Blister (Random 1)**  
48-50



**Terminator  
Sergeant Body**  
010100701



**Terminator  
Body 1**  
010104201



**Terminator  
Body 2**  
010100703



**Terminator  
Body 3**  
010104202



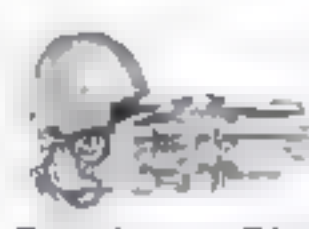
**Terminator  
Sergeant  
Banner Pole**  
010100702



**Terminator  
Storm Bolter**  
010100704



**Terminator Left  
Lightning Claw**  
010103912



**Terminator Right  
Lightning Claw**  
010103911



**Terminator  
Assault Cannon**  
010100705



**Terminator  
Power Fist**  
010100706



**Terminator  
Heavy Flamer**  
010103810



**Cyclone Missile  
Launcher Targeter**  
010104203



**Terminator  
Power Sword**  
010100707



**Terminator  
Chainfist**  
010100708



**Terminator  
Storm Shield  
Arm**  
010104304



**Cyclone Missile  
Launcher Body**  
010104204



**Cyclone Missile  
Launcher Front**  
010104205



**Terminator  
Thunder Hammer**  
010104303



**Terminator  
Storm Shield**  
010104305





# TROOPS



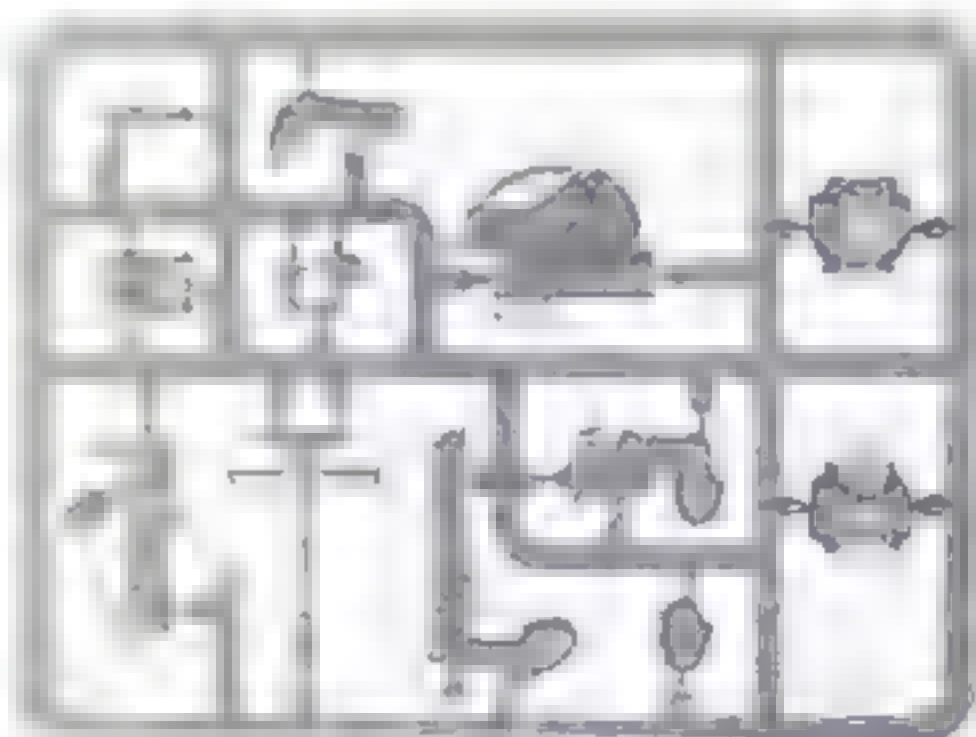
**Space Marine Tactical Squad Box (10)**  
J8 C7



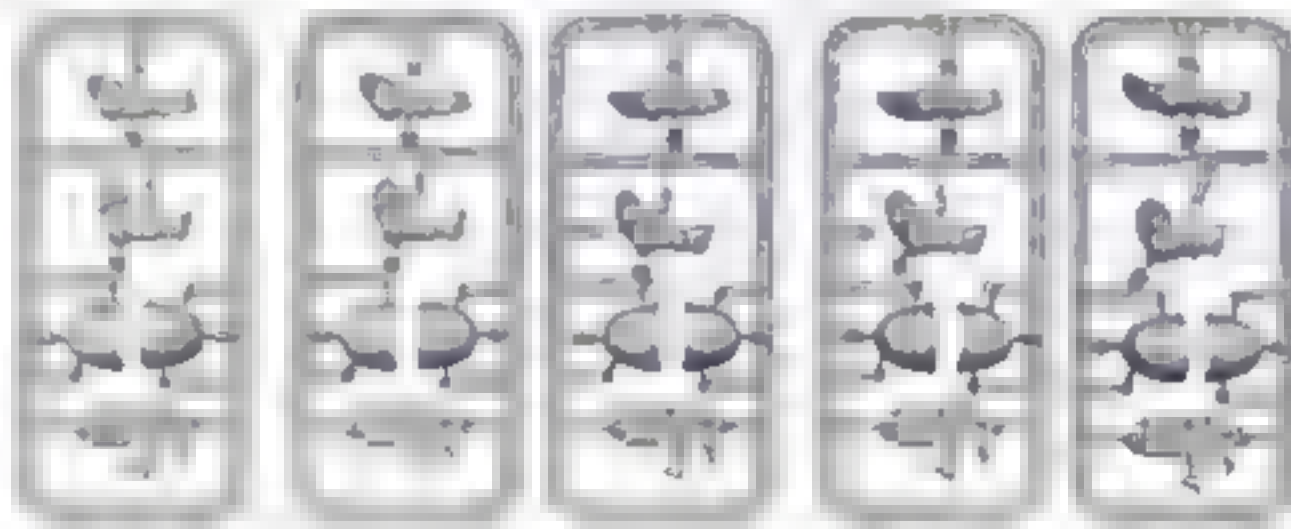
**Space Marine Bodies Sprue**  
99380101006 (Shown 50% Act. Size)



**Space Marine Backpack Sprue**  
99380101004 (Shown 80% Act. Size)



**Space Marine Accessories Sprue**  
99380101007 (Shown 65% Act. Size)



**Space Marine Arms, Bolters & Shoulder Pads Sprue**  
99380101005 (Shown 60% Act. Size)



## TROOPS



**Space Marine Combat Squad Box (5)**  
48-06



**Assault Weapon  
Space Marine 1**  
010119202



**Assault Weapon  
Space Marine 2**  
010119203



**Assault Weapon  
Space Marine 3**  
010119204

*Painted examples of  
both assault  
weapon options*



**Space Marine with Assault Weapon  
Blister (2)**  
48-53



**Veteran Sergeant 4  
w/ Grenade Launcher**  
010107103 (Body)  
99060101280 (Compl.)



**Veteran Sergeant 2  
w/ Bolt Pistol**  
010107104 (Body)  
99060101269 (Compl.)



**Space Marine  
Character Arms Sprue**  
99399999007

*Note: All complete Space  
Marine Veteran Sergeants  
(48-52) come with a plastic  
backpack, and many of the single  
bit models come with the Space  
Marine Character Arms Sprue  
shown here.*

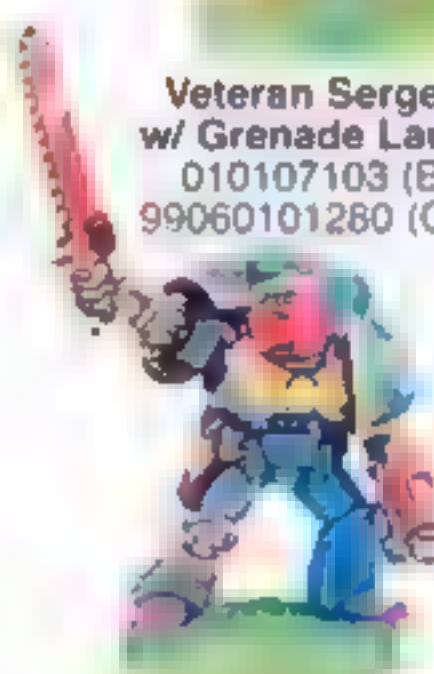


**Space Marine  
Plasma Gun**  
010117704



**Space Marine  
Melta Gun**  
010119201

*Note: This blister pack with Space Marines with  
Assault Weapons comes with 1 of 3 metal Space  
Marine bodies (010119202, 010119203,  
010119204), 1 set of arms, a backpack and both  
the melta gun and the plasma gun shown above.*



**Veteran Sergeant 3  
w/ Bionic Arm**  
010107101 (Body)  
99060101270 (Compl.)



**Veteran Sergeant 1  
w/ Bionic Eye**  
010107102 (Body)  
99060101267 (Compl.)



**Space Marine  
Sergeant 1**  
010101103



**Space Marine  
Sergeant 2**  
010100901

**Space Marine Sergeant**  
Only Available as Brz

*Note: Space Marine Sergeants come with a plastic  
backpack shown on the opposite page.*



**Veteran Sergeant w/ Power Axe**



**Veteran Sergeant  
Bolt Gun**  
010111202



**Veteran Sergeant  
w/ Power Axe**  
010111201

**Space Marine Veteran Sergeant Blister (Random 1)**  
48-52



# TROOPS



Space Marine  
Scout 5  
010109306



Space Marine  
Scout 1  
010108801



Space Marine  
Scout 2  
010108803



Space Marine  
Scout 3  
010108804



Space Marine  
Scout 4  
010108805



Space Marine  
Scout 6  
010109307

Space Marine Scouts Blister (Random 2)  
48-58



Scout with  
Bolter 1  
010111301



Scout with  
Bolter 2  
010111302

Space Marine Scouts with Bolters  
Blister (2)  
48-61



Scout Sniper 1  
(Standing)  
010109001

Space Marine Scouts with Needle Rifles  
Blister (2)  
48-63



Scout Sniper 2  
(Kneeling)  
010109002



Space Marine Scout  
with Heavy Bolter  
Blister (1)  
48-60



Scout with Heavy  
Bolter Body  
010109101



Scout Heavy Bolter  
010109102



Scout Heavy  
Bolter BI-Pod  
010109103



Scout with  
Shotgun 1  
010109003



Scout with  
Shotgun 2  
010117804

Space Marine Scouts with Shotguns  
Blisters (2)  
48-62



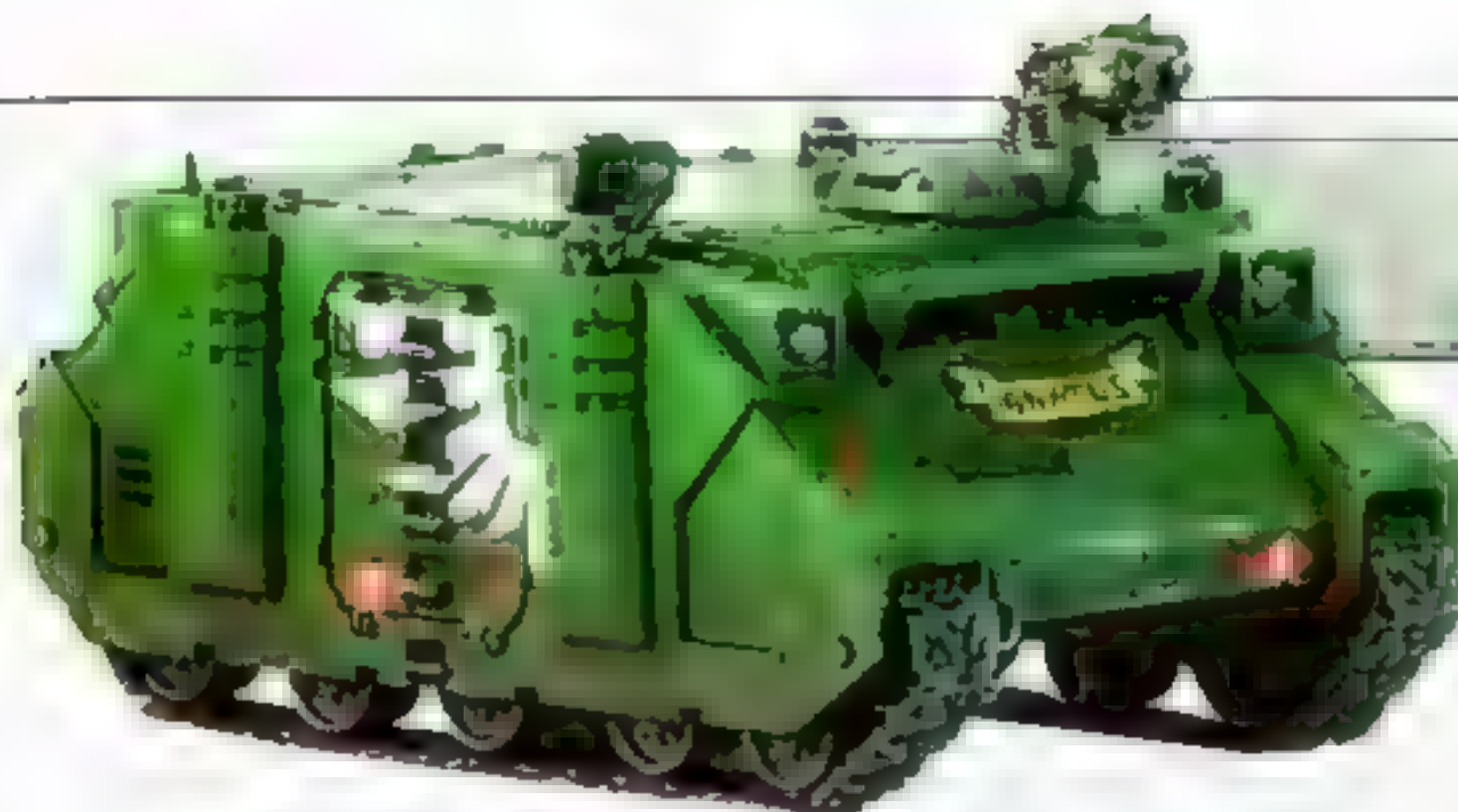
Scout Sergeant  
010108802  
Space Marine  
Scout Sergeant  
Blister (1)  
48-59



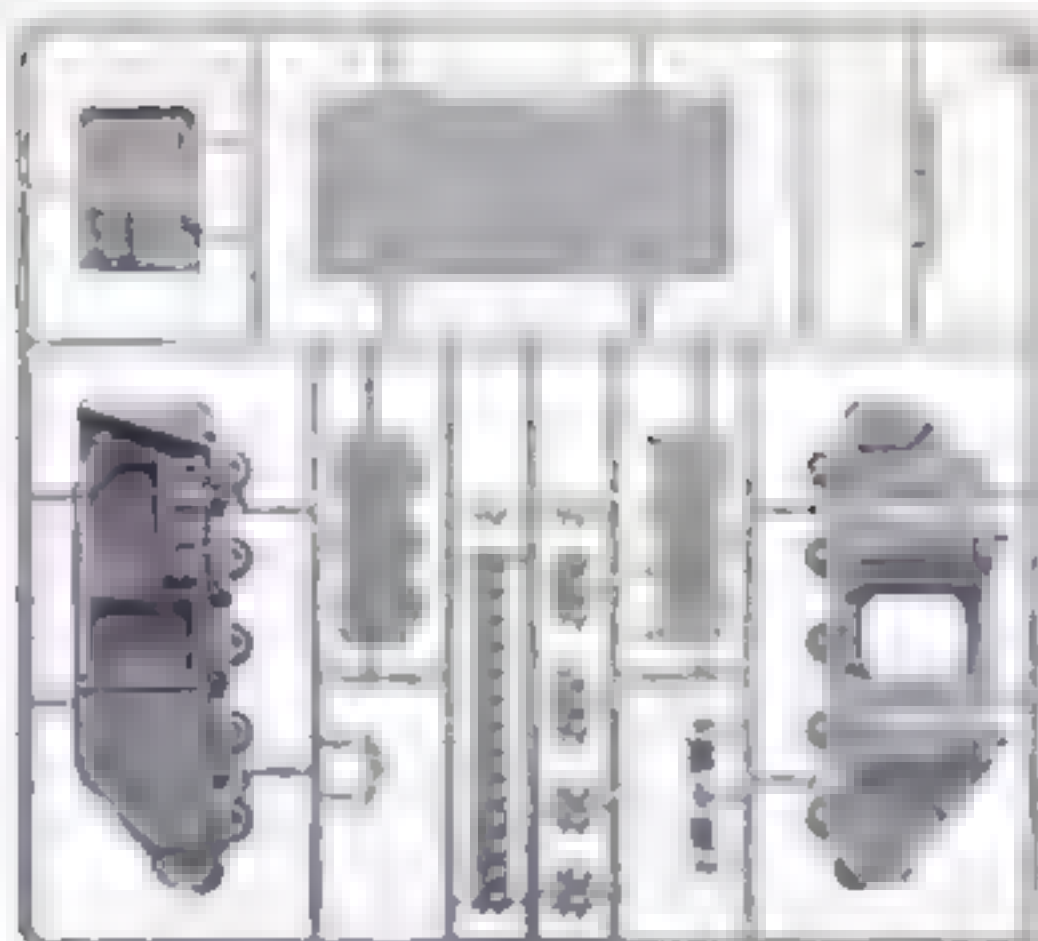
Space Marine Scout Squad Box (5)  
48-16 (Shown 50% Act Size)



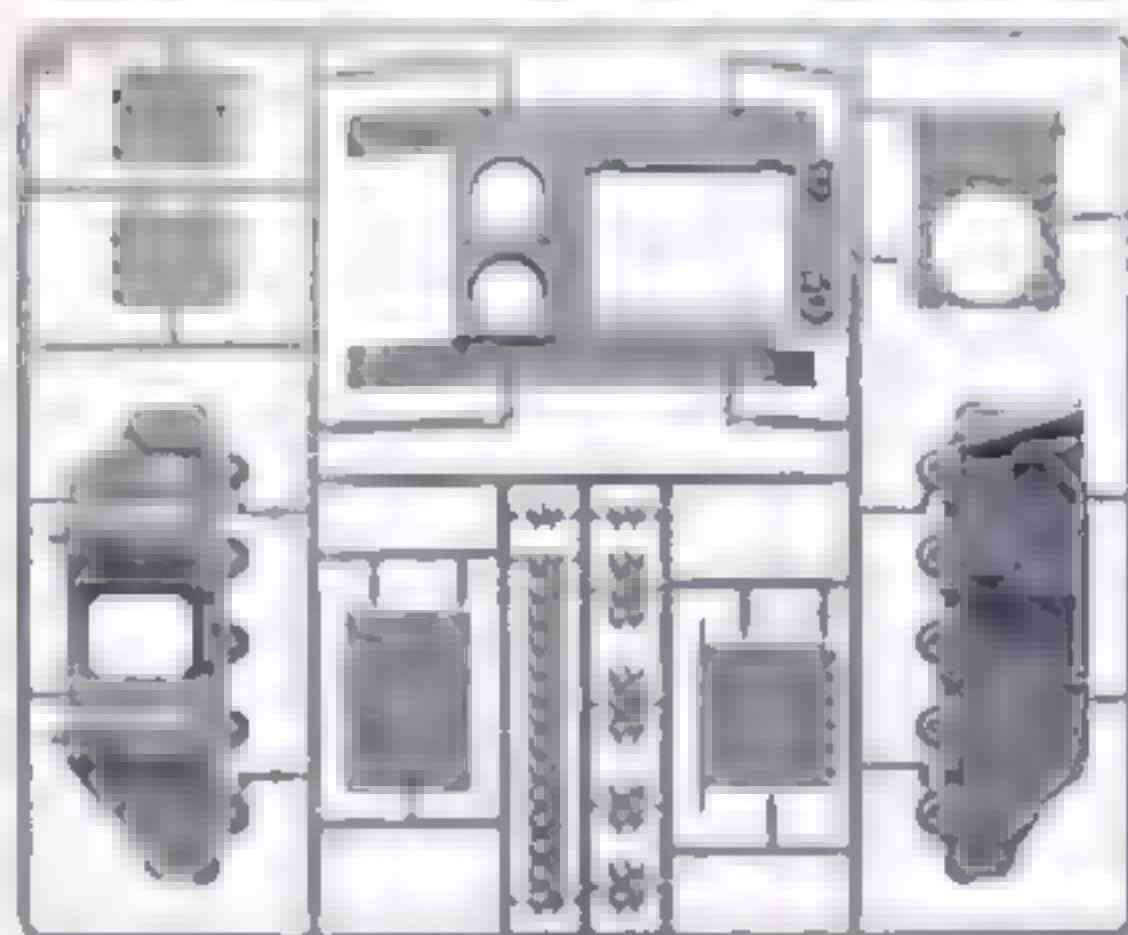
## TROOPS



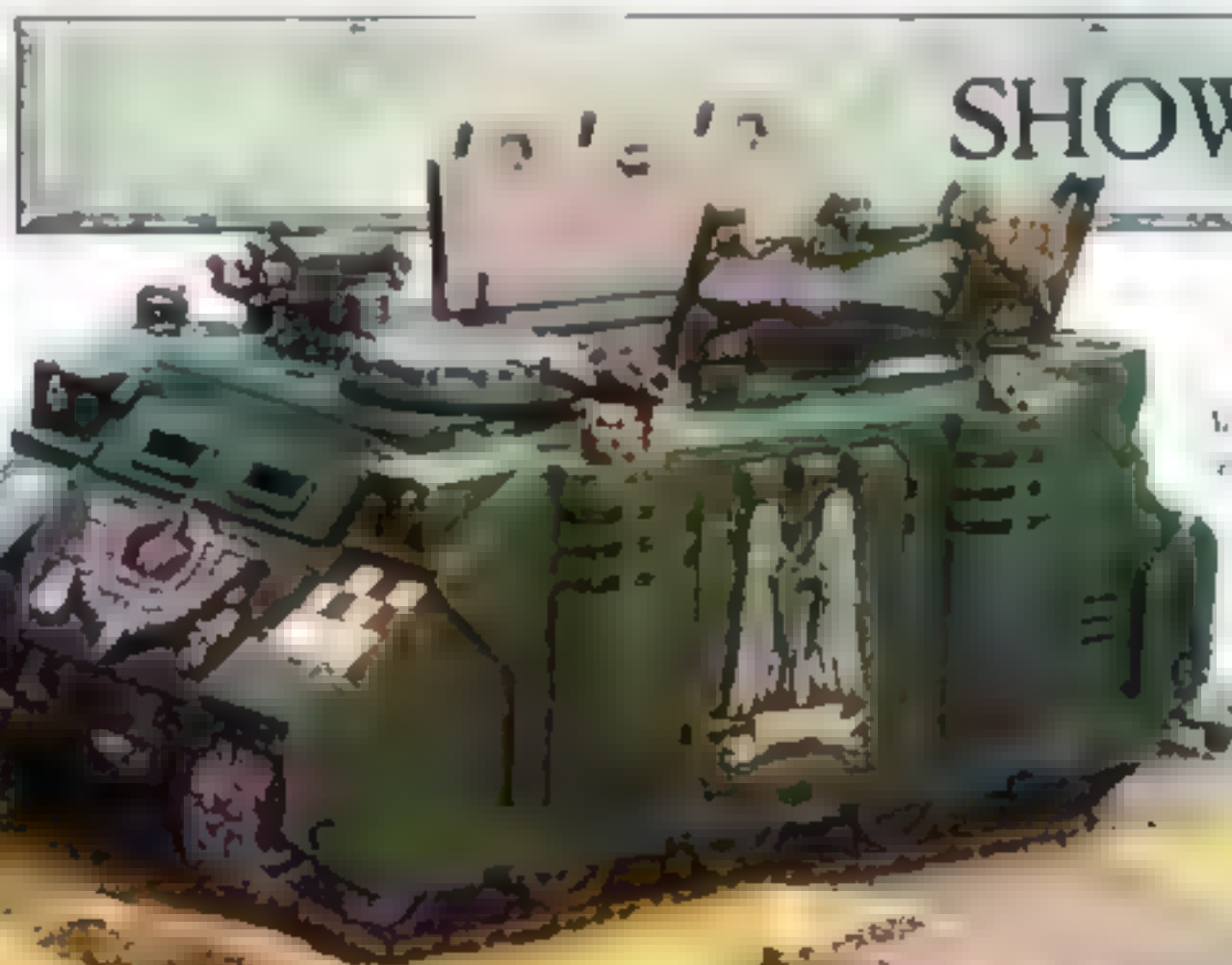
Space Marine Rhino Tank Box (1)  
48 12


$$N_{\text{eff}} = 1, \quad K_{\text{eff}} = 0, \quad \text{and} \quad \text{for } t \rightarrow \infty, \quad K_{\text{eff}} = 0, \quad N_{\text{eff}} = 0$$


**Rhino Hull Sprue 1**  
99390199004 (Shown 50% Act Size)



**Rhino Hull Sprue 2**  
99390193005 (Shown 50% Act Size)



## SHOWCASE

[illegible]





### WEATHERED VEHICLE PAINT JOBS

Imperial Space Marines fight throughout the universe on a wide variety of planet types and terrain. Below are some examples of paint jobs that represent the residual damage these varied conditions can do to Space Marine vehicles.

#### THROW AND ICE



#### BATTLE DAMAGE



#### MUD AND DIRT



#### ACID WASTES

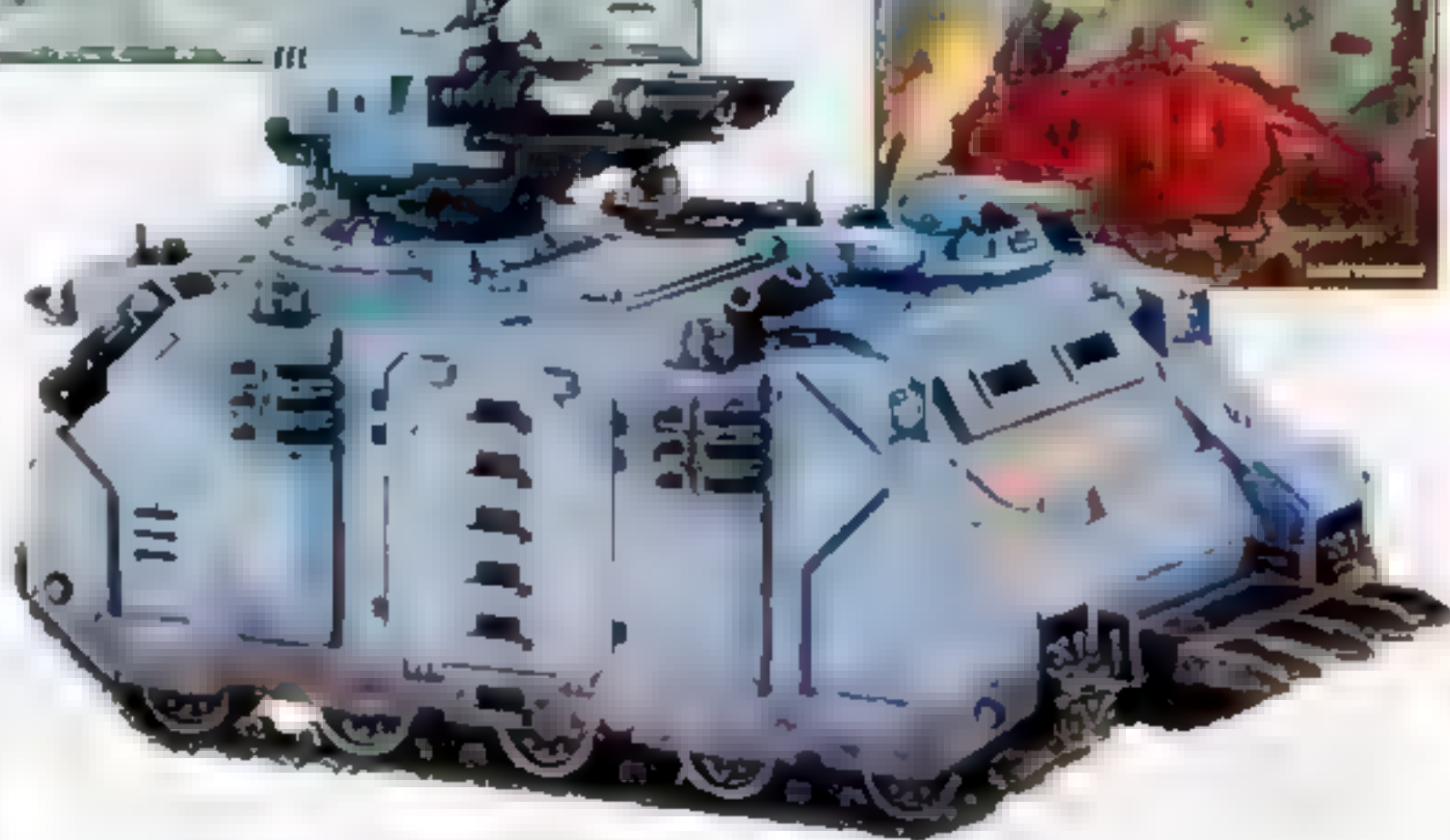


#### DIRTY TERRAIN



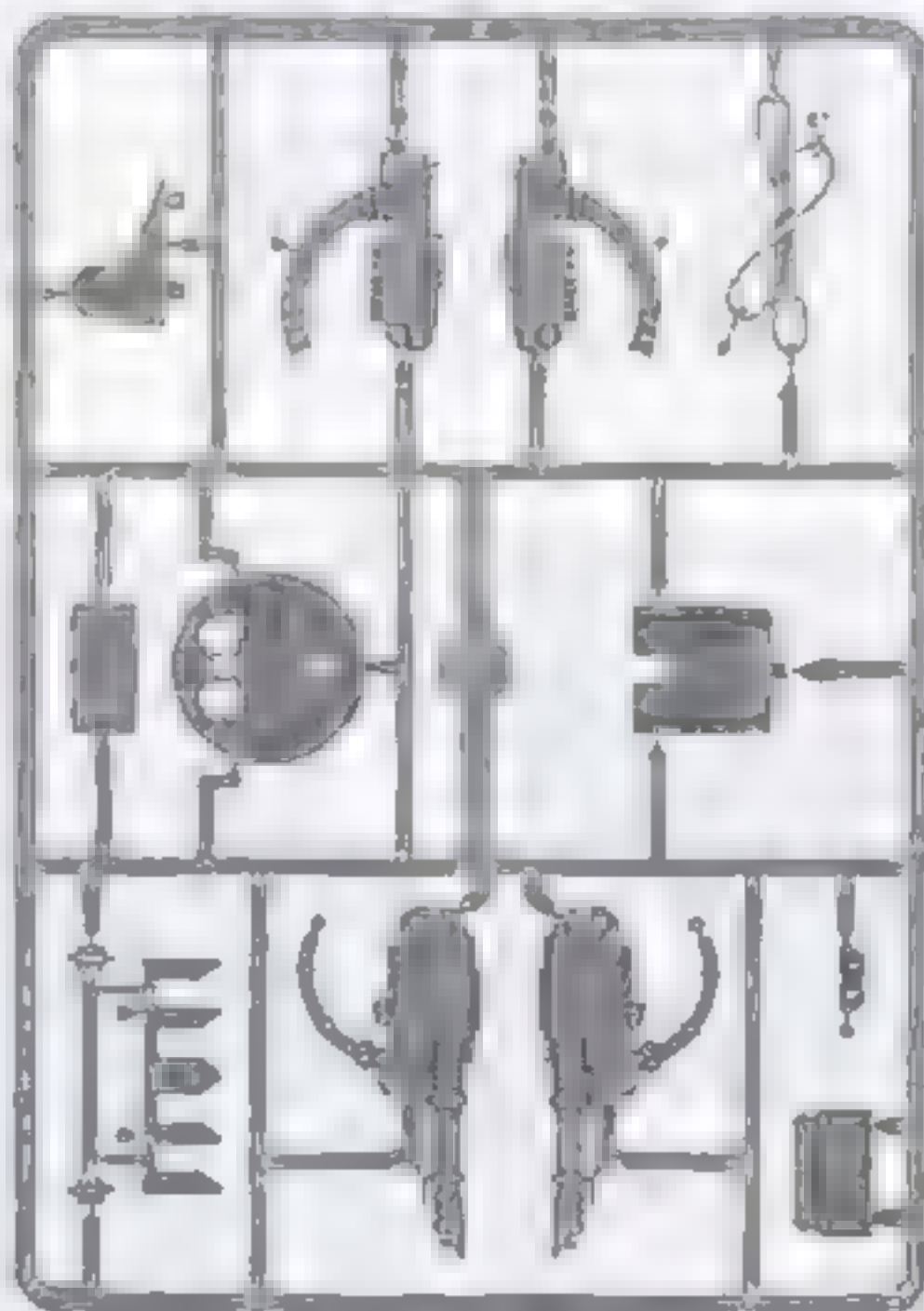
For more info on creating these effects, visit the hobby section of our web site or look for periodic painting articles in *White Dwarf* magazine.

## TROOPS



**Space Marine Razorback Tank Box (1)**  
48-21

*Note: The Razorback comes with all of the sprues contained in the Rhino box set (48-12), listed on the previous page in addition to the Razorback Turret Sprue below.*



**Razorback Sprue**  
99390199006 (Shown 50% Act. Size)



# SHOWCASE



*Rock To W 11  
and a good time  
from the 2007  
Festive  
Cup of the  
Victory  
to the*



*From 2002  
and a good time  
from the 2007  
Festive  
Cup of the  
Victory  
to the*

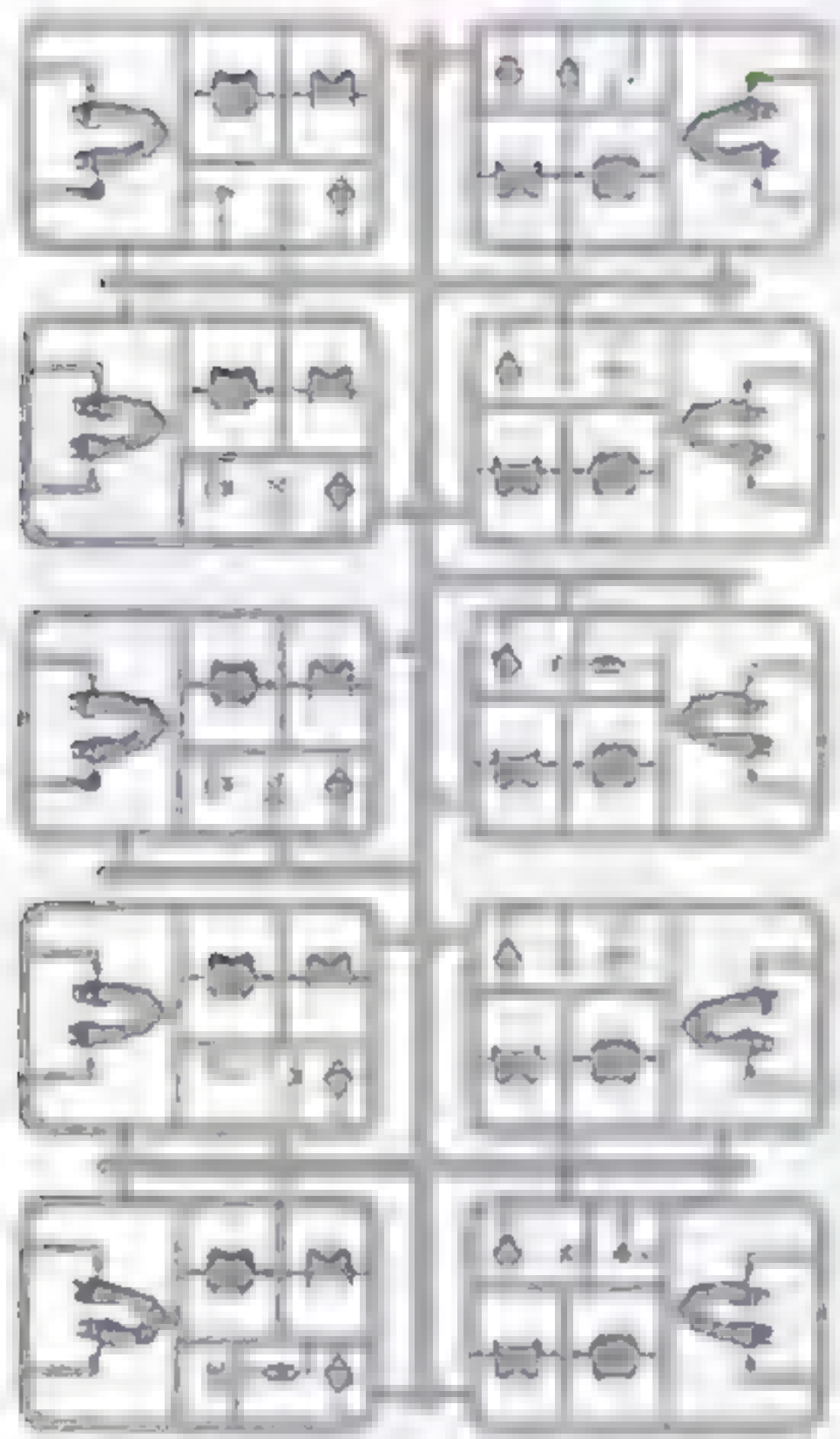




# FAST ATTACK



**Space Marine Assault Squad Box (5)**  
48 09



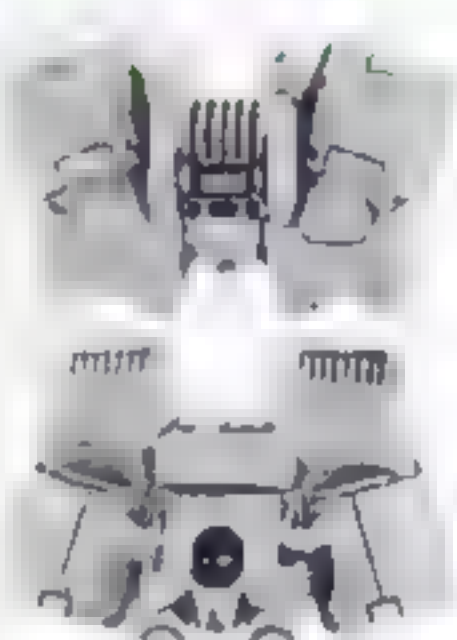
**Space Marine Assault Sprue**  
99380101010 (Shown 50% Act. Size)



**Left Assault Arm Sprue**  
99380101008  
(75% Act. Size)



**Right Assault Arm Sprue**  
99380101009  
(75% Act. Size)



**Jump Pack Sprue**  
99380101011



**Assault Sergeant 1**  
010101003



**Assault Sergeant 2**  
010103001

**Space Marine Assault Sergeant Blister (Random 1)**  
48-65



## FAST ATTACK



**Space Marine Bike Squadron Box (3)**  
48-19



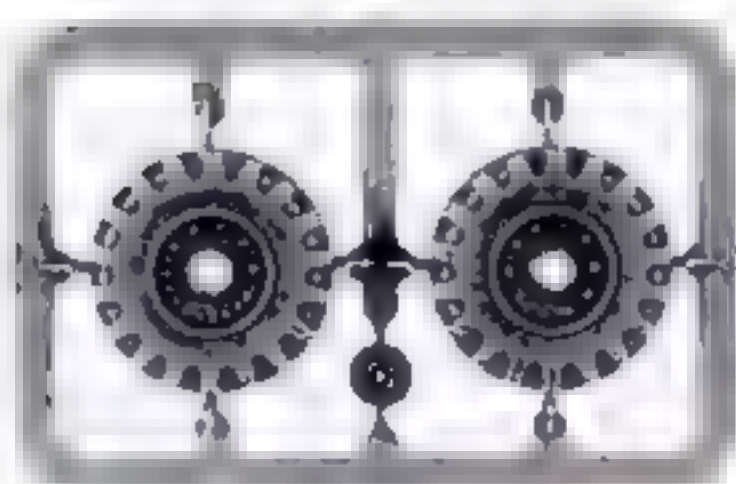
**Space Marine Sergeant Biker**  
010105601



**Sp. Mar Biker w/ Plasma Gun**  
010105602

**Marine Biker w/ Melta Gun**  
010105603

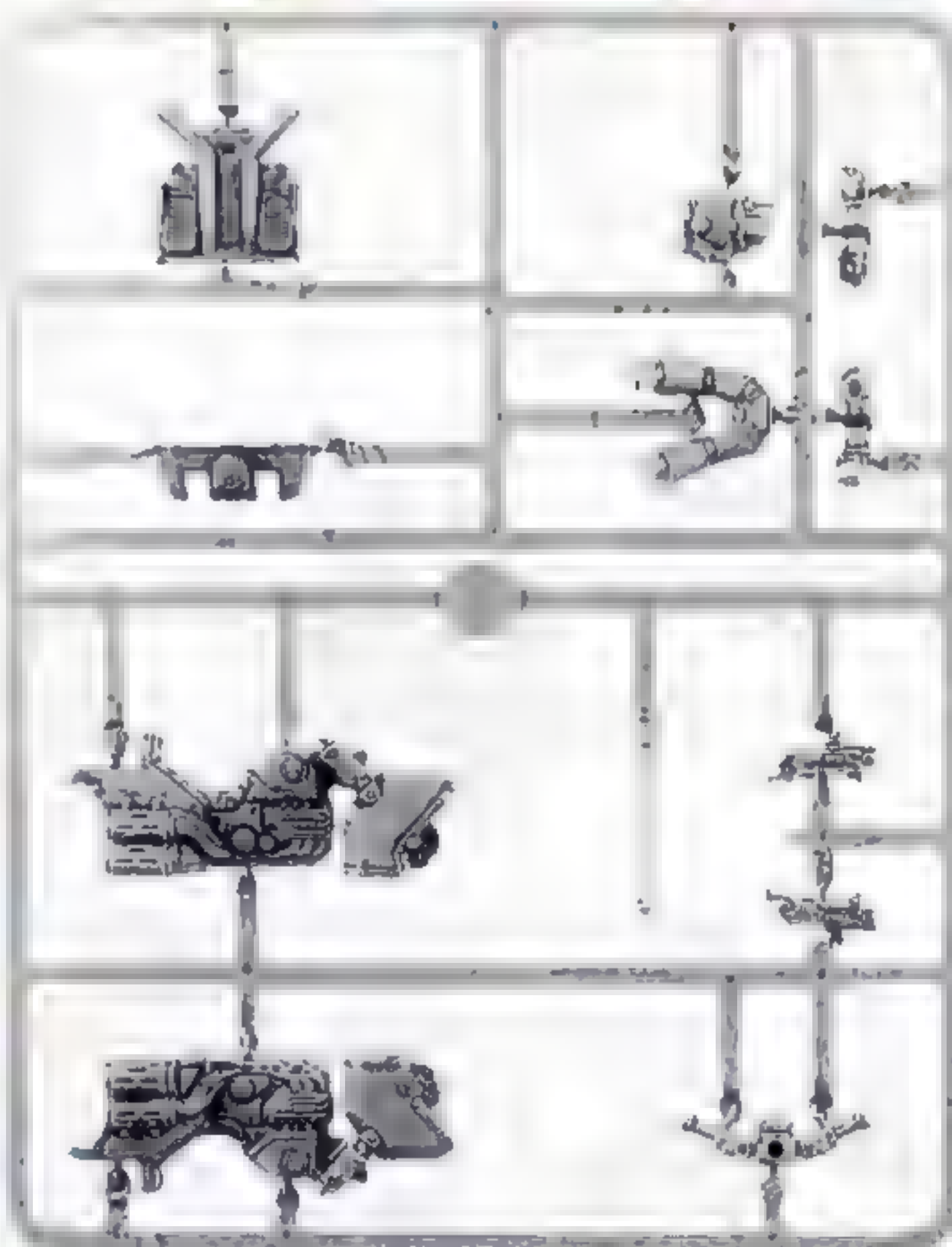
*Note: The metal bits above come in the Space Marine Bike Squadron box*



**Bike Wheel Sprue**  
99399999034



**Space Marine Bike Box (1)**  
48-11

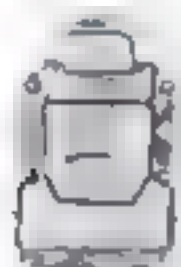


**Space Marine Bike Sprue**  
99399999041 - Not Available Separately (Shown 75% Act. Size)





# FAST ATTACK



**Attack Bike  
Chair Back**  
010107702



**Attack Bike  
Sidecar  
Axle Cap**  
010107707



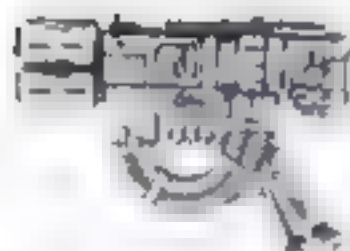
**Attack Bike  
Sidecar**  
010107701



**Attack Bike  
Sidecar  
Gunner**  
010107708



**Space Marine Attack Bike Box (1)**  
48-20



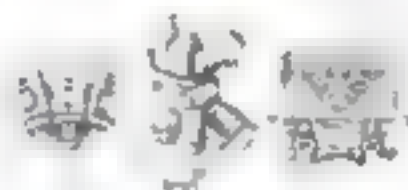
**Attack Bike  
Multi-Melta**  
010107705



**Attack Bike  
Heavy Bolter**  
010107706



**Attack Bike  
Sidecar Mud Guard**  
010107703



**Attack Bike  
Equipment Sprue**  
010107704

*Note: The Attack Bike comes with the two sprues shown on the previous page.*



*Note: The Space Marine Scout Bike Squadron comes with the two sprues shown on the previous page.*



**Space Marine Scout Bike Squadron Box (3)**  
48-29



**Scout Biker  
Chainsword**  
010121904



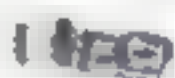
**Scout Biker  
Shotgun**  
010121905



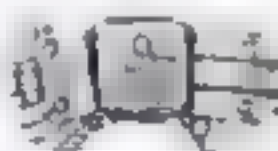
**Bike Scout  
Bolter/Grenade  
Launcher**  
010121906



**Scout Bike  
Holsters**  
010121907



**Scout Biker  
Left Arm**  
010121909



**Scout Biker  
Saddlebag**  
010121908



**Sp. Mar. Bike  
Scout Body 1**  
010121901



**Sp. Mar. Bike  
Scout Body 2**  
010121902

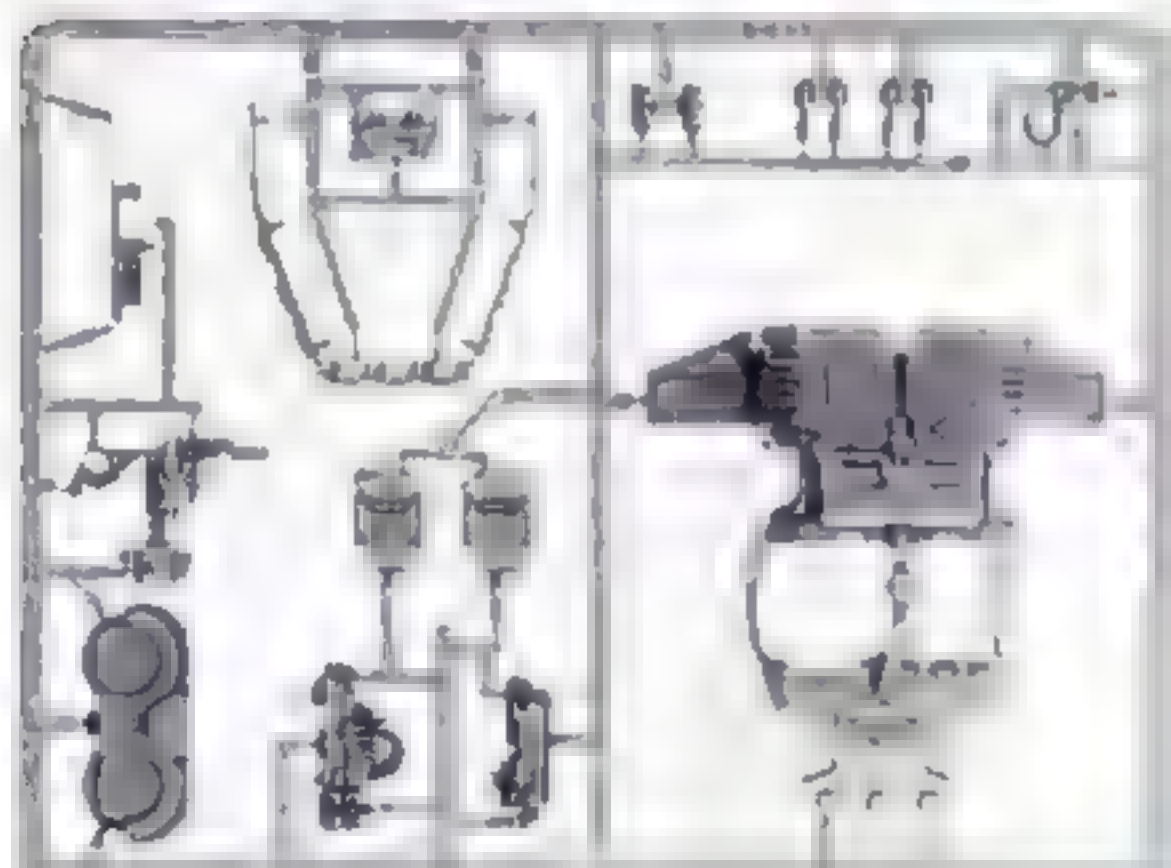


**Sp. Mar. Bike  
Scout Body 3**  
010121903





Space Marine Land Speeder Box (1)  
48-13



Space Marine  
Land Speeder Tornado Box (1)  
48-27



Tornado Assault  
Cannon  
010118701



Tornado  
Stowage 2  
010118704



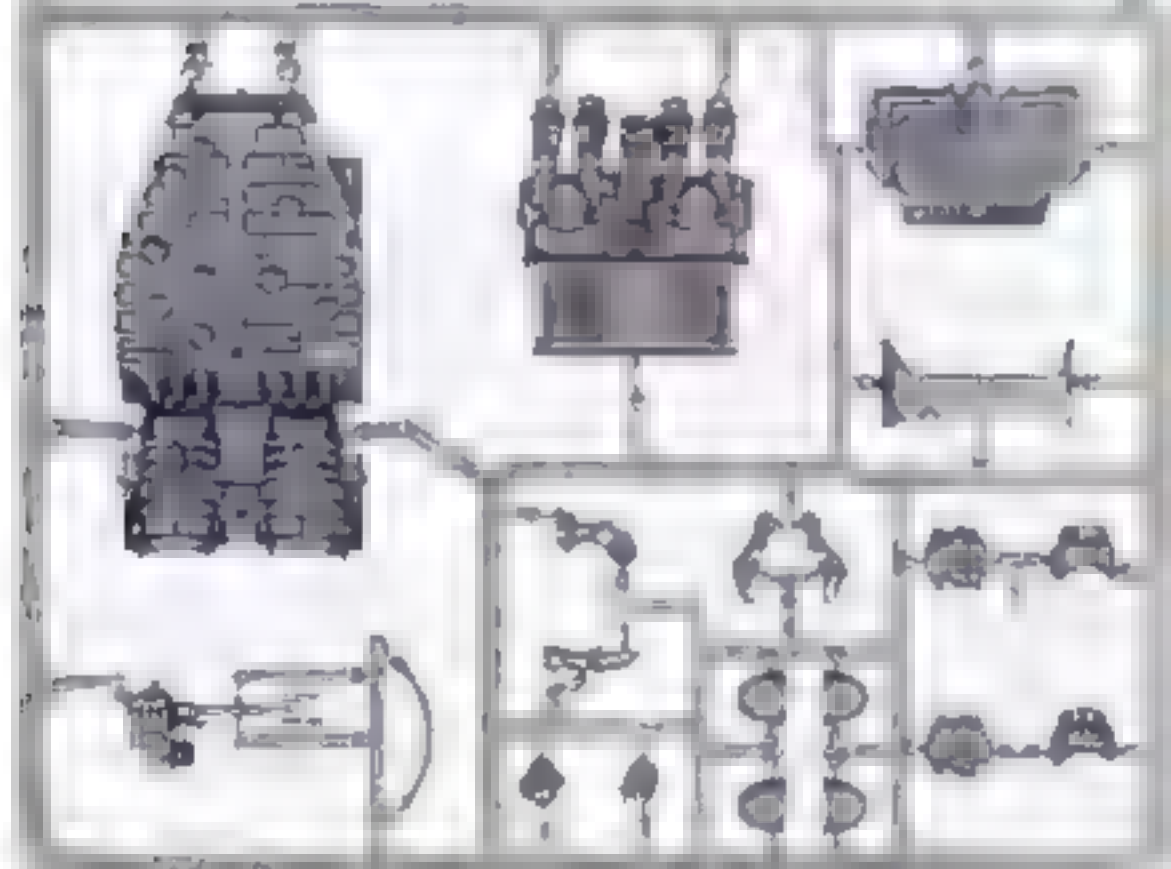
Tornado  
Stowage 1  
010118705



Tornado  
Range  
Finder  
010118703



Tornado Heavy  
Flamer  
010118702



Space Marine Bike

99390101001 - Not Available Separately (Shown 50% Act. Size)



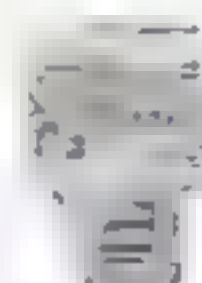
Space Marine  
Land Speeder Typhoon Box (1)  
48-28



Typhoon  
Land Speeder  
Gunner Torso  
010120301



Typhoon  
Missiles  
010120302



Typhoon  
Left Arm  
010120303



Typhoon  
Right Arm  
010120304

# FAST ATTACK





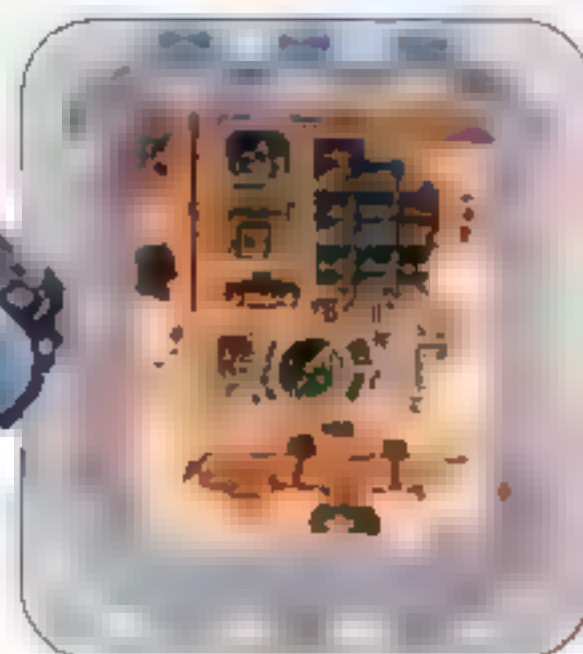
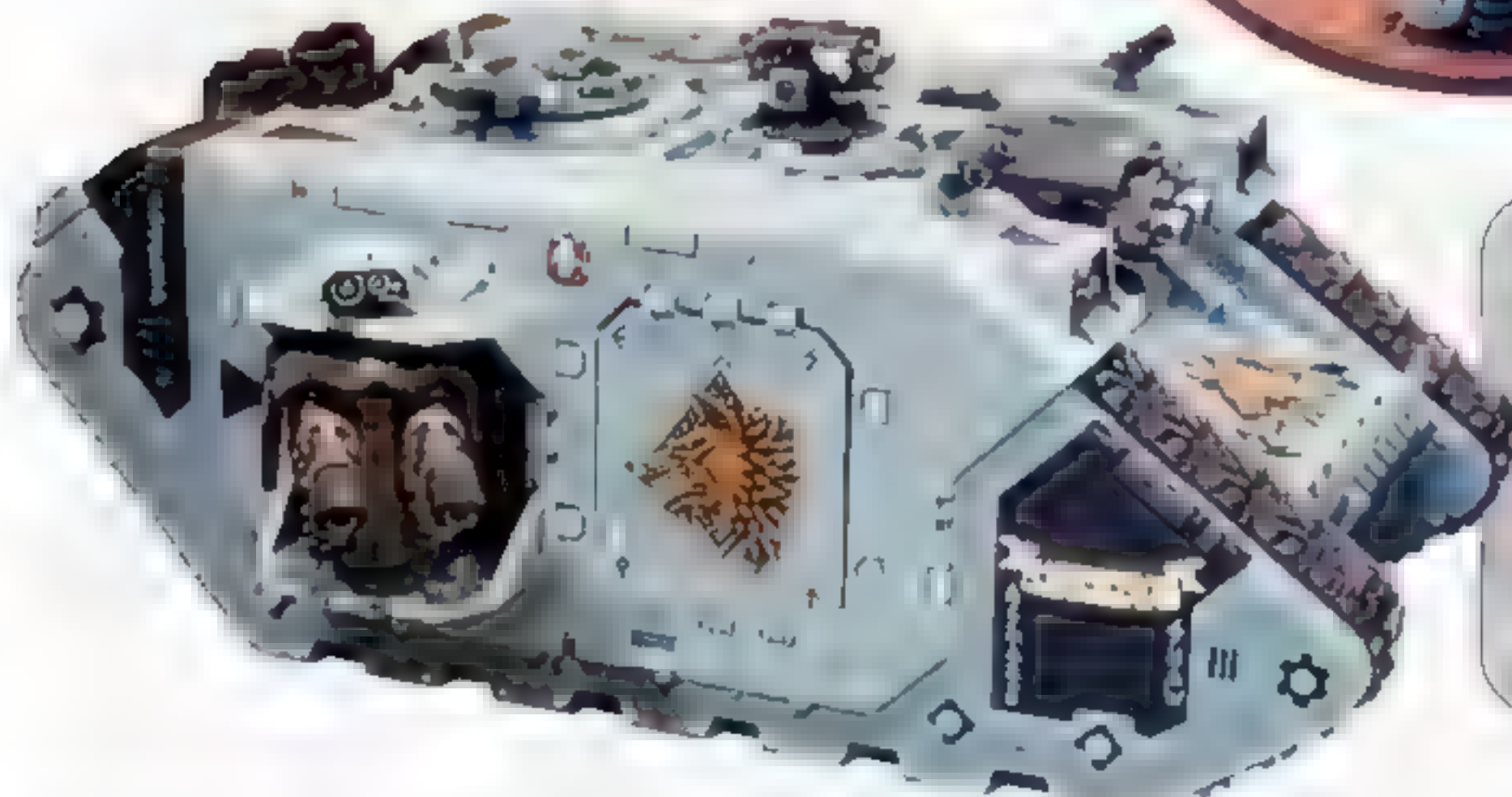
# SHOWCASE



Bryan Shaw came to the 2002 Chicago Local Tournament with this outstanding Space Wolf army. No detail was left unattended. Note the Wolf-Servo Skulls (above), the inside of the Land Raider (bottom), weapons, servitors, jet squad sergeants, sworded psykers, and other evocative Space Wolf lore on all of the troops and vehicles.



Space Wolf on the Land Raider. It's made up of components from the Space Marine line and is a great example for the hobby.





## HEAVY SUPPORT

*Note: The Devastator box also includes 1-2 of the Space Marine Bodies Sprue (99/80/10/1006) and the Space Marine Accessories Sprue (99/80/10/1007) shown with the Tactical Squad*



**Space Marine Devastators Box (5)**  
48-15



**Devastator Sergeant Arm**  
010118601

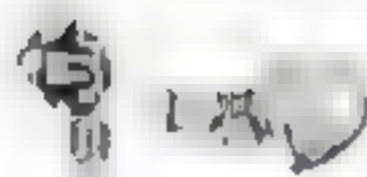
*Note: Devastators are available individually with a Heavy Bolter (48/54), a Plasma Cannon (48/55), or a Lascannon (48/56)*



**Devastator Heavy Plasma Gun**  
010118605



**Devastator Lascannon**  
010118608



**Devastator Lascannon Arm & Sight**  
010118609



**Devastator Lascannon Backpack**  
010118610



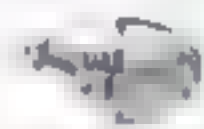
**Devastator Plasma Cannon Arm**  
010118606



**Devastator Plasma Cannon Backpack**  
010118607



**Devastator with Multi Melta Blister (1)**  
48/57



**Multi Melta Arm**  
010121402



**Devastator Heavy Bolter**  
010118602



**Devastator Heavy Bolter Arm**  
010118603



**Devastator Heavy Bolter Backpack**  
010118604



**Space Marine Multi Melta**  
010121401



**Multi Melta Backpack**  
010121403

## SQUAD BADGES

The different types of squads in a Space Marine Company (e.g., Tactical Devastator, and Assault) are often distinguished by badges and markings on the shoulder pad or elsewhere. Some Companies also use numbers to separate the troops when more than one squad of the same type is in the same Company. Markings generally adhere to a common visual theme, but there are many variants when it comes to marking individual squads. Here are some examples of squad badges.

## TACTICAL SQUADS



## ASSAULT SQUADS



## DEVASTATOR SQUADS



## VETERAN SQUADS



## HQ SQUADS

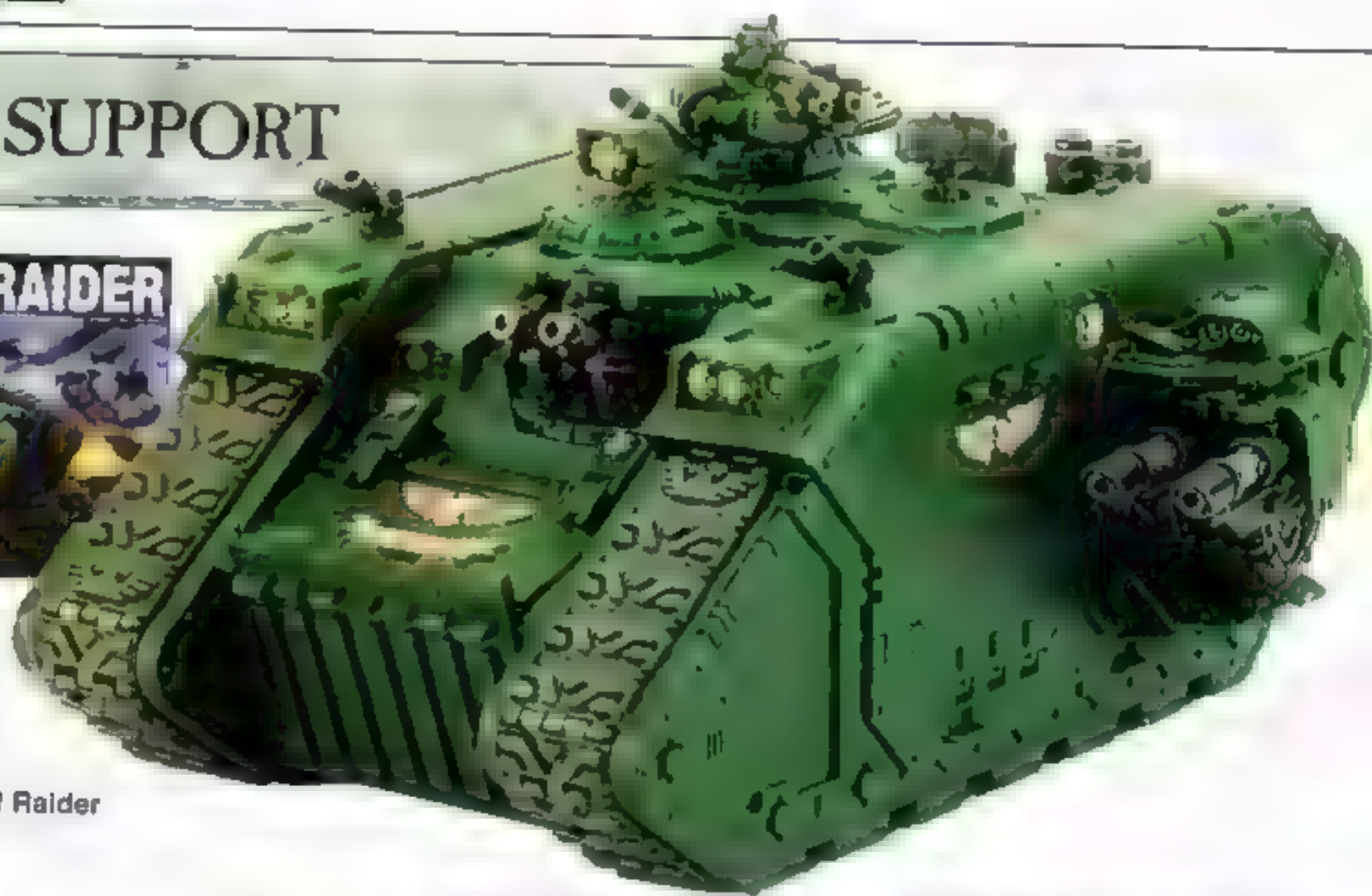


## SQUAD NUMBERS

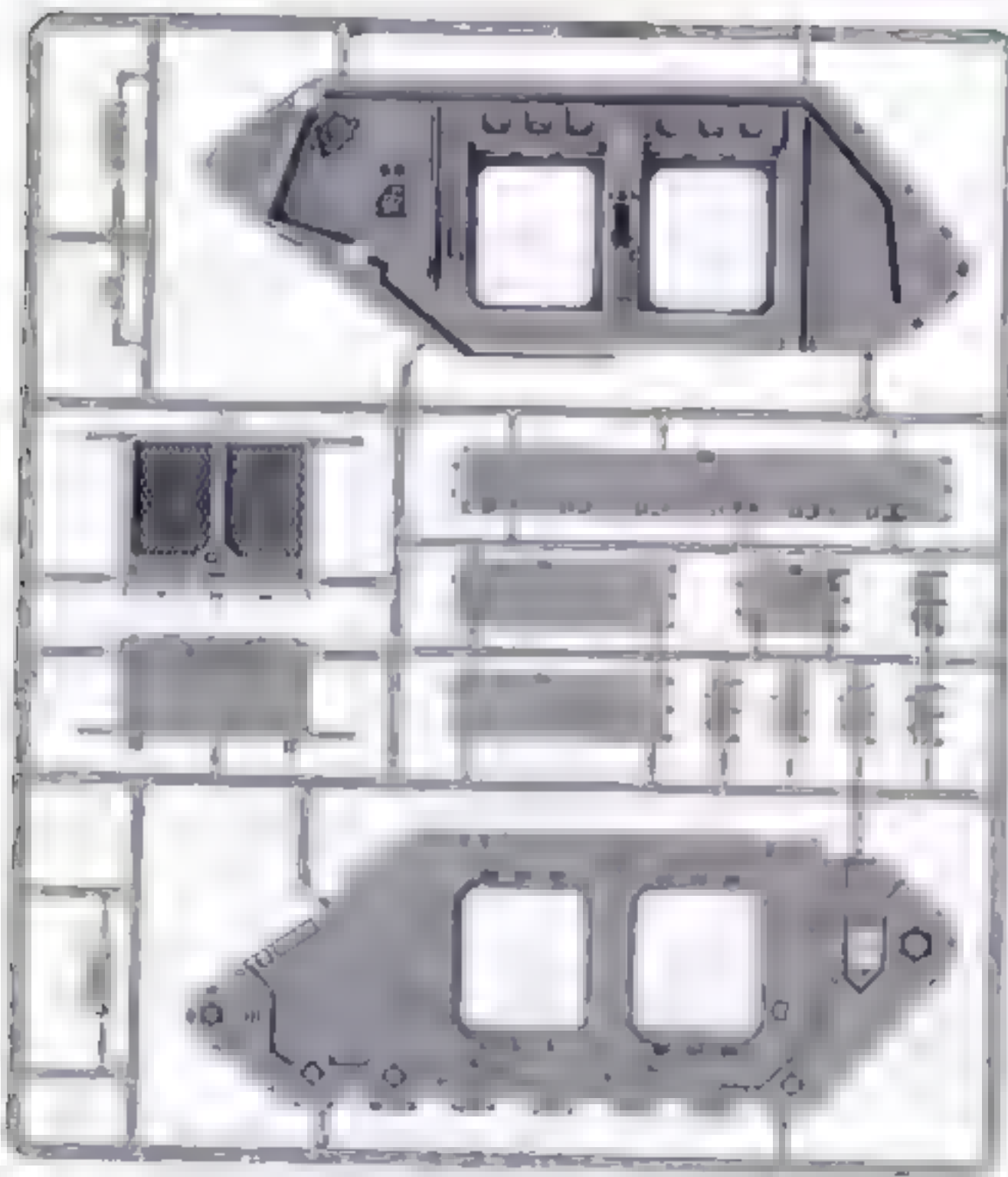




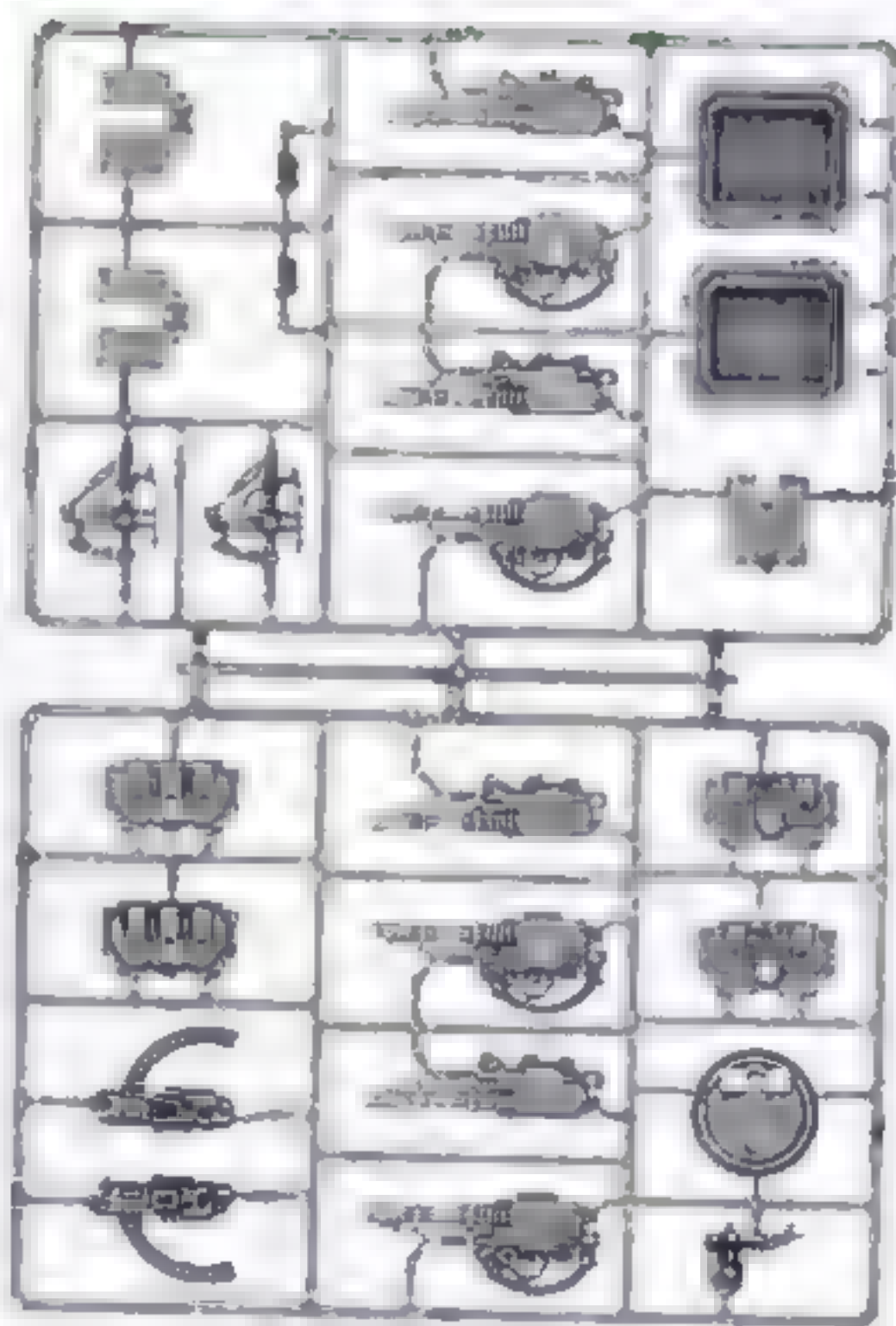
# HEAVY SUPPORT



Space Marine Land Raider  
Box (1)  
48-14



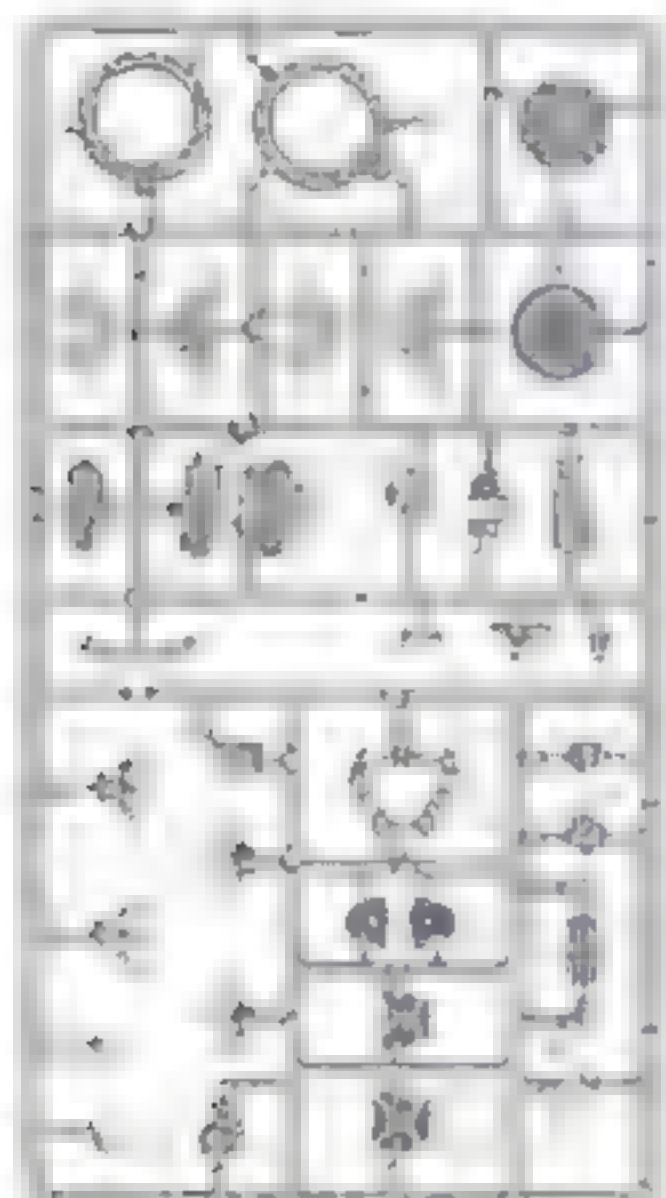
Land Raider Left Track Sprue A  
99390101002 (Shown 50% Act Size)



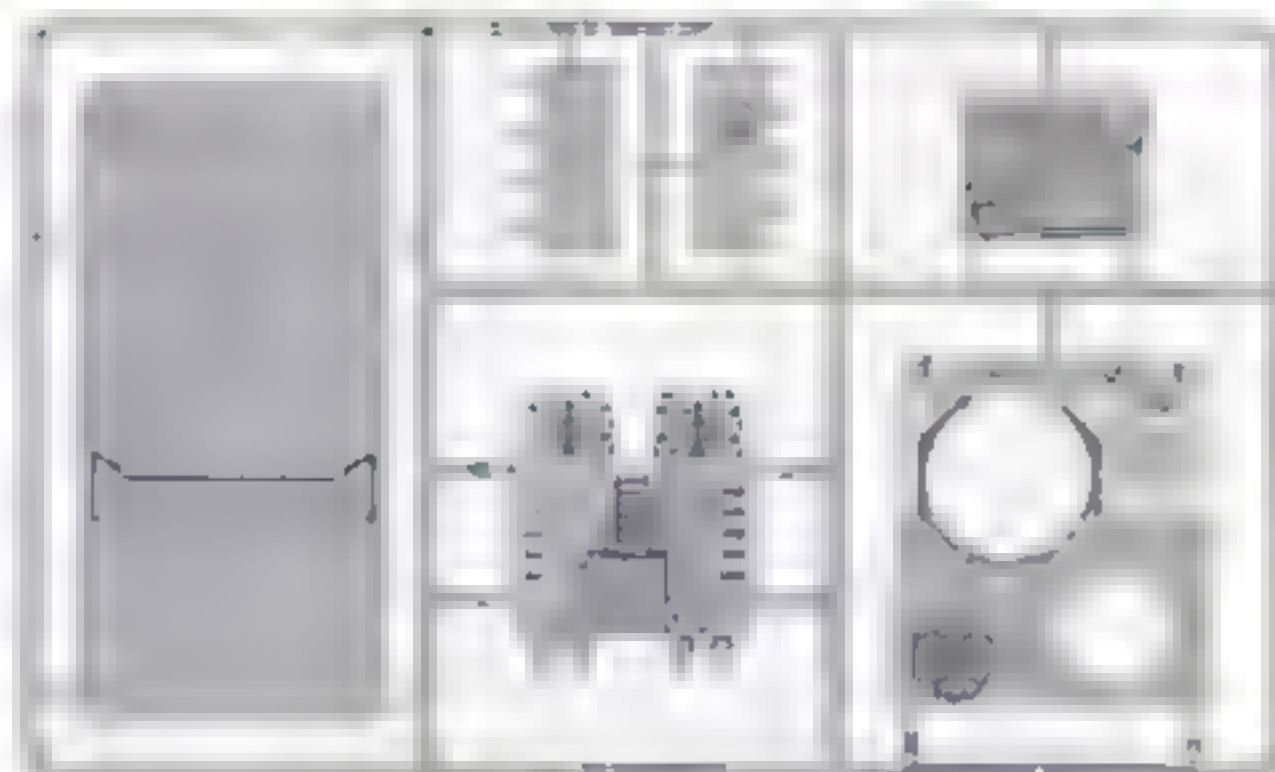
Land Raider Sponson Sprue B  
99390101003 (Shown 50% Act Size)



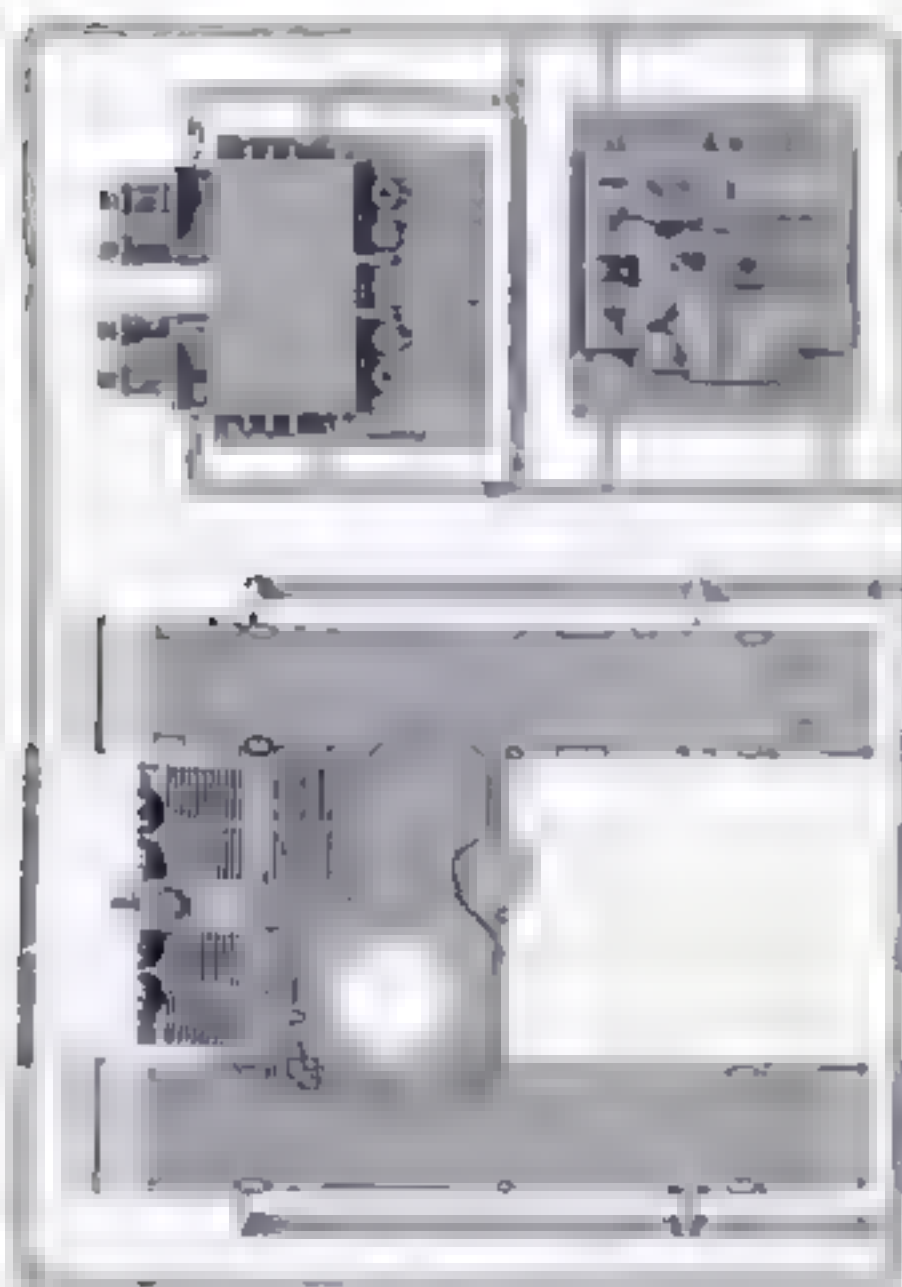
# HEAVY SUPPORT



**Land Raider Accessory Sprue C**  
99390101004 (Shown 50% Act. Size)



**Land Raider Floor Sprue E**  
99390101006 (Shown 50% Act. Size)



**Land Raider Top Sprue D**  
99390101005 (Shown 50% Act. Size)



**Land Raider Right Track Sprue F**  
99390101007 (Shown 50% Act. Size)



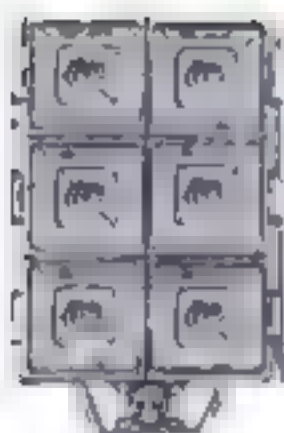


# HEAVY SUPPORT



*Notes: The Land Raider Crusader box includes all the pieces listed on the previous two pages with the Land Raider 48-141.*

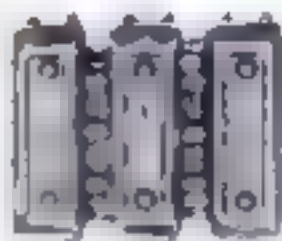
**Land Raider Crusader  
Box (1)  
48-30**



**Crusader  
Frag. Assault  
Launchers  
010121702**



**Crusader  
Sponson  
Sides  
010121701**



**Hurricane  
Ammo  
Boxes  
010121703**



**Crusader  
Hurricane Mounts  
010121711**



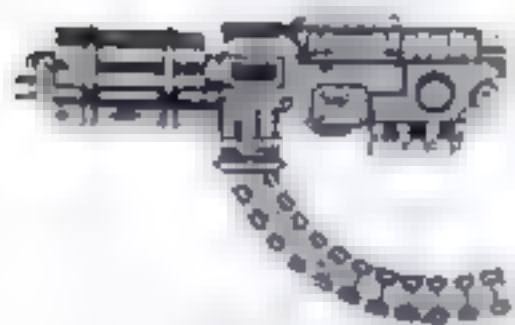
**Crusader  
Multi Melta  
010121710**



**Crusader  
Melta Shield  
Left  
010121706**



**Crusader  
Melta Shield  
Right  
010121705**



**Crusader Left  
Assault Cannon  
010121707**



**Crusader  
Hurricane  
Bolters  
010121709**



**Crusader Right  
Assault Cannon  
010121708**



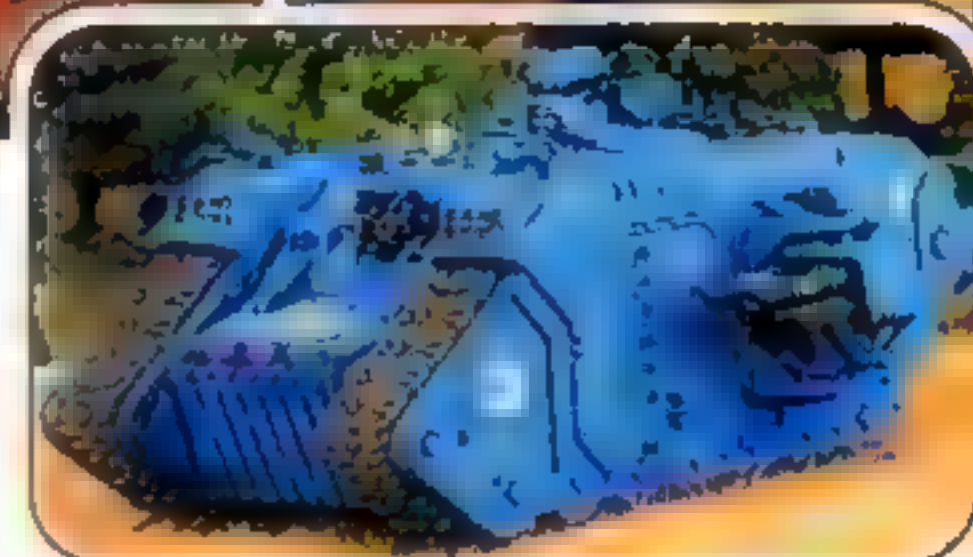
**Hurricane  
Ammo Feeds  
010121704**



*Top Left: This Land Raider is painted in the Blood Angels Chapter colors.*



*Top Right: This Land Raider is painted in the Space Wolves Chapter colors.*



*Below Right: This Land Raider is painted in the Ultramarine Chapter colors.*

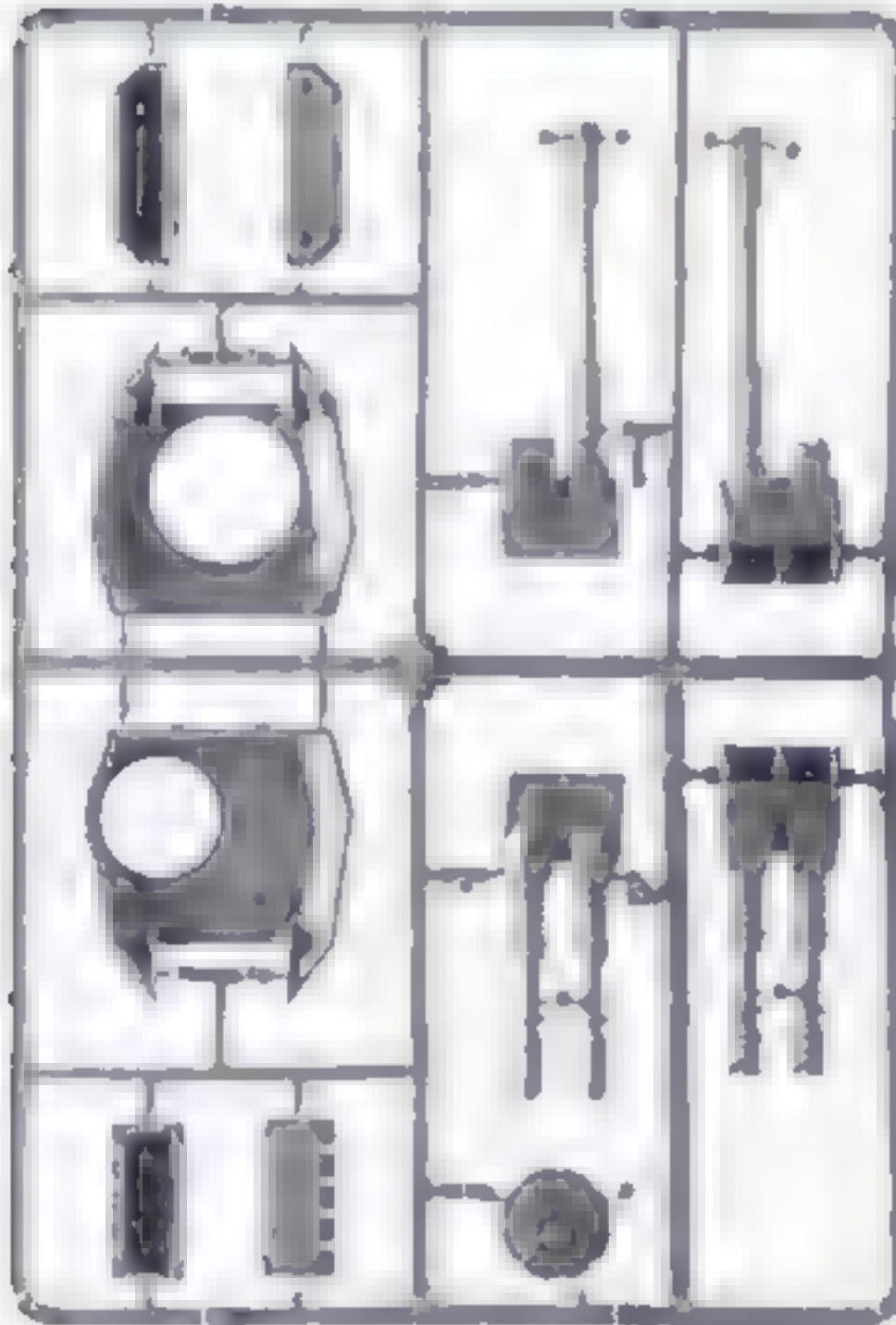


# HEAVY SUPPORT

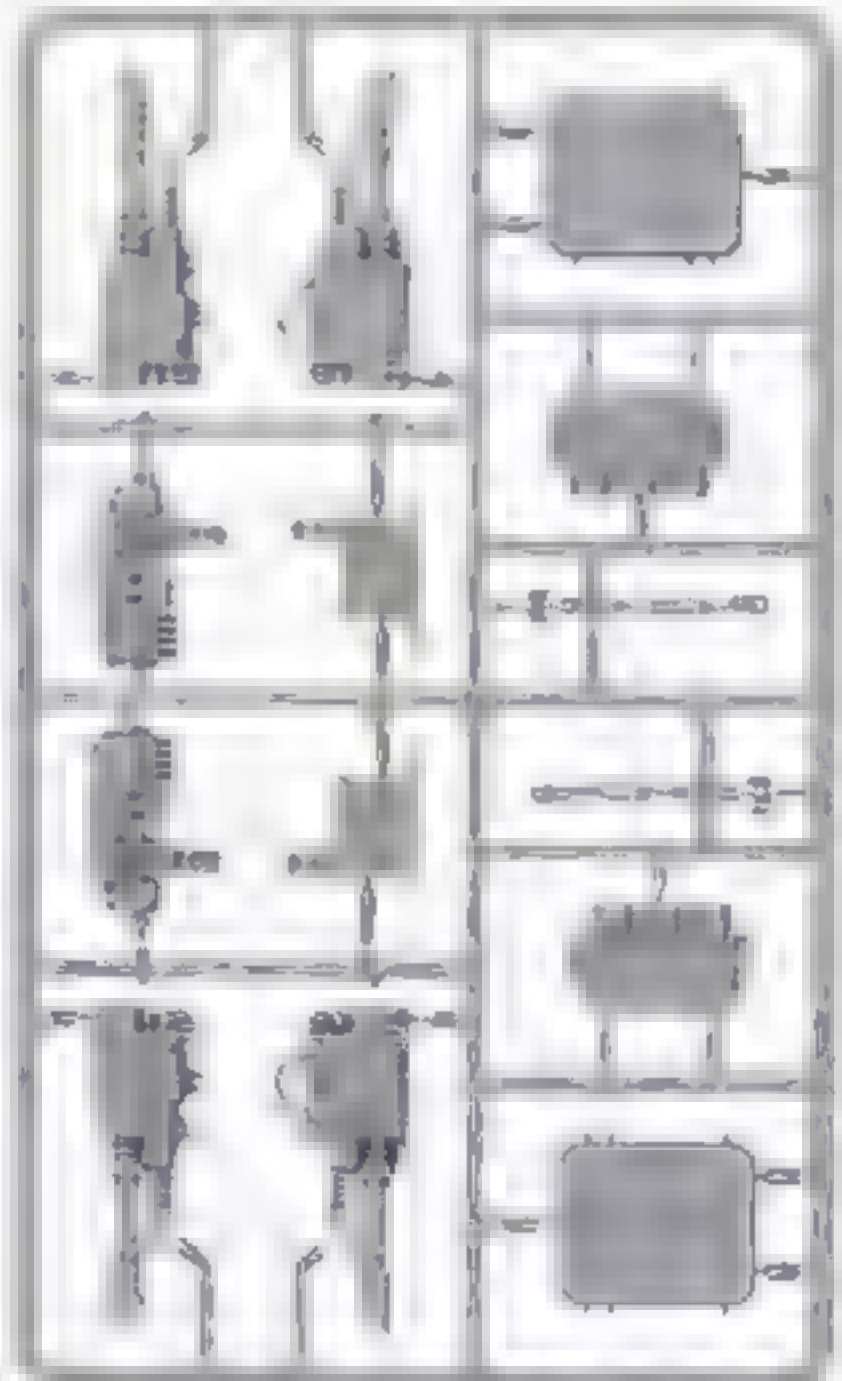


Space Marine Predator  
Box (1)  
48-23

*Note: The Space Marine Predator Box (1) does not go with the Space Marine Recon or Troop section*



Predator Turret Sprue  
99390199007



Predator Sponson Sprue  
99390199008



# PRICE LIST

## Getting Started

|   |                           |       |
|---|---------------------------|-------|
| 48-01-60  | Codex: Space Marines      | \$5   |
| 41-01-60  | Codex: Blood Angels       | \$10  |
| 44-01-60  | Codex: Dark Angels        | \$10  |
| 53-01-60  | Codex: Space Wolves       | \$10  |
| 40-11-60  | Codex: Eye of Terror      | \$15  |
| 40-03-60  | Codex: Armageddon         | \$10  |
| 40-08-60  | Index Astartes 2          | \$20  |
| 48-08   | Space Marine Battle Force | \$100 |
| Contents: Space Marine Tactical Squad, Space Marine Assault Squad, Space Marine Base Squad, Rhino, Dreadnought, Set of Jungle Trees |                           |       |
| 53-07   | Space Wolves Battle Force | \$90  |
| Contents: Blood Angels Squad, Grey Hunters Squad, 3 Space Wolves Braves, Rhino, Set of Ruined Buildings                             |                           |       |
| 48-31   | Space Marine Mega Force   | \$140 |

## Boxes & Blister Packs - HQ

|                          |                               |      |
|--------------------------|-------------------------------|------|
| 48-17                    | Space Marine Command Squad    | \$40 |
| Box includes 3 models    |                               |      |
| 48-18                    | Space Marine Chaplain on Bike | \$20 |
| Box includes 1 model     |                               |      |
| 48-37                    | Space Marine Librarian        | \$8  |
| Blister includes 1 model |                               |      |
| 48-38                    | Space Marine Chaplain         | \$8  |
| Blister includes 1 model |                               |      |
| 48-39                    | Space Marine Apothecary       | \$8  |
| Blister includes 1 model |                               |      |
| 48-40                    | Space Marine Techmarine       | \$8  |
| Blister includes 1 model |                               |      |
| 48-41                    | Space Marine Standard Bearer  | \$7  |
| Blister includes 1 model |                               |      |
| 48-42                    | Terminator Hero               | \$12 |
| Blister includes 1 model |                               |      |
| 48-43                    | Terminator Librarian          | \$10 |
| Blister includes 1 model |                               |      |
| 48-44                    | Terminator Chaplain           | \$10 |
| Blister includes 1 model |                               |      |
| 48-64                    | Space Marine Captain          | \$10 |

## Space Marine Special Characters

|                          |                    |      |
|--------------------------|--------------------|------|
| 55-40                    | Emperor's Champion | \$10 |
| Blister includes 1 model |                    |      |

## Salamander Special Characters

|                          |                              |      |
|--------------------------|------------------------------|------|
| 55-39                    | Xavier - Salamander Chaplain | \$10 |
| Blister includes 1 model |                              |      |

## Boxes & Blister Packs - Elites

|                          |  |      |
|--------------------------|--|------|
| 48-10                    | Terminator Squad                       | \$30 |
| Box includes 3 models    |  |      |
| 48-26                    | Space Marine Dreadnought               | \$35 |
| Box includes 1 model     |  |      |
| 48-45                    | Terminator with Stormbolter            | \$9  |
| Blister includes 1 model |  |      |
| 48-46                    | Terminator with Assault Cannon         | \$10 |
| Blister includes 1 model |  |      |
| 48-47                    | Terminator Sergeant                    | \$9  |
| Blister includes 1 model |  |      |
| 48-48                    | Terminator with Heavy Flamer           | \$10 |
| Blister includes 1 model |  |      |
| 48-49                    | Terminator with Lightning Claws        | \$9  |
| Blister includes 1 model |  |      |
| 48-50                    | Terminator w/ Cyclone Missile Launcher | \$10 |
| Blister includes 1 model |  |      |
| 48-51                    | Terminator with Thunderhammer          | \$9  |

## Boxes & Blister Packs - Troops

|                           |                                |      |
|---------------------------|--------------------------------|------|
| 48-06                     | Space Marine Combat Squad      | \$15 |
| Box includes 5 models     |                                |      |
| 48-07                     | Space Marine Tactical Squad    | \$30 |
| Box includes 10 models    |                                |      |
| 48-12                     | Rhino                          | \$25 |
| Box includes 1 model      |                                |      |
| 48-16                     | Space Marine Scouts            | \$20 |
| Box includes 5 models     |                                |      |
| 48-21                     | Razorback                      | \$30 |
| Box includes 1 model      |                                |      |
| 48-52                     | Space Marine Veteran Sergeant  | \$7  |
| Blister includes 1 model  |                                |      |
| 48-53                     | Space Marine w/ Assault Weapon | \$9  |
| Blister includes 2 models |                                |      |
| 48-58                     | Space Marine Scouts            | \$8  |
| Blister includes 2 models |                                |      |
| 48-59                     | Scout Sergeant                 | \$7  |
| Blister includes 1 model  |                                |      |
| 48-60                     | Scout with Heavy Bolter        | \$8  |
| Blister includes 1 model  |                                |      |
| 48-61                     | Scouts with Bolters            | \$8  |
| Blister includes 2 models |                                |      |
| 48-62                     | Scouts with Shotgun            | \$8  |
| Blister includes 2 models |                                |      |
| 48-63                     | Scouts with Needle Rifles      | \$8  |
| Blister includes 2 models |                                |      |

## Boxes & Blister Packs - Fast Attack

|                       |                                   |      |
|-----------------------|-----------------------------------|------|
| 48-09                 | Space Marine Assault Squad        | \$15 |
| Box includes 5 models |                                   |      |
| 48-11                 | Space Marine Bike                 | \$10 |
| Box includes 1 model  |                                   |      |
| 48-13                 | Space Marine Land Speeder         | \$10 |
| Box includes 1 model  |                                   |      |
| 48-18                 | Space Marine Bike Squadron        | \$20 |
| Box includes 3 models |                                   |      |
| 48-20                 | Space Marine Attack Bike          | \$20 |
| Box includes 1 model  |                                   |      |
| 48-27                 | Space Marine Land Speeder Tornado | \$10 |
| Box includes 1 model  |                                   |      |
| 48-28                 | Space Marine Land Speeder Typhoon | \$10 |
| Box includes 1 model  |                                   |      |
| 48-29                 | Space Marine Scout Bike Squadron  | \$20 |
| Box includes 3 models |                                   |      |
| 48-65                 | Space Marine Assault Sergeant     | \$8  |

## Boxes & Blister Packs - Heavy Support

|                          |                                   |      |
|--------------------------|-----------------------------------|------|
| 48-14                    | Space Marine Land Raider          | \$50 |
| Box includes 1 model     |                                   |      |
| 48-15                    | Space Marine Devastator           | \$35 |
| Box includes 1 model     |                                   |      |
| 48-23                    | Space Marine Predator Tank        | \$35 |
| Box includes 1 model     |                                   |      |
| 48-30                    | Space Marine Land Raider Crusader | \$55 |
| Box includes 1 model     |                                   |      |
| 48-54                    | Devastator with Heavy Bolter      | \$8  |
| Blister includes 1 model |                                   |      |
| 48-55                    | Devastator with Plasma Cannon     | \$8  |
| Blister includes 1 model |                                   |      |
| 48-56                    | Devastator with Lascannon         | \$8  |
| Blister includes 1 model |                                   |      |
| 48-57                    | Devastator with Missile Launcher  | \$8  |
| Blister includes 1 model |                                   |      |

## Boxes & Blister Packs - Miscellaneous

|                          |                             |     |
|--------------------------|-----------------------------|-----|
| 55-41                    | Emperor's Champion          | \$8 |
| Blister includes 1 model |                             |     |
| 55-42                    | Black Templar Sergeant Pads | \$8 |

## Metal Bitz & Plastic Sprues - HQ

|                                     |                        |        |
|-------------------------------------|------------------------|--------|
| <b>Space Marine Apothecary Bitz</b> |                        |        |
| 010107201                           | Apothecary 1           | \$6.25 |
| 010107202                           | Apothecary 2           | \$6.25 |
| 010107203                           | Apothecary Medi Pack 1 | \$3    |

## Space Marine Chaplain Bitz

|           |                         |     |
|-----------|-------------------------|-----|
| 010103101 | Space Marine Chaplain 3 | \$9 |
| 010103102 | Space Marine Chaplain 2 | \$9 |
| 010103103 | Space Marine Chaplain 1 | \$9 |
| 010103104 | Space Marine Chaplain 4 | \$9 |

## Chaplain on Bike Bitz

|           |                               |        |
|-----------|-------------------------------|--------|
| 010107601 | Chaplain Bike Equipment Sprue | \$2.50 |
| 010107602 | Chaplain Bike Faring          | \$2.50 |
| 010107603 | Space Marine Bike Chaplain    | \$7.50 |

## Space Marine Command Squad Bitz

|           |                             |        |
|-----------|-----------------------------|--------|
| 010110301 | Space Marine Commander      | \$9    |
| 010110302 | Commander Storm Bolter      | \$3.50 |
| 010110303 | Veteran Sergeant w/ Scanner | \$9    |
| 010110304 | Apothecary w/ Chainsword    | \$6.75 |
| 010110305 | Techmarine                  | \$6.75 |
| 010110306 | Techmarine Power Axe        | \$2.25 |
| 010110307 | Company Standard Bearer     | \$8.50 |

## Space Marine Hero Bitz

|           |                        |        |
|-----------|------------------------|--------|
| 010110301 | Space Marine Commander | \$9    |
| 010110302 | Commander Storm Bolter | \$3.50 |
| 010119902 | Commander Bolter       | \$2    |

## Space Marine Librarian Bitz

|           |                        |     |
|-----------|------------------------|-----|
| 010101901 | Epistolary Librarian 1 | \$8 |
| 010101902 | Epistolary Librarian 2 | \$9 |
| 010107001 | Lexicanium Librarian 1 | \$9 |
| 010107002 | Lexicanium Librarian 2 | \$9 |
| 010107301 | Codicier Librarian 2   | \$9 |
| 010107302 | Codicier Librarian 1   | \$9 |

## Space Marine Standard Bearer Bitz

|           |                                  |     |
|-----------|----------------------------------|-----|
| 010101801 | Company Standard Bearer          | \$7 |
| 010101802 | Codex Standard Top               | \$2 |
| 010101803 | Blood Angel Company Standard Top | \$1 |

## Space Marine Techmarine Bitz

|           |                               |        |
|-----------|-------------------------------|--------|
| 010107501 | Techmarine 1                  | \$6.25 |
| 010107502 | Techmarine 2                  | \$6.25 |
| 010107503 | Techmarine Servo-Arm Backpack | \$3    |

## Terminator Chaplain Bitz

|           |                                 |        |
|-----------|---------------------------------|--------|
| 010104001 | Terminator Chaplain Body        | \$7    |
| 010104002 | Terminator Chaplain Crozius     | \$2.50 |
| 010104003 | Terminator Chaplain Banner Pole | \$1    |

## Terminator Hero Bitz

|           |                                 |        |
|-----------|---------------------------------|--------|
| 010111101 | Terminator Cantabli Body        | \$6.50 |
| 010111102 | Terminator Captain Power Sword  | \$2    |
| 010111103 | Terminator Captain Storm Bolter | \$2.50 |
| 010111104 | Terminator Captain Banner Pole  | \$0.50 |

## Terminator Librarian Bitz

|           |                                  |        |
|-----------|----------------------------------|--------|
| 010104101 | Terminator Librarian Body        | \$6.50 |
| 010104102 | Terminator Librarian Force Axe   | \$3.50 |
| 010104103 | Terminator Librarian Banner Pole | \$1.50 |

## Emperor's Champion Bitz

|           |                              |     |
|-----------|------------------------------|-----|
| 010123601 | Emperor's Champion Body      | \$9 |
| 010123602 | Emperor's Champion Right Arm | \$2 |

## Metal Bitz & Plastic Sprues - Elites

|                             |                                |      |
|-----------------------------|--------------------------------|------|
| <b>Dreadnought Bitz</b>     |                                |      |
| 99390101008                 | Dreadnought Plastic Base       | \$2  |
| 99390101009                 | Dreadnought                    |      |
| Assault Cannon/Flamer Sprue |                                |      |
| 99390101010                 | Space Marine Dreadnought Sprue | \$25 |
| 99390101011                 | Dreadnought                    |      |
| Lascannon/Missile Launcher  |                                |      |
|                             |                                | \$5  |

## Space Marine Terminator Bitz

|            |                                    |        |
|------------|------------------------------------|--------|
| 9939999024 | Space Marine Terminator Sgt. Sprue | \$7    |
| 9939999025 | Space Marine Terminator Sprue      | \$28   |
| 010100701  | Terminator Sergeant Body           | \$6.50 |



|           |                                   |        |
|-----------|-----------------------------------|--------|
| 010100702 | Terminator Sergeant Banner Pole   | \$1 50 |
| 010100703 | Terminator Body 2                 | \$5 50 |
| 010100704 | Terminator Storm Bolter           | \$2 50 |
| 010100705 | Terminator Assault Cannon         | \$3 50 |
| 010100706 | Terminator Power Fist             | \$2 50 |
| 010100707 | Terminator Power Sword            | \$2 50 |
| 010100708 | Terminator Chainsl                | \$2 50 |
| 010103810 | Terminator Heavy Flamer           | \$3 50 |
| 010103911 | Terminator Right Lightning Claw   | \$2 50 |
| 010103912 | Terminator Left Lightning Claw    | \$2 50 |
| 010104201 | Terminator Body 1                 | \$5 50 |
| 010104202 | Terminator Body 3                 | \$5 50 |
| 010104203 | Cyclone Missile Launcher Targeter | \$2 50 |
| 010104204 | Cyclone Missile Launcher Body     | \$2 50 |
| 010104205 | Cyclone Missile Launcher Front    | \$1 50 |
| 010104303 | Terminator Thunder Hammer         | \$2 50 |
| 010104304 | Terminator Storm Shield Arm       | \$2 50 |
| 010104305 | Terminator Storm Shield           | \$1 50 |

**Veteran Space Marine Shoulder Pads**

|           |                        |        |
|-----------|------------------------|--------|
| VETERAN 1 | Veteran Shoulder Pad 1 | \$1 25 |
| VETERAN 2 | Veteran Shoulder Pad 2 | \$1 25 |

**Metal Bitz & Plastic Sprues – Troops**

|                                |                            |        |
|--------------------------------|----------------------------|--------|
| <b>Space Marine Scout Bitz</b> |                            |        |
| 010108801                      | Space Marine Scout 1       | \$4 50 |
| 010108802                      | Scout Sergeant             | \$7 50 |
| 010108803                      | Space Marine Scout 2       | \$4 50 |
| 010108804                      | Space Marine Scout 3       | \$4 50 |
| 010108805                      | Space Marine Scout 4       | \$4 50 |
| 010109001                      | Scout Sniper 1 (Standing)  | \$4 50 |
| 010109002                      | Scout Sniper 2 (Kneeling)  | \$4 50 |
| 010109003                      | Scout w/ Shotgun 1         | \$4 50 |
| 010109101                      | Scout w/ Heavy Bolter Body | \$4 50 |
| 010109102                      | Scout Heavy Bolter         | \$3 50 |
| 010109103                      | Scout Heavy Bolter Bk Pod  | \$1 50 |
| 010109306                      | Space Marine Scout 5       | \$4 50 |
| 010109307                      | Space Marine Scout 6       | \$4 50 |
| 010111301                      | Scout w/ Bolter 1          | \$4 50 |
| 010111302                      | Scout w/ Bolter 2          | \$4 50 |
| 010117804                      | Scout w/ Shotgun 2         | \$4 50 |

**Razorback Bitz**

|             |                             |         |
|-------------|-----------------------------|---------|
| 99390101004 | Land Raider Accessory Sprue | \$7 50  |
| 99390199004 | Rhino Hull 1 Sprue          | \$11 50 |
| 99390199005 | Rhino Hull 2 Sprue          | \$11 50 |
| 99390199006 | Razorback Sprue             | \$7 50  |

**Rhino Bitz**

|             |                             |         |
|-------------|-----------------------------|---------|
| 99390101004 | Land Raider Accessory Sprue | \$7 50  |
| 99390199004 | Rhino Hull 1 Sprue          | \$11 50 |
| 99390199005 | Rhino Hull 2 Sprue          | \$11 50 |

**Tactical Marine Bitz**

|             |   |         |
|-------------|---|---------|
| 010100901   | Space Marine Sergeant 2                           | \$7 50  |
| 010101103   | Space Marine Sergeant 1                           | \$7 50  |
| 010117704   | Space Marine Plasma Gun                           | \$2 50  |
| 010119201   | Space Marine Mellagun                             | \$2 50  |
| 010119202   | Assault Weapon Space Marine 1                     | \$5 50  |
| 010119203   | Assault Weapon Space Marine 2                     | \$5 50  |
| 010119204   | Assault Weapon Space Marine 3                     | \$5 50  |
| 99380101004 | Space Marine Backpack Sprue                       | \$2 50  |
| 99380101005 | Space Marine Arms Bolters and Shoulder Pads Sprue | \$1 50  |
| 99380101006 | Space Marine Bodies                               | \$15 50 |
| 99380101007 | Space Marine Accessories Sprue                    | \$3 50  |

**Veteran Sergeant Bitz**

|           |                                     |        |
|-----------|-------------------------------------|--------|
| 010107101 | Veteran Sergeant 3 w/ Bionic Arm    | \$8 50 |
| 010107102 | Veteran Sergeant 1 w/ Bionic Eye    | \$8 50 |
| 010107103 | Veteran Sergeant 4 w/ Gren Launcher | \$8 50 |
| 010107104 | Veteran Sergeant 2 w/ Bolt Pistol   | \$8 50 |
| 010111201 | Veteran Sergeant w/ Power Axe       | \$6 50 |
| 010111202 | Veteran Sergeant Bolt Gun           | \$1 50 |

**Metal Bitz & Plastic Sprues – Fast Attack****Assault Squad Bitz**

|             |                            |         |
|-------------|----------------------------|---------|
| 010101003   | Assault Sergeant 1         | \$9 50  |
| 010103001   | Assault Sergeant 2         | \$8 50  |
| 99380101008 | Left Arm Assault Sprue     | \$1 50  |
| 99380101009 | Right Arm Assault Sprue    | \$1 50  |
| 99380101010 | Space Marine Assault Sprue | \$15 50 |
| 99380101011 | Jump Pack Sprue            | \$1 50  |

**Attack Bike Bitz**

|           |                              |        |
|-----------|------------------------------|--------|
| 010107701 | Attack Bike Sidecar          | \$3 50 |
| 010107702 | Attack Bike Chairback        | \$1 50 |
| 010107703 | Attack Bike Sidecar Mudguard | \$1 50 |
| 010107704 | Attack Bike Equipment Sprue  | \$2 50 |
| 010107705 | Attack Bike Multi-Melta      | \$3 50 |
| 010107706 | Attack Bike Heavy Bolter     | \$3 50 |
| 010107707 | Attack Bike Sidecar Axle Cap | \$0 50 |
| 010107708 | Attack Bike Sidecar Gunner   | \$3 50 |

**Bike Squad Bitz**

|             |                             |        |
|-------------|-----------------------------|--------|
| 010105601   | Space Marine Sergeant Biker | \$3 50 |
| 010105602   | Marine Biker w/ Plasma Gun  | \$3 50 |
| 010105603   | Marine Biker w/ Melta Gun   | \$3 50 |
| 99399999034 | Bike Wheel Sprue            | \$1 50 |

**Land Speeder Tornado Bitz**

|           |                        |        |
|-----------|------------------------|--------|
| 010118701 | Tornado Assault Cannon | \$2 50 |
| 010118702 | Tornado Heavy Flamer   | \$2 50 |
| 010118703 | Tornado Range Finder   | \$2 50 |
| 010118704 | Tornado Stowage 1      | \$1 50 |
| 010118705 | Tornado Stowage 2      | \$1 50 |

**Land Speeder Typhoon Bitz**

|           |                                   |        |
|-----------|-----------------------------------|--------|
| 010120301 | Typhoon Land Speeder Gunner Torso | \$2 50 |
| 010120302 | Typhoon Missiles                  | \$1 50 |
| 010120303 | Typhoon Left Arm                  | \$2 50 |
| 010120304 | Typhoon Right Arm                 | \$2 50 |
| 010118703 | Tornado Range Finder              | \$2 50 |

**Scout Biker Bitz**

|           |                                    |        |
|-----------|------------------------------------|--------|
| 010121901 | Marine Bike Scout Body 1           | \$3 50 |
| 010121902 | Marine Bike Scout Body 2           | \$3 50 |
| 010121903 | Marine Bike Scout Body 3           | \$3 50 |
| 010121904 | Scout Biker Chainsword             | \$1 50 |
| 010121905 | Scout Biker Shotgun                | \$1 50 |
| 010121906 | Bike Scout Bolter Grenade Launcher | \$1 50 |
| 010121907 | Scout Bike Holsters                | \$2 50 |
| 010121908 | Scout Biker Saddlebag              | \$2 50 |
| 010121909 | Scout Biker Left Arm               | \$0 50 |

**Metal Bitz & Plastic Sprues – Heavy Support****Devastator Bitz**

|           |                                   |        |
|-----------|-----------------------------------|--------|
| 010118601 | Devastator Sergeant Arm           | \$1 50 |
| 010118602 | Devastator Heavy Bolter           | \$4 50 |
| 010118603 | Devastator Heavy Bolter Arm       | \$1 50 |
| 010118604 | Devastator Heavy Bolter Backpack  | \$2 50 |
| 010118605 | Devastator Heavy Plasma Gun       | \$4 50 |
| 010118606 | Devastator Plasma Cannon Arm      | \$1 50 |
| 010118607 | Devastator Plasma Cannon Backpack | \$2 50 |
| 010118608 | Devastator Lascannon              | \$4 50 |
| 010118609 | Devastator Lascannon Arm & Sight  | \$1 50 |
| 010118610 | Devastator Lascannon Backpack     | \$2 50 |
| 010121401 | Space Marine Multi Melta          | \$4 50 |
| 010121402 | Multi Melta Arm                   | \$1 50 |
| 010121403 | Multi Melta Backpack              | \$2 50 |
| 010123202 | Dark Angel Plasma Cannon Backpack | \$2 50 |
| 010123203 | Dark Angel Plasma Cannon          | \$4 50 |
| 010123204 | Dark Angel Plasma Cannon Arm      | \$1 50 |

**Land Raider Bitz**

|             |                                 |         |
|-------------|---------------------------------|---------|
| 99390101002 | Land Raider Left Track Sprue A  | \$10 50 |
| 99390101003 | Land Raider Sponson Sprue B     | \$8 50  |
| 99390101004 | Land Raider Accessory Sprue C   | \$8 50  |
| 99390101005 | Land Raider Top Sprue D         | \$11 50 |
| 99390101006 | Land Raider Floor Sprue E       | \$9 50  |
| 99390101007 | Land Raider Right Track Sprue F | \$10 50 |

**Land Raider Crusade Bitz**

|           |                                 |        |
|-----------|---------------------------------|--------|
| 010121701 | Crusader Sponson Sides          | \$3 50 |
| 010121702 | Crusader Frag Assault Launchers | \$4 50 |
| 010121703 | Hurricane Ammo Boxes            | \$3 50 |
| 010121704 | Hurricane Ammo Feeds            | \$1 50 |
| 010121705 | Crusader Melta Shield Right     | \$2 25 |
| 010121706 | Crusader Melta Shield Left      | \$2 25 |
| 010121707 | Crusader Left Assault Cannon    | \$4 50 |
| 010121708 | Crusader Right Assault Cannon   | \$4 50 |
| 010121709 | Crusader Hurricane Bolters      | \$2 25 |
| 010121710 | Crusader Multi Melta            | \$3 50 |
| 010121711 | Crusader Hurricane Mounts       | \$3 50 |

**Predator Bitz**

|             |                              |         |
|-------------|------------------------------|---------|
| 99390199007 | Predator Turret Sprue        | \$7 50  |
| 99390199008 | Predator Sponson Sprue       | \$7 50  |
| 99390101004 | Sp. Mar Tank Accessory Sprue | \$7 50  |
| 99390199004 | Rhino Hull 1                 | \$11 50 |
| 99390199005 | Rhino Hull 2                 | \$11 50 |

**Classic/Collector's Range****Complete Models – Elite**

|         |                                  |         |
|---------|----------------------------------|---------|
| MO10121 | Classic Space Marine Dreadnought | \$40 00 |
|---------|----------------------------------|---------|

**Complete Models – Troops**

|         |                                |         |
|---------|--------------------------------|---------|
| MO10140 | Classic Space Marine Rhino     | \$20 00 |
| MO10144 | Classic Space Marine Razorback | \$20 00 |

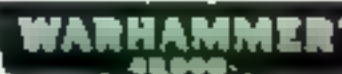
**Complete Models – Fast Attack**

|         |                                   |         |
|---------|-----------------------------------|---------|
| MO10145 | Classic Space Marine Land Speeder | \$20 00 |
|---------|-----------------------------------|---------|

**Complete Models – Heavy Support**

|         |                                 |      |
|---------|---------------------------------|------|
| MO10146 | Classic Space Marine Predator   | \$40 |
| MO10147 | Classic Space Marine Predator   | \$40 |
| MO10148 | Classic Space Marine Predator   | \$40 |
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| MO10520 | Classic Space Marine Vindicator | \$40 |
| MO10521 | Classic Space Marine Vindicator | \$40 |
| MO10522 | Classic Space Marine Vindicator | \$40 |
| MO10523 | Classic Space Marine Vindicator | \$40 |
| MO10524 | Classic Space Marine Vindicator | \$40 |
| MO10525 | Classic Space Marine Vindicator | \$40 |
| MO10526 | Classic Space Marine Vindicator | \$40 |
| MO10527 | Classic Space Marine Vindicator | \$40 |
| MO10528 | Classic Space Marine Vindicator | \$40 |
| MO10529 | Classic Space Marine Vindicator | \$40 |
| MO10530 | Classic Space Marine Vindicator | \$40 |
| MO10531 | Classic Space Marine Vindicator | \$40 |
| MO10532 | Classic Space Marine Vindicator | \$40 |
|         |                                 |      |





## 294 IGNORANCE IS ITS OWN REWARD














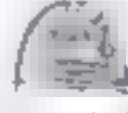
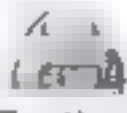














# SHOULDER PADS







*This page shows out of the shoulder pads available in the Space Marine range. They make an excellent speedy reference to painting designs to hand on each pad as a basic and make a way to get each exactly the way you're looking for. Chapter Badges or Squad Markings*

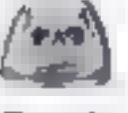




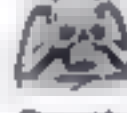

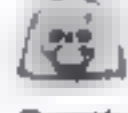

|   |   |   |
|---|---|---|
|  |  |  |
| <b>Terminator Honors Shoulder Pad</b><br>TERM HONOURS                               | <b>Veteran Shoulder Pad 1</b><br>VETERAN 1  | <b>Veteran Shoulder Pad 2</b><br>VETERAN 2  |

|   |   |   |   |  |   |   |   |   |   |
|---|---|---|---|--|---|---|---|---|---|
|  |  |  |  |  |  |  |  |  |  |
| <b>Assault Shoulder Pad 1</b><br>ASSAULT 1  | <b>Assault Shoulder Pad 2</b><br>ASSAULT 2  | <b>Assault Shoulder Pad 3</b><br>ASSAULT 3  | <b>Devastator Shoulder Pad 1</b><br>DEVASTATOR 1                                  | <b>Devastator Shoulder Pad 2</b><br>DEVASTATOR 2                                   | <b>Devastator Shoulder Pad 3</b><br>DEVASTATOR 3                                    | <b>Devastator Shoulder Pad 4</b><br>DEVASTATOR 4                                    | <b>Tactical Shoulder Pad 2</b><br>TACTICAL 2  | <b>Tactical Shoulder Pad 3</b><br>TACTICAL 3  | <b>Tactical Shoulder Pad 4</b><br>TACTICAL 4  |

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
|  |  |  |  |  |  |  |
| <b>Imperial Fists Librarian Shoulder Pad</b><br>010110507                         | <b>Imperial Fists Chaplain Shoulder Pad</b><br>010110608                          | <b>Imperial Fists Shoulder Pad 1</b><br>010110801                                 | <b>Imperial Fists Shoulder Pad 2</b><br>010110802                                   | <b>Imperial Fists Shoulder Pad 3</b><br>010110803                                   | <b>Imperial Fists Shoulder Pad 4</b><br>010110804                                   | <b>Imperial Fists Shoulder Pad 5</b><br>010110805                                   |







|   |   |   |  |   |   |   |   |
|---|---|---|--|---|---|---|---|
|  |  |  |  |  |  |  |  |
| <b>Grey Hunters Pad 12</b><br>010120901   | <b>Grey Hunters Pad 2</b><br>010120902  | <b>Blood Claws Pad 1</b><br>010120903   | <b>Blood Claws Pad 2 (Paw)</b><br>010120904  | <b>Wolf Guard Shoulder Pad</b><br>010121001   | <b>Ragnar Blackmane Pad</b><br>010121002  | <b>Long Fangs Pad 1</b><br>010121003  | <b>Long Fangs Pad 2 (Skull)</b><br>010121004  |

|   |   |   |   |   |   |
|---|---|---|---|---|---|
|  |  |  |  |  |  |
| <b>Black Templars Shoulder Pad 1 (Cross)</b><br>010120201                           | <b>Black Templars Shoulder Pad 2 (Banner)</b><br>010120202                          | <b>Blood Angels Shoulder Pad 1</b><br>BLOOD 1   | <b>Blood Angels Shoulder Pad 2</b><br>BLOOD 2   | <b>Blood Angels 1st Company Pad</b>   | <b>Flesh Tearers Shoulder Pad</b><br>FLESH TEARERS                                    |

|   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|
|  |  |  |  |  |  |  |  |  |
| <b>Death Company Shoulder Pad 1</b><br>010115907                                    | <b>Death Company Shoulder Pad 2</b><br>010115908                                    | <b>Death Company Shoulder Pad 3</b><br>010115909                                    | <b>Death Company Shoulder Pad 4</b><br>010115910                                    | <b>Death Company Shoulder Pad 5</b><br>010115911                                      | <b>Death Company Shoulder Pad 6</b><br>010115912                                      | <b>Death Company Shoulder Pad 7</b><br>010115913                                      | <b>Death Company Shoulder Pad 8</b><br>010115914                                      | <b>Death Company Shoulder Pad 9</b><br>010115919                                      |

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
|  |  |  |  |  |  |  |
| <b>Ultramarines Shoulder Pad</b><br>ULTRAMARINES                                    | <b>Ultramarines Sergeant Shoulder Pad</b><br>ULTRA SERGEANT                         | <b>Ultramarines Std. Bearer Shoulder Pad</b><br>ULTRA STANDARD                      | <b>Ultramarines Veteran Shoulder Pad</b><br>ULTRA VET                                 | <b>White Scars Shoulder Pad</b><br>WHITESCARS   | <b>Dark Angels Pad (Chapter Badge)</b><br>010119507                                   | <b>Dark Angels Pad (Skull)</b><br>010119506   |

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
|  |  |  |  |  |  |  |
| <b>L.O.D. Shoulder Pad 10</b><br>010109617  | <b>L.O.D. Shoulder Pad 6</b><br>010109618   | <b>L.O.D. Shoulder Pad 5</b><br>010109619   | <b>L.O.D. Shoulder Pad 4</b><br>010109620   | <b>L.O.D. Shoulder Pad 9</b><br>010109621   | <b>Deathwing Shoulder Pad</b><br>010119504  | <b>Ravenwing Shoulder Pad</b><br>010119308  |

|   |   |  |   |   |   |
|---|---|--|---|---|---|
|  |  |  |  |  |  |
| <b>L.O.D. Shoulder Pad 7</b><br>010109622   | <b>L.O.D. Shoulder Pad 3</b><br>010109623   | <b>L.O.D. Shoulder Pad 1</b><br>010109624  | <b>L.O.D. Shoulder Pad 8</b><br>010109625   | <b>L.O.D. Shoulder Pad 11</b>   | <b>L.O.D. Shoulder Pad 2</b><br>010109627   |



The bits on the following pages are for the classic general Space Marine models. The classic bits for specific Chapters are shown later in the catalog.

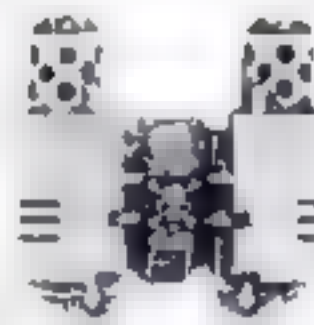
# CLASSIC RANGE



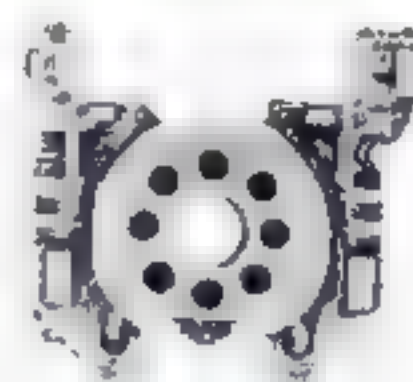
**Classic Space Marine Dreadnought (1)**  
MO 0191



**Space Marine  
Dreadnought  
Sarcophagus**  
010100820



**Dreadnought  
Power Plant**  
010100204



**Dreadnought  
Lower Body**  
010100202



**Space Marine  
Dreadnought Banner Pole**  
010100821



**Dreadnought  
Power Fist**  
010100206



**Dreadnought  
Auto Launcher**  
010100207



**Dreadnought  
Foot**  
010100208



**Veteran Captain  
w/ Bionic Leg**  
010104702



**Dreadnought  
Power Fist Arm**  
010100205



**Dreadnought Legs**  
010100209



**Captain w/  
Terminator Honors**  
010104601



**Dreadnought  
Assault Cannon**  
010100416



**Dreadnought  
Missile  
Launcher Pod**  
010100521



**Dreadnought Back**  
010100211



**Dreadnought Twin  
Lascannon Arm**  
010100519



**Dreadnought  
Missile Launcher**  
010100520



**Dreadnought  
Multi-Melta Arm**  
010100203



**Backpack  
Cloak**  
70268/7





# CLASSIC RANGE



**Terminator  
Body 1**  
RTB9/5



**Terminator  
Body 2**  
RTB9/4



**Close Combat  
Terminator Body**  
70204/12



**Terminator  
Librarian Body**  
RTB9/6



**Terminator  
Captain Body**  
RTB9/7



**Terminator  
Body 3**  
RTB9/3



**Terminator with  
Mk1 Cyclone  
Missile Launcher**  
70204/5



**Terminator  
Mk1 Cyclone  
Targeter Arm**  
70204/6



**Terminator  
Mk1 Force Axe**  
RTB9/13



**Terminator Power  
Fist & Grenade  
Launcher**  
RTB9/12



**Terminator Mk1  
Chainfist**  
RTB9/11



**Terminator Mk1  
Left  
Lightning Claw**  
70204/14



**Terminator Mk1  
Powersword Arm**  
RTB9/14



**Terminator Mk1  
Power Fist**  
RTB9/2



**Terminator Mk1  
Assault Cannon**  
RTB9/8



**Terminator Mk1  
Heavy Flamer**  
70073/9



**Terminator  
Mk1 Thunder  
Hammer**  
70204/15



**Terminator Mk1  
Right  
Lightning Claw**  
70204/13



**Terminator  
Captain  
Bolter Arm**  
RTB9/10



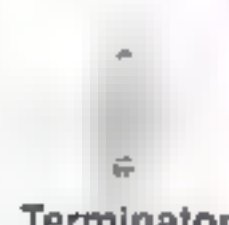
**Terminator Mk1  
Storm Bolter**  
RTB9/1



**Terminator  
Mk1 Shield  
Arm**  
70204/16



**Terminator  
Shield 1**  
70243/13



**Terminator  
Shield 3**  
RTB9/16



**Storm  
Shield 1**  
70204/24

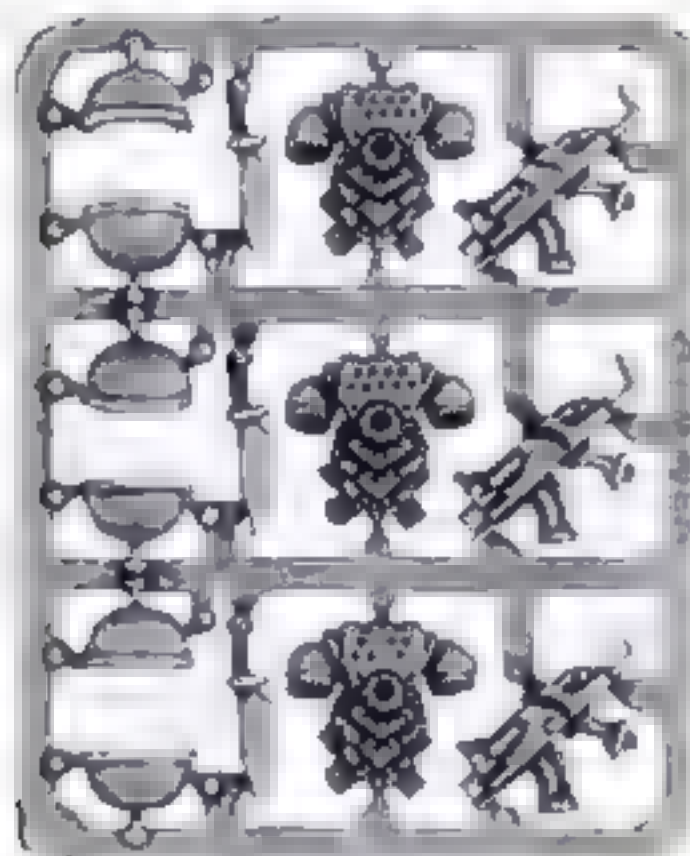


**Storm  
Shield 2**  
70204/17





## CLASSIC RANGE



**Space Marine Backpack Sprue**  
993999999031



**Space Marine Mk2 Crusade Armor 3**  
70106/45



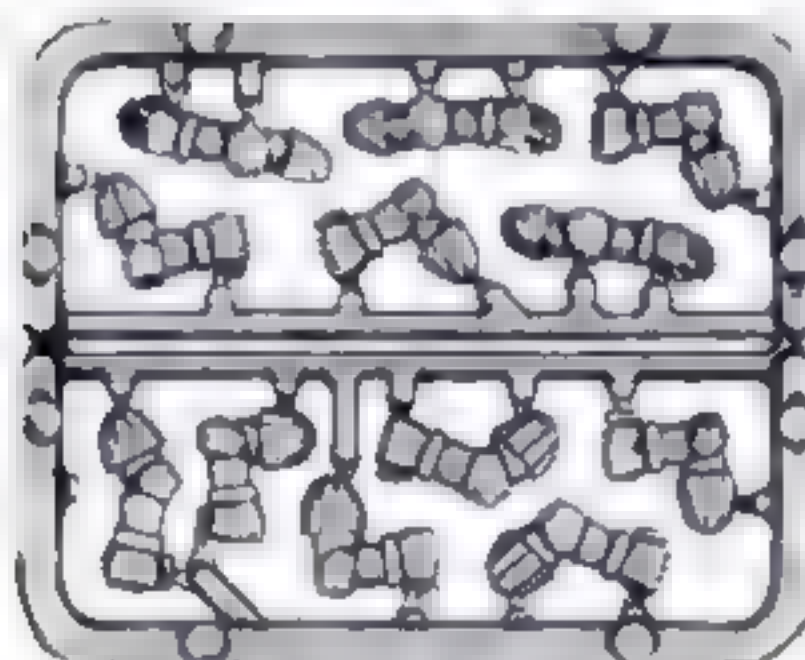
**Space Marine Mk4 Maximus Armor 3**  
70106/47



**Space Marine Mk5 Heresy Armor 2**  
70106/46



**Mk6 Space Marine 1**  
010103348



**Space Marine Mk7 Arms Sprue**  
993999999015



**Mk6 Space Marine 2**  
010103349



**Mk7 Space Marine 3**  
010101101



**Mk7 Space Marine 4**  
010101102



**Mk7 Space Marine 1**  
010103350



**Mk7 Space Marine 2**  
010103351



**Mk7 Space Marine 7**  
010103354



**Mk7 Space Marine 5**  
010103355



**Mk7 Space Marine 6**  
010103356

*Note. The armless bodies on this page are compatible with the arm and backpack sprues shown here as well as the metal weapon bit, arm and backpack sprues shown in the current range section*



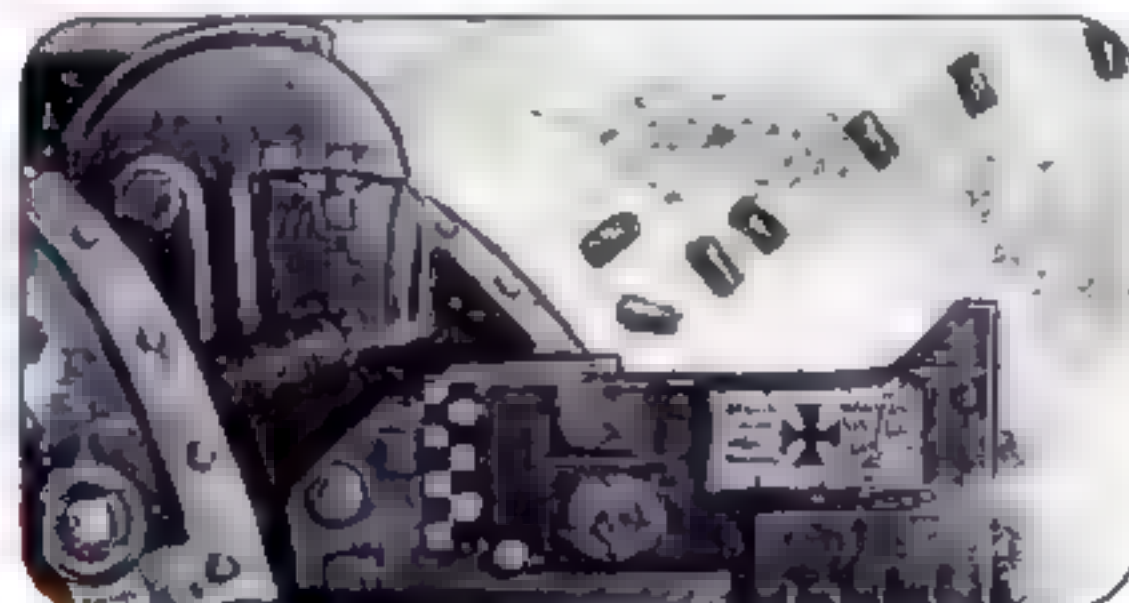
**Space Marine w/ Flamer**  
010101104



**Space Marine w/ Plasma Gun**  
010103201



**Space Marine w/ Melta Gun**  
010103202

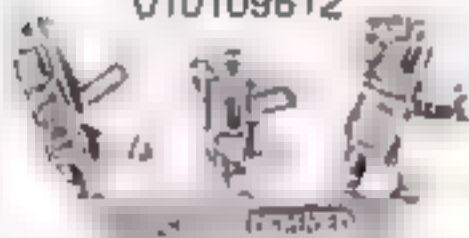




# CLASSIC RANGE



**L.O.D. Gun Sprue A**  
010109612



**L.O.D. Gun Sprue B**  
010109613



**L.O.D. Trooper with Flamer**  
010109604  
Shown Complete



**L.O.D. Trooper with Meltagun**  
010109905  
Shown Complete



**L.O.D. Trooper with Plasma Gun**  
010109906  
Shown Complete



**L.O.D. Sergeant 2 (Bolter)**  
010109802  
Shown Complete



**L.O.D. Sergeant 1 (Chainsword)**  
010109601



**L.O.D. Trooper 1 (Bones on Grievances)**  
010109605



**L.O.D. Trooper 2 (Bare Breast Plate)**  
010109606



**L.O.D. Trooper 3 (Mk6 Ribcage)**  
010109607



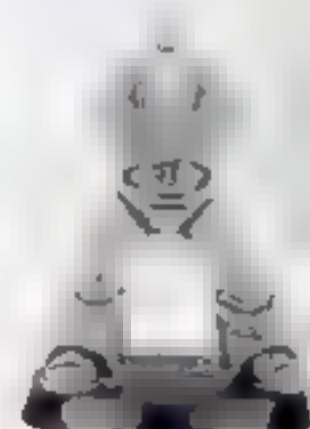
**L.O.D. Trooper 4 (Flames on Chest)**  
010109608



**L.O.D. Trooper 5 (Skull on Knee)**  
010109609



**L.O.D. Trooper 6 (Ribcage Mk7)**  
010109610



**L.O.D. Trooper 7 (Eagle Chest Plate)**  
010109611



**L.O.D. Trooper 8 (Ribs & Flames)**  
010109728



**L.O.D. Trooper 9 (Flames on Knees)**  
010109729



**L.O.D. Trooper 10 (Eagle & Skull)**  
010109730



**L.O.D. Trooper 11 (Mk6)**  
010109731



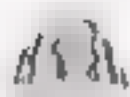
**L.O.D. Trooper 12 (Flames on Chest)**  
010109732



**L.O.D. Trooper 13 (Twin Ribs on Chest)**  
010109733



**L.O.D. Trooper 14 (Mk6 Skull/Bones)**  
010109734



**L.O.D. Shoulder Pad 1**  
010109624



**L.O.D. Shoulder Pad 2**  
010109627



**L.O.D. Shoulder Pad 3**  
010109623



**L.O.D. Shoulder Pad 4**  
010109620



**L.O.D. Shoulder Pad 5**  
010109619



**L.O.D. Backpack 1**  
010109615



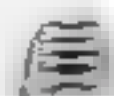
**L.O.D. Backpack 2**  
010109616



**L.O.D. Shoulder Pad 6**  
010109618



**L.O.D. Shoulder Pad 7**  
010109622



**L.O.D. Shoulder Pad 8**  
010109625



**L.O.D. Shoulder Pad 9**  
010109621



**L.O.D. Shoulder Pad 10**  
010109617



**L.O.D. Shoulder Pad 11**  
010109626

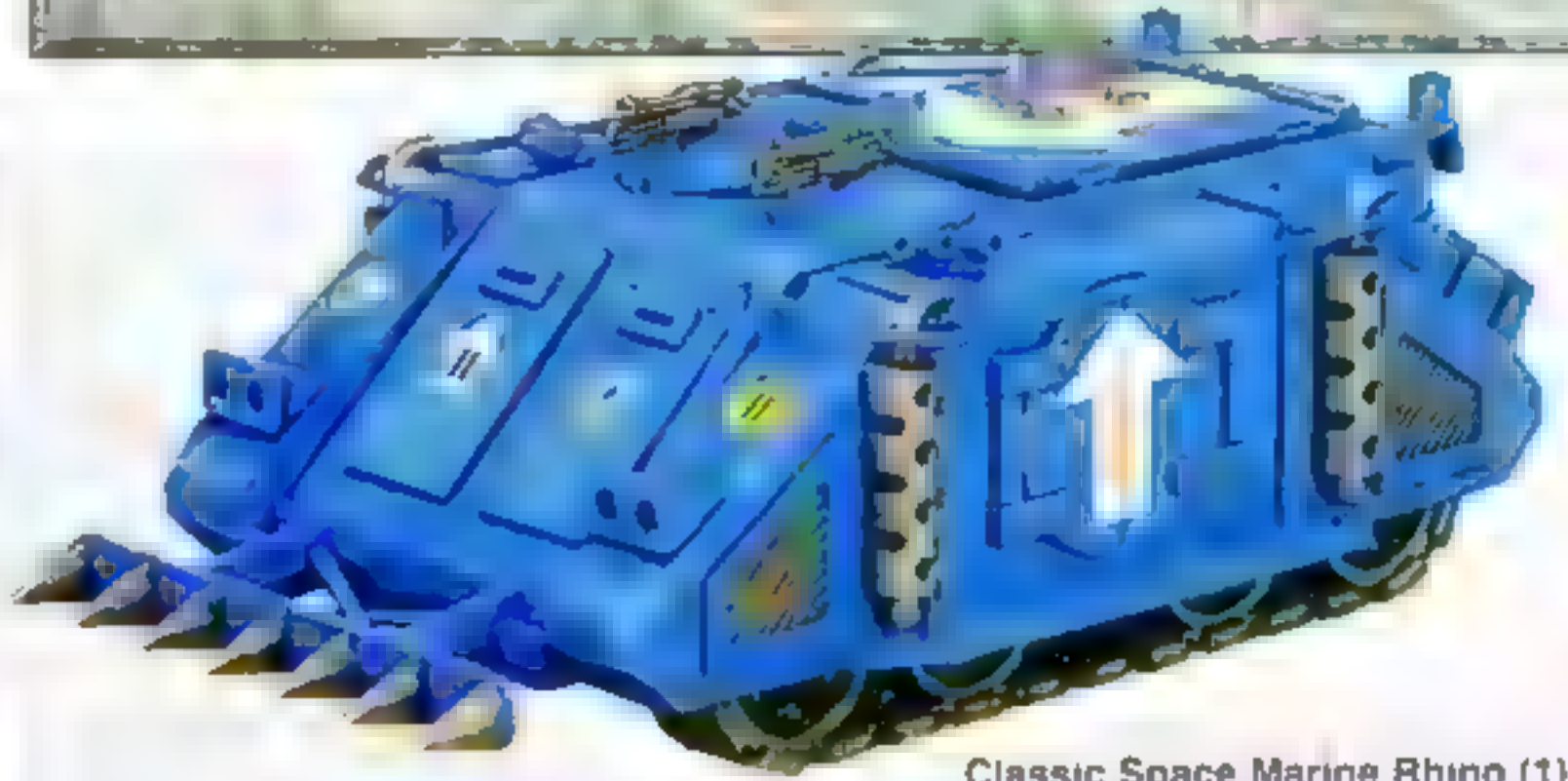


**L.O.D. Backpack 3**  
010109614



Note: The above sprues are designed specifically for the Space Marine Rhino. They are not compatible with other models.

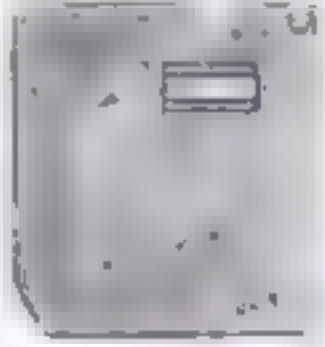
# CLASSIC RANGE



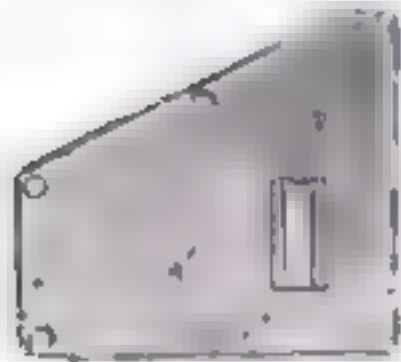
Classic Space Marine Rhino (1)  
MO 0190



Ablative Left  
Front Armor  
214-H



Ablative Left  
Rear Armor  
214-F



Ablative Right  
Front Armor  
214-E



Ablative Right  
Rear Armor  
214-G



Ablative Middle Armor  
214-L



Ablative Front Armor  
215-B



Ablative Track  
Guard 1 (Top)  
215-C



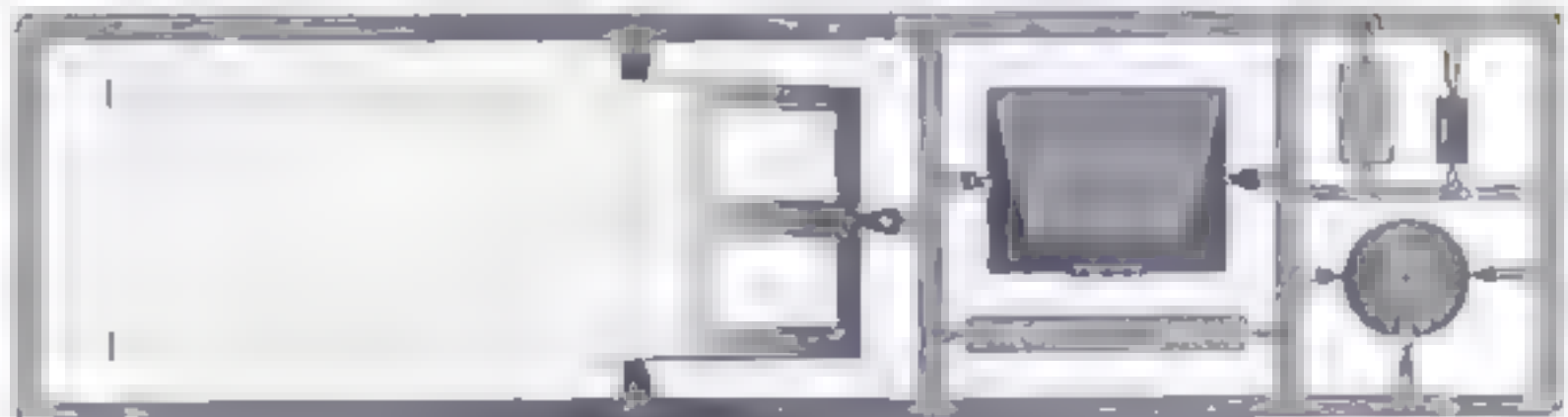
Ablative Track  
Guard 2 (Rear)  
215-D



Ablative Track  
Guard 3 (Front)  
215-E



Classic Space Marine Rhino Track Sprue  
99399999054  
Shown 60% actual size



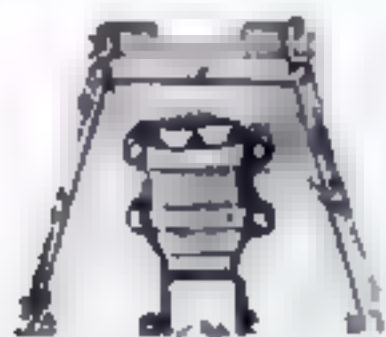
Classic Space Marine Rhino Chassis Sprue  
99399999055  
Shown 60% actual size





# CLASSIC RANGE

*Note: The Classic Razorback tanks on this page use the Classic Rhino chassis and track sprues shown on the previous page, and all of the metal parts on them were designed for use with the Classic Rhino only.*



**Razorback  
Shield**  
010120409

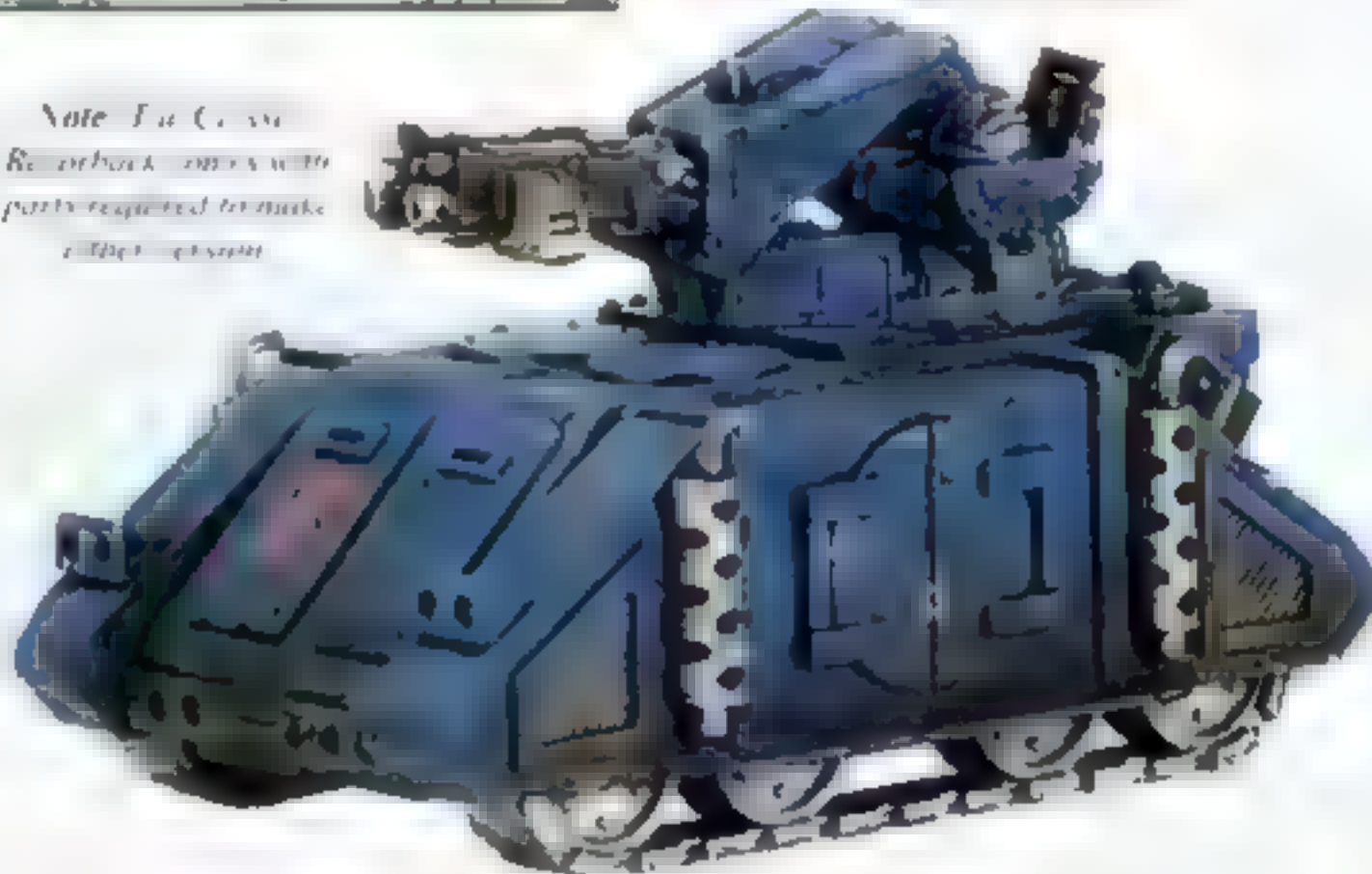


**Razorback  
Right Bolter**  
010120410

*Note: For Classic  
Razorback tanks with  
parts required to make  
either version.*



**Razorback  
Left Bolter**  
010120411



**Classic Space Marine Razorback (Version 2) (1)**  
MO 0194



**Razorback Right  
Lascannon**  
010120412



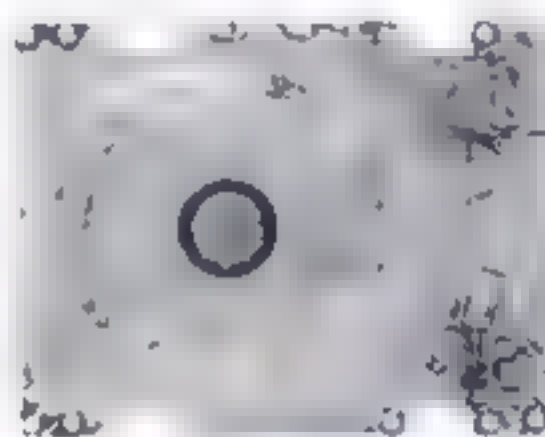
**Razorback  
Bolter Clip**  
010120414



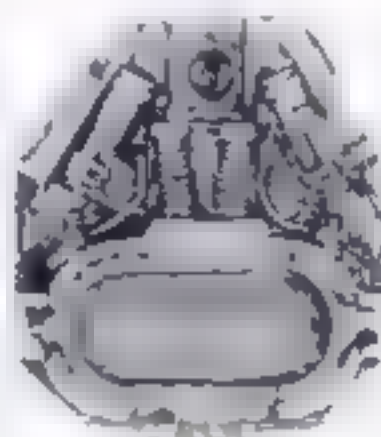
**Razorback Left  
Lascannon**  
010120413



**Razorback  
Gunner**  
010105201



**Razorback Top Plate**  
010105202



**Razorback Turret**  
010105203



**Razorback Middle Hatch**  
010105206



**Razorback Left Hatch**  
010105207

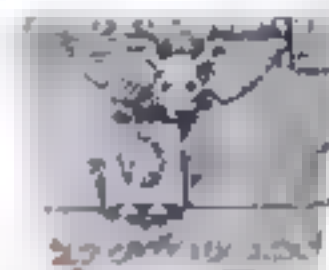


**Razorback  
Weapon Mount**  
010120415

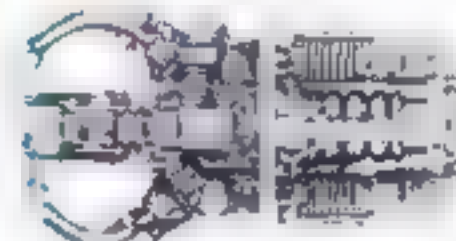


**Razorback Right Hatch**  
010105208

*Note: The gun shield and  
gun shield clips on the  
left and right sides of the  
gun shield are not used  
on the Classic Razorback.*



**Razorback Gun Shield**  
010105204



**Razorback Lascannon/Plasma**  
010105205



**Classic Space Marine Razorback (Version 1) (1)**



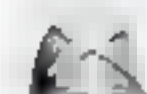
# CLASSIC RANGE



**Metal Jump Pack**  
010101004



**Jump Pack (Turbofan)**  
75126/1



**Assault Shoulder Pad 1**  
ASSAULT 1



**Assault Shoulder Pad 2**  
ASSAULT 2



**Assault Shoulder Pad 3**  
ASSAULT 3



**Assault Trooper 2**  
010101001



**Assault Trooper 1**  
010101002



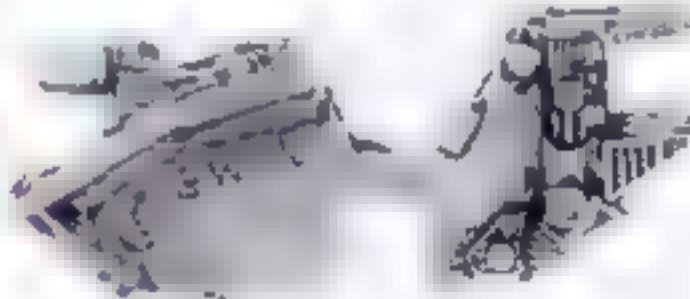
**Assault Trooper 4**  
010103002



**Assault Trooper 3**  
010103003



**Classic Space Marine Land Speeder (1)**  
MO 0195



**Land Speeder Chassis**  
010100603



**Land Speeder Engine Pod Bottom**  
010100604



**Land Speeder Foot Rest**  
010100608



**Land Speeder Engine Pod Top**  
010100605



**Land Speeder Seat**  
010100610



**Land Speeder Back Rest**  
010100611



**Land Speeder Engine Nozzle**  
010100612



**Land Speeder Gunner**  
010100601



**Land Speeder Pilot**  
010100602



**Land Speeder Stabilizer Fin**  
010100609



**Land Speeder Right Fairing**  
010100606



**Land Speeder Left Fairing**  
010100607



**Land Speeder Multi-Melta**  
010100613



**Land Speeder Heavy Flamer**  
010100614

# SHOWCASE

*In 1998 Dylan Martin took home a first place trophy from the Australian Golden Demon Painting Competition with this example of just how magnificent Classic Space Marines can look.*







# CLASSIC RANGE



**Space Marine  
Missile Launcher**  
010100904



**Space Marine  
Lascannon**  
010100905



**Space Marine  
Heavy Bolter**  
010100906



**Space Marine  
Heavy Plasma Gun**  
010102907



**Mk7  
Devastator 1**  
010100902



**Mk7  
Devastator 2**  
010100903



**Devastator  
Shoulder  
Pad 1**  
Devastator 1



**Devastator  
Shoulder  
Pad 2**  
Devastator 2

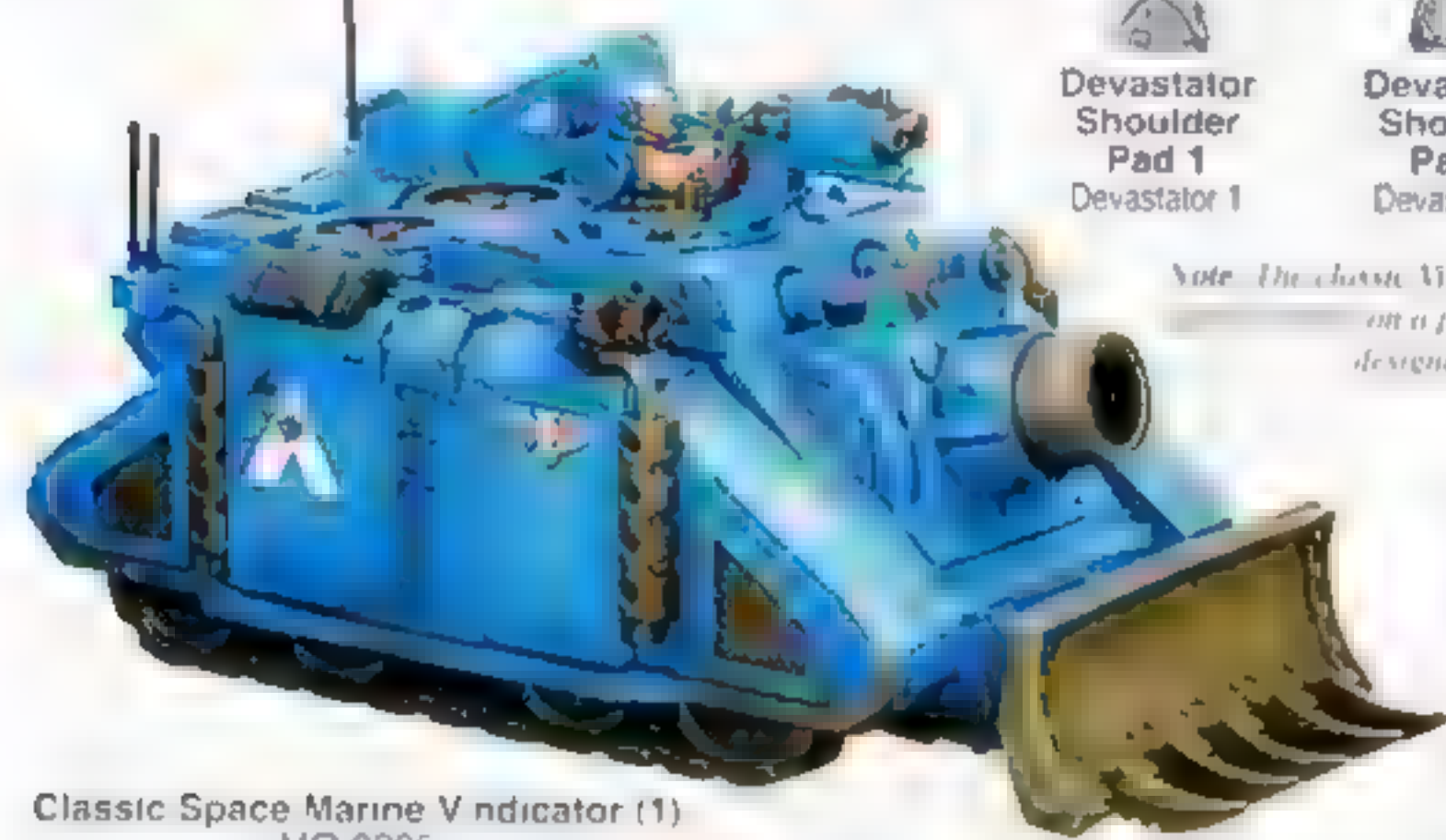


**Devastator  
Shoulder  
Pad 3**  
Devastator 3



**Devastator  
Shoulder  
Pad 4**  
Devastator 4

*Note: The classic Vindicator uses the classic Rhino chassis and track on a previous page, and all of the metal bits for it were designed for use with the classic Rhino only.*



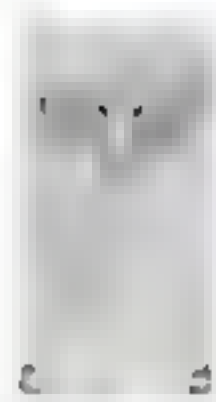
**Classic Space Marine Vindicator (1)**  
MO 0206



**Vindicator  
Sp. Mar. Tank  
Commander**  
010111412



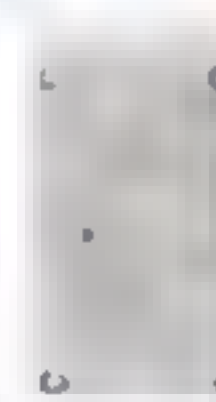
**Vindicator  
Demolisher  
Cannon**  
010111413



**Vindicator  
Side Armor  
(Eagle)**  
010111404



**Vindicator  
Side Armor  
(Worky Bitz)**  
010111405



**Vindicator  
Side Armor  
(Bullet Hole)**  
010111406



**Vindicator Top  
Hatch**  
010111402



**Vindicator  
Top Plate 2**  
010111416



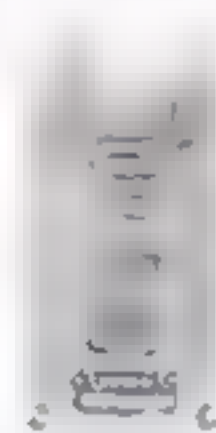
**Vindicator  
Hydraulics**  
010111403



**Vindicator  
Scanner**  
010111414



**Vindicator  
Side Armor  
(Bed Roll)**  
010111407



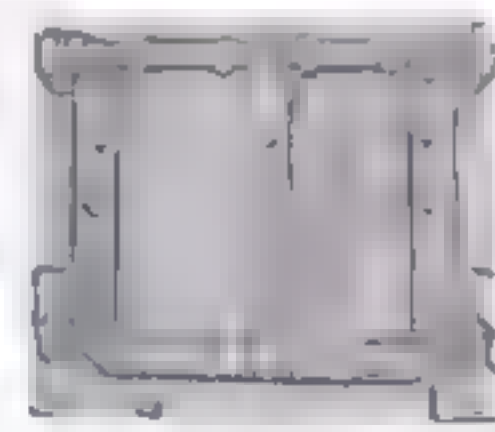
**Vindicator  
Side Armor  
(Ladder)**  
010111408



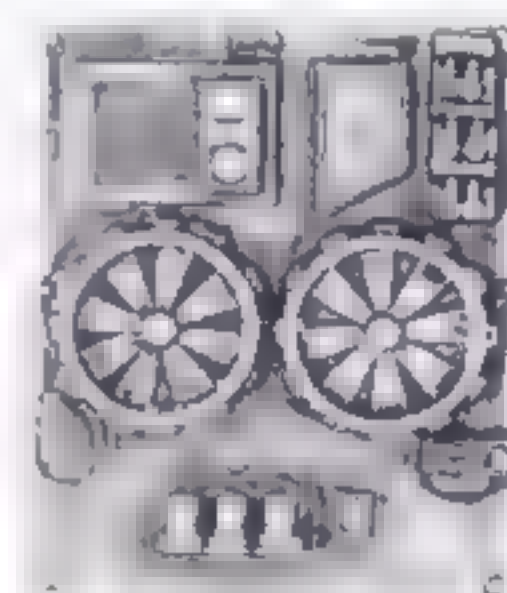
**Vindicator  
Side Armor  
(Skull Icon)**  
010111409



**Vindicator Front Plate**  
010111410



**Vindicator Rear Hatches**  
010111411



**Vindicator Top Rear  
Armor Plate**  
010111415



*Note: The classic Predator tanks use the classic Rhino chassis and track sprues shown on a previous page, and all of the metal bits for them are designed to use with the classic Rhino kit.*

# CLASSIC RANGE



**Classic Space Marine Predator Annihilator (1)**

MO 0205

Shown smaller than actual size



**Annihilator Twin Lascannon**  
010105416



**Annihilator Turret Base**  
010105517



**Annihilator Turret Base**  
010105518



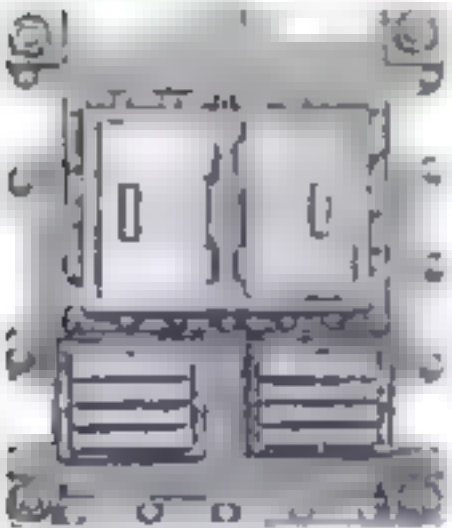
**Top Plate**  
010105706



**Sponson Plate A**  
010105709



**Sponson Plate B**  
010105710



**Rear Top Plate**  
010105701



**Sponson Plate**  
010105702



**Predator Sponson Lascannon**  
010105415



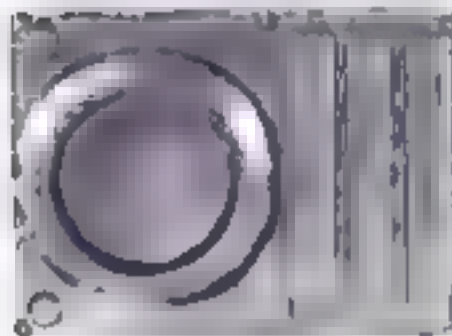
**Predator Sponson Heavy Bolter**  
010105411



**Sponson Side Plate**  
010105708



**Sponson Weapon Mount**  
010105707



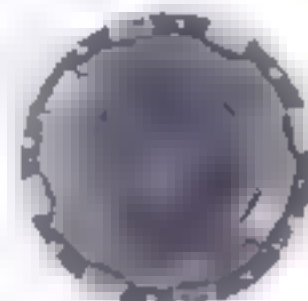
**Ablative Turret Top**  
215-A



**Ablative Left Turret Armor**  
215-G



**Ablative Right Turret Armor**  
215-H



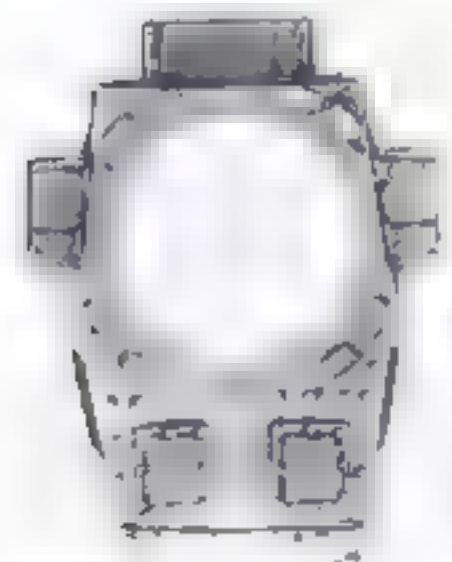
**Tank Cupola**  
010505303



**Tank Hatch 1**  
010505304



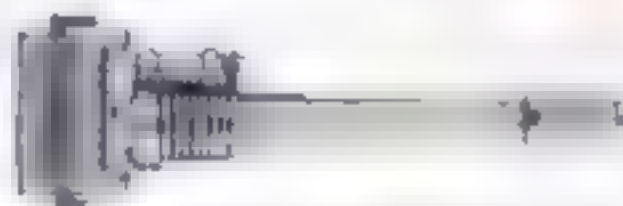
**Tank Hatch 2**  
010505305



**Predator Turret Base**  
010105414



**Predator Turret Base**  
010105413



**Predator Autocannon**  
010105412



**Classic Space Marine Predator Destructor (1)**

MO 0199

Shown smaller than actual size





# CLASSIC RANGE

*Note: The classic Whirlwind uses the classic Rhino chassis and tank sprues shown on the previous page, and all of the metal bits for it were designed for use with the classic Rhino kit.*



**Whirlwind Top Plate**  
010105306



**Whirlwind Exhaust Vents**  
010105308



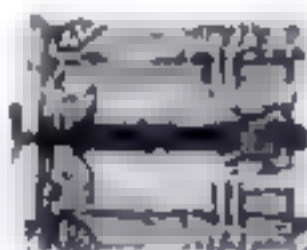
**Classic Space Marine Whirlwind (1)**  
MO 0207



**Whirlwind Rocket Support Arm**  
010105305



**Whirlwind Warheads**  
010105307



**Whirlwind Rocket Tubes**  
010105304



**Whirlwind Scanner**  
010105303



**Whirlwind Scanner Base**  
010105302



**Whirlwind Turret**  
010105301



**L.O.D. Heavy Bolter**  
010109603



**L.O.D. Lascannon**  
010110005



**L.O.D. Missile Launcher**  
010110007



**L.O.D. Devastator Body 1**  
010109602



**L.O.D. Devastator Body 2**  
010110004



**L.O.D. Devastator Body 3**  
010110006



**L.O.D. Devastator w/ Missile Launcher**



**L.O.D. Devastator w/ Lascannon**



**L.O.D. Devastator w/ Heavy Bolter**





## COLLECTOR'S RANGE



Sp. Mar. w/ Power  
Glove & Bolter  
70145/3



Sp. Mar. w/  
Hooded Tabard  
& Power Sword  
70145.17



Chaplain with  
Powersword  
70140/60



Chaplain Torso  
with Crozius  
70160/10



Chaplain Torso  
w/ Banner  
70160/7



Chaplain with Crozius  
70140/61



Sp. Mar. Captain  
70145/10



Sp. Mar. with  
Bolter 6  
70106.5



Chaplain  
Rider Legs 2  
70160/8



Sp. Mar. Biker  
Chaplain Legs  
70160.11



Rider w/ Pistol  
70160.16



Sp. Mar. Torso  
with Bolter  
70160/9



Sp. Mar. Librarian  
with Scroll  
70145/7



Sp. Mar. Librarian  
with Tome  
70145/8



Librarian with 2-  
Hand Force Sword  
70145/9



Sp. Mar.  
Biker Legs 1  
70160/6



Sp. Mar.  
Biker Legs 2  
70160/20



Sp. Mar. w/  
Bolter 11  
70106.10



Bolter/Face  
Mask  
70106/11



Sp. Mar. w/  
Plasma Gun  
70106.14



Sp. Mar. w/  
Autogun  
70106.16



Sp. Mar. w/  
Bolter 10  
70106/2



Sp. Mar. w/  
Heavy Bolter  
70121.48





# COLLECTOR'S RANGE



**Sp. Mar. w/  
Artificer Armor 3**  
70270-1



**Maximus  
Armor 1**  
70270-11



**Mk6 Corvus  
Armor Sp. Mar 2**  
70270-3



**Sp. Mar w/  
Bolt Pistol**  
70119-28



**Sp. Mar. w/  
Bolt Pistol &  
Power Fist**  
70119/33



**Mk1 Thunder  
Armor 2**  
70270-13



**Sp. Mar w/ Bionic  
Eye & Bolt Pistol**  
70119/25



**Sp. Mar. w/ Power  
Sword & Sensor**  
70119-30



**Mk 6 Space Marine w/  
Chainsword & Bolt Pistol**  
70119-38



**Sp. Mar w/  
Chainsword 1**  
70119-21



**Mk6 Corvus  
Armor Sp. Mar 2**  
70121-46



**Mk6 Corvus  
Armor Sp. Mar. 2**  
70270/6



**Mk1 Thunder  
Armor**  
70270/9



**Mk5 Heresy  
Armor**  
70270/7



**Mk2 Crusade  
Armor 2**  
70270-14



**Sp. Mar w/  
Power Sword  
& Bolter**  
70119/31



**Space Marine w/  
Artificer Armor 2**  
70270/5



**Sp. Mar. w/ Power  
Sword & Bolt Pistol**  
70119-23



**Sp. Mar w/ Bolt  
Pistol & Chainsword**  
70121-38



**Sp. Mar w/  
Plasma Gun 1**  
70145-18



**Space Marine w/ &  
Terminator Honors**  
70145-5



**Space Marine w/ &  
Terminator Honors 2**  
70145/6





## COLLECTOR'S RANGE



**Mk3 Iron  
Armor 1**  
70270/15



**Sp. Mar. w/  
Power Glove**  
70119/20



**Space Marine w/  
Artificer Armor 4**  
70270/2



**Space Marine w/  
Artificer Armor 1**  
70270/4



**Sp. Mar. w/  
Flamer**  
70119/24



**Sp. Mar. w/ Bionic  
Arm & Eye**  
70119/27



**Sp. Mar. w/  
Power Axe 2**  
70119/34



**Sp. Mar. w/  
Chain Sword &  
Bolt Pistol**  
70119/29



**Sp. Mar. w/  
Bionic Arm &  
Chainsword**  
70119/35



**Sp. Mar. w/  
Power Sword**  
70119/26



**Sp. Mar. w/  
Power Axe 1**  
70119/32



**Sp. Mar. w/  
Bolter 4**  
70121/41



**Sp. Mar. w/  
Bolter 6**  
70121/49



**Sp. Mar. w/  
Plasma Gun 2**  
70121/50



**Space Marine  
Lieutenant**  
70145/12



**Sp. Mar. w/  
Bolter 1**  
70145/14



**Sp. Mar. w/  
Bolter 13**  
70106/3



**Sp. Mar. w/  
Bolter/Sensor**  
70106/6



**Sp. Mar. w/  
Bolter 12**  
70106/7



**Sp. Mar. w/  
Bolter 14**  
70106/8



**Sp. Mar. w/  
Hand Flamer**  
70119/19

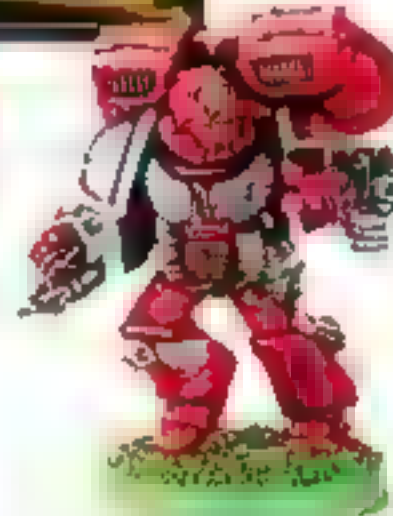




# BLOOD ANGELS HQ

The Blood Angels were among the first Chapters of Space Marines ever created. Continuing their long and heroic history, the Blood Angels are best known for their close combat prowess and the Black Rage that will, at times, cause some to be overcome with fury.

*Note: The Blood Angels Honor Guard boxed set also contains a Space Marines Body Sprue (99380101006) shown with the Space Marines Tactical Squad in the Troops section as well as the Left and Right Assault Arm Sprues (99380101008 & 99380101009) and Jump Pack Sprue (99380101011) shown with the Space Marines Assault Squad in the Fast Attack Section.*



**Blood Angels Honor Guard Box (5)**  
41-08



**Honor Guard Banner Pole**  
010117707



**Honor Guard Standard Arm**  
010117708



**Honor Guard Techmarine Torso**  
010117702



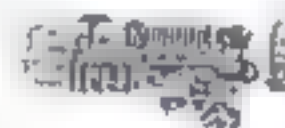
**Honor Guard Techmarine Power Axe**  
010117703



**Honor Guard Vet Sergeant Bitz**  
010117701



**Sanguinary Priest Exsanguinator**  
010117706



**Space Marine Plasma Gun**  
010117704



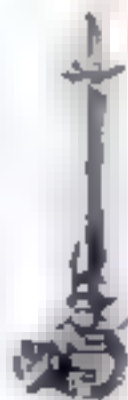
**Sanguinary Priest Body**  
010117705



**Chief Librarian Mephiston Blister (1)**  
41-37



**Mephiston Body**  
010102601



**Mephiston Force Sword**  
010102602



**Captain Tycho - Blood Angel Commander Blister (1)**  
010102801 (Bit)  
41-38 (Blister)



**Blood Angel Death Company Chaplain Blister (1)**  
010100101 (Bit)  
41-39 (Blister)

*Note: The Blood Angel Death Company Chaplain comes with the Space Marine Character Backpack shown in the Space Marine HQ section.*

*Note: Chief Librarian Mephiston, Captain Tycho, and the Blood Angels Death Company Chaplain all come with a Space Marine Backpack off the Space Marine Backpack Sprue (99380101004) shown with the Space Marines Tactical Squad in the Troops section.*





# BLOOD ANGELS HQ



**Commander Dante, Lord of the Blood Angels Blister (1)**  
41-35



**Commander Dante's Body**  
010102701



**Commander Dante's Jump Pack**  
010102703



**Commander Dante's Inferno Pistol**  
010102702



**Corbulo Blood Angels Sanguinary High Priest Blister (1)**  
41-36



**Lemartes Blood Angel Chaplain Blister (1)**  
41-42



**Chaplain Lemartes Body**  
010116501

*Note: Chaplain Lemartes comes with Jump Pack (99380101011) off the Jump Pack Sprue shown in the Space Marine First Attack section*



**Chaplain Lemartes Bolt Pistol**  
010116502



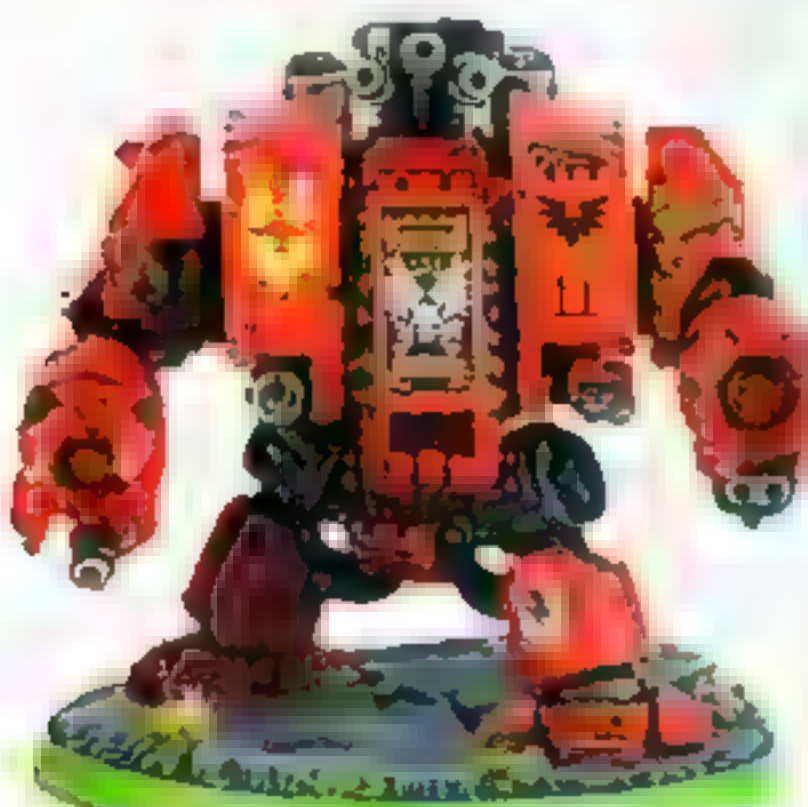
**Apothecary Corbulo Body**  
010102501



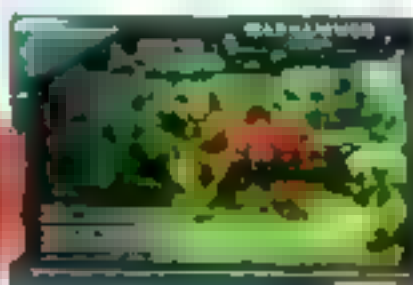
**Apothecary Medi-Pack 1**  
010107203



# BLOOD ANGELS ELITES



**Blood Angel Furioso Dreadnought Box (1)**  
41-09



**Furioso Power Fist**  
010122702



**Furioso Left Arm Flamers**  
010120602



**Furioso Right Arm**  
010122701



**Furioso Right Arm Meltagun**  
010120601

*Note: The Blood Angel Furioso Dreadnought uses the plastic Dreadnought sprues shown on the Elites pages of the Space Marine section*



# BLOOD ANGELS TROOPS



**Blood Angel  
Sergeant 1**  
010107106



**Blood Angel  
Sergeant 2**  
010107107

**Blood Angel Sergeant**  
Only Available in Blitz



**Blood Angel Sp.  
Mar 3 (Mk6)**  
010100102



**Blood Angel  
Sp. Mar. 1**  
010100103



**Blood Angel  
Sp. Mar. 2**  
010100104

**Blood Angel Space Marines Blister (2)**  
41-40

*Note: The Blood Angel Space Marine blister 41-40 comes with a Space Marine Backpack and the Space Marine Arms, Bolter, and Shoulder Pads Sprue shown with Tactical Squads in the Troops section*



**Blood Angel Death Company Squad Box (5)**  
41-06

**Blood Angel Death Company Squad Blister (2)**  
41-41

*Note: The Blood Angel Death Company boxed set comes with a Space Marine Backpack Sprue (010100104) shown with the Space Marines Tactical Squad in the Troops section as well as the Left and Right Assault Arm Sprues (99180101008 & 99180101009) shown with the Space Marines Assault Squad in the Fast Attack Section*



**Death Company  
Body 1**  
0101115901



**Death Company  
Body 2**  
0101115902



**Death Company  
Body 3**  
0101115903



**Death Company  
Body 4**  
0101115904



**Death Company  
Body 5**  
0101115905



**Death Company  
Power Sword  
Arm**  
0101115906

*Note: The Blood Angel Death Company models are also available in a blister pack (41-41), which contains two random complete Death Company Space Marines*



**Death  
Company  
Shoulder  
Pad 1**  
0101115907



**Death  
Company  
Shoulder  
Pad 2**  
0101115908



**Death  
Company  
Shoulder  
Pad 3**  
0101115909



**Death  
Company  
Shoulder  
Pad 4**  
0101115910



**Death  
Company  
Shoulder  
Pad 5**  
0101115911



**Death  
Company  
Shoulder  
Pad 6**  
0101115912



**Death  
Company  
Shoulder  
Pad 7**  
0101115913



**Death  
Company  
Shoulder  
Pad 8**  
0101115914



**Death  
Company  
Shoulder  
Pad 9**  
0101115915





**Blood Angels Baal Predator Box (1)**  
41-07

*Note: The Blood Angel Baal Predator contains all of the sprues in the Space Marine Predator (tank boxed set 148-23) shown in the Heavy Support section as well as the metal bitz shown here.*



**Baal Predator  
Weapon Shield**  
010123902



**Baal Predator Assault  
Cannon Barrels**  
010123903



**Baal Predator  
Commander Sprue**  
010123901



**Baal Predator Left  
Heavy Flamer**  
010123904



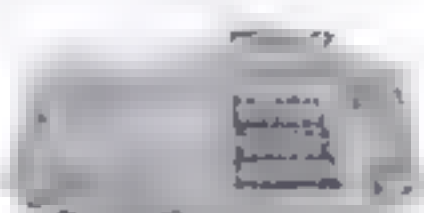
**Baal Predator Right  
Heavy Flamer**  
010123905



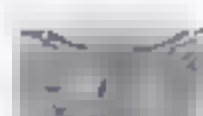
**Baal Predator  
Flamer Fuel Cell**  
010123906



**Baal Predator  
Weapon Support**  
010123907



**Baal Predator  
Rear Turret**  
010123908



**Baal Predator  
Armor Plate**  
010123909

## HEAVY SUPPORT

### PAINTING SPACE MARINE EYES

Below, we show you three ways to paint the eyes on your Space Marine models to contrast with color of their helmets

#### RED HELMET



Paint eye with Chaos Black (not shown)

1) With a fine detail brush, paint the eye with slightly thinned Snot Green. Take care to leave a black line between the eye and the helmet

2) Highlight the bottom half of the eye with 50/50 mix of Snot Green and Bad Moon Yellow

3) Highlight the very bottom of the eye by carefully painting a line of thinned Snot Green and more Bad Moon Yellow

4) Paint a tiny dot of Skull White at the back of the eye to create the effect of sunlight hitting the eye

#### GREEN HELMET



Paint eye with Chaos Black (not shown)

1) With a fine detail brush, paint the eye with slightly thinned Golden Yellow. Take care to leave a black line between the eye and the helmet

2) Highlight the bottom half of the eye with Bad Moon Yellow

3) Highlight the very bottom of the eye by carefully painting a line of thinned Skull White

4) Paint a tiny dot of Skull White at the back of the eye to create the effect of sunlight hitting the eye

#### BLUE HELMET



Paint eye with Chaos Black (not shown)

1) With a fine detail brush, paint the eye with slightly thinned Blood Red. Take care to leave a black line between the red and the blue helmet

2) Highlight the bottom half of the eye with 50/50 mix of Blood Red and Bad Moon Yellow

3) Highlight the very bottom of the eye by carefully painting a line of thinned Bad Moon Yellow

4) Paint a tiny dot of Skull White at the back of the eye to create the effect of sunlight hitting the eye





# DARK ANGELS HQ

The Dark Angels Space Marines were the first Space Marine Legion created by the Emperor. Over the millennia, the Dark Angels have become known for their stubborn vigilance and relentless zeal. However, the Dark Angels' proud past also harbors a sinister secret.



*Note: The Master of the Ravenwing boxed set contains all of the plastic sprues in the Space Marines Land Nomad boxed set. 48 x 14 x 10, with the First Attack set. It also includes the Master of the Ravenwing.*



*Note: Dark Angel Standard Bearer comes with a Space Marine Backpack (00180101004), and a Space Marine Character Arm Sprue (0019000000017).*





*Note: Asmodai and Ezekiel come with a with a single backpack from the Space Marine Backpack Sprue (99380) (01004) shown with the Space Marine Tactical Squad in the Troops section.*

## DARK ANGELS HQ



**Asmodai Dark Angel Chaplain Blister (1)**  
44-36



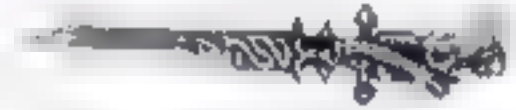
**Asmodai Body**  
010102201



**Asmodai Power Sword Arm**  
010102202



**Ezekiel Dark Angels Grand Master Librarian Blister (1)**  
44-37



**Ezekiel Force Sword**  
010102302



**Ezekiel Body**  
010102301



**Naaman Dark Angels Veteran Sergeant Blister (1)**  
44-40



**Veteran Sergeant Naaman Arm**  
010119702



**Veteran Sergeant Naaman Body**  
010119701

## SHOWCASE



*Left: Bill Pierson was recognized with a bronze statuette at the 2002 Golden Demon Painting Competition in Chicago for this excellent Space Marine conversion that was big enough to be entered into the 40K Large Model category.*

*Right: Roy Albertall also took home bronze honors in Chicago in 2002 with his Singuinary Priest conversion.*







# DARK ANGELS ELITE



**Dark Angel Veteran Space Marine  
Blister (Random 2)**  
44-39



**Dark Angel  
Veteran Body 1**  
010119501



**Dark Angel  
Veteran Body 2**  
010119502



**Dark Angel  
Veteran Body 3**  
010119503



**Deathwing  
Shoulder Pad**  
010119504



**Ravenwing  
Shoulder Pad**  
010119308



**Dark Angels  
Pad (Skull)**  
010119506



**Dark Angels Pad  
(Chapter Badge)**  
010119507

*Note: The Dark Angel Veteran Marines Blister is packed with a choice of three master models and comes with the Backpack Sprites (010119501-010119503) and Arm and Bolter Sprites (010119504-010119506). The Space Marine Blister is packed with the Space Marine Blister Sprites.*



**Deathwing  
Terminator  
Sergeant  
Blister (1)**  
44-42



**Deathwing  
Terminator  
Sergeant Body**  
010101707



**Deathwing  
Terminator  
Body 1**  
010101701



**Deathwing  
Terminator  
Body 2**  
010101702

**Terminator  
Shield**  
010101709



**Deathwing  
Terminator  
Back Banner**  
010101710

*Note: Not available as  
complete blisters:*

**Deathwing Terminator  
w/ Assault Cannon (44-44) and  
Deathwing Terminator  
w/ Cyclone (44-45).**



**Deathwing  
Terminator  
Storm Bolters**  
010101703



**Deathwing  
Terminator  
Heavy Flamer**  
010101704



**Deathwing  
Terminator  
Assault Cannon**  
010106911



**Deathwing Terminator w/  
Heavy Flamer Blister  
(Random 1)**  
44-43



**Deathwing Terminator  
Blister (Random 1)**  
44-41



**Deathwing  
Terminator  
Power Sword**  
010101708

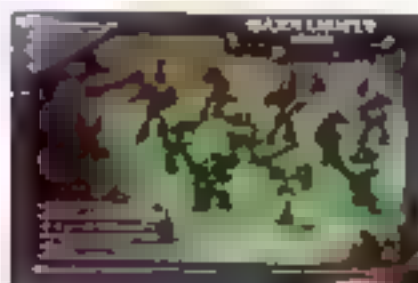


**Deathwing  
Terminator  
Power Glove**  
010101706



**Deathwing  
Terminator  
Power Glove**  
010101705





**Dark Angel Tactical Squad Box (10)**  
44-09

*Note: The Dark Angel Tactical Squad Box set comes with 10 Dark Angel Tactical Squad members. The Dark Angel Tactical Squad Box set also includes the Dark Angel Tactical Squad Box set.*



**Dark Angel  
Sergeant 1**  
010107105

**Dark Angel  
Veteran Sergeant 1**  
010123201



**Dark Angels Ravenwing Bike Squadron Box (3)**  
44-06

**Ravenwing  
Shoulder Pad**  
010119308

**Ravenwing  
Biker Torso 1**  
010119301

**Ravenwing Sword Arm**  
010119304

**Ravenwing  
Biker Legs**  
010119306

**Ravenwing  
Backbanner**  
010119307

**Ravenwing Bike  
Ammo Box**  
010119308

**Ravenwing  
Torso 2**  
010119302

**Ravenwing  
Biker Torso 2**  
010119303

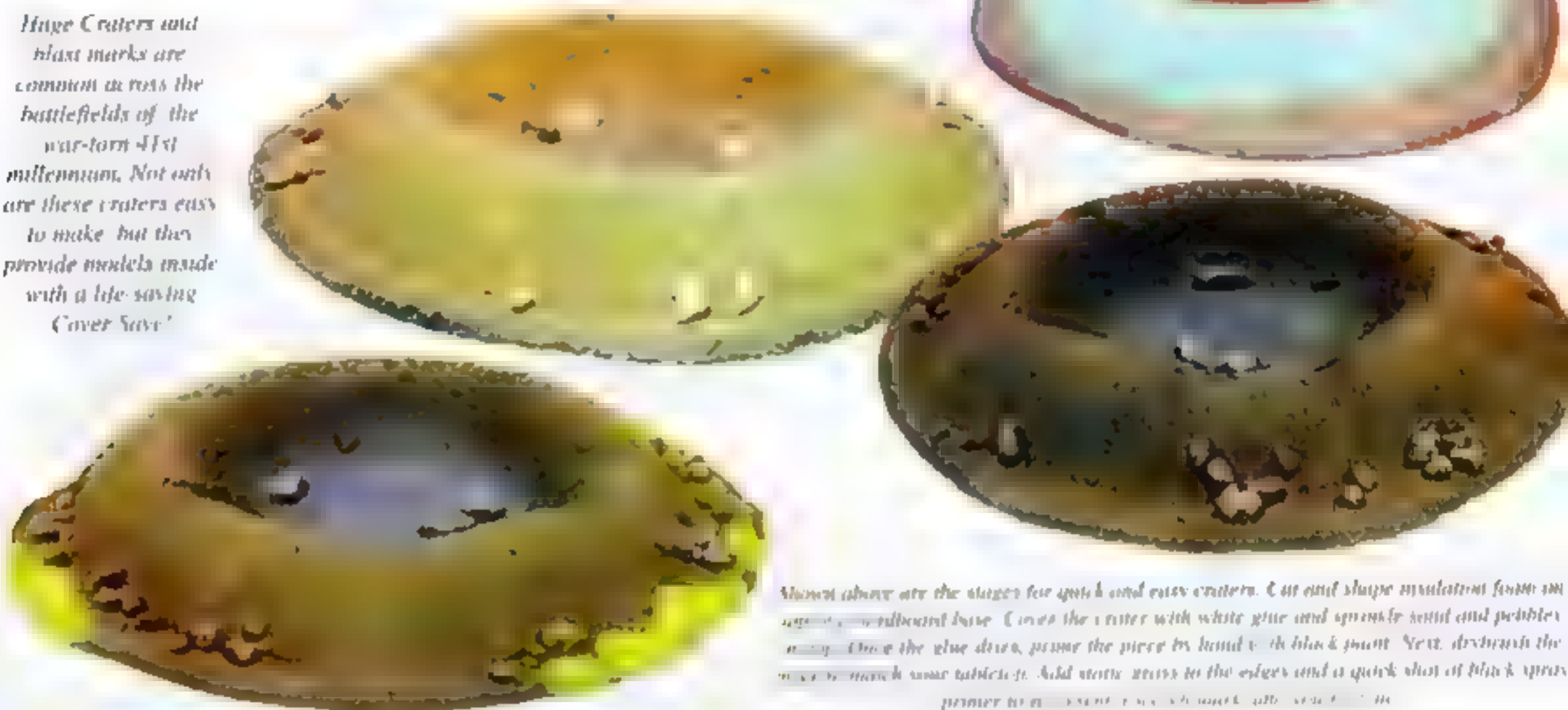
**Ravenwing Flamer Arm**  
010119305





# TERRAIN SHOWCASE

*Huge Craters and blast marks are common across the battlefields of the war-torn 41st millennium. Not only are these craters easy to make, but they provide models inside with a life-saving 'Cover Save'!*



*Shown above are the stages for quick and easy craters. Cut and shape insulation foam on a cardboard base. Cover the center with white glue and sprinkle sand and pebbles on top. Once the glue dries, prime the piece by hand with black paint. Next, drybrush the piece to match your tabletop. Add static grass to the edges and a quick shot of black spray primer to the rest of the work with a brush.*

*There are towns like large-scale Planted Incastations or an Old Walled-in that Imperial troops are cut out to release. This position is a fortified fortification by a perfect firing position from which to hold off alien forces. Even vehicles will get hull down cover when secured behind these defensive positions.*



*To create a fortification like the one shown here, cut a base out of hardboard and walls out of insulation board. Create plasticard reinforcements out of thin plastic and add 'rivets' by punching them out of plastic and with a small hole punch.*

*Add some final details to give your piece some character. We added textured plasticard flooring (available at better hobby shops) to our fortification. Prime the whole piece with black paint and drybrush Codex Grey, Fortress Grey and Rotting Flesh on the walls. Paint the plasticard with Tin Brz, Boltgun Metal, and a 'rust' wash of Bestial Brown and Chestnut Ink. The crates and barrels can be found in the back of this catalog.*



The Space Wolves are one of the most famous of all Space Marine Chapters. Their ferocity and headstrong nature are as legendary as the tales of the mighty Space Wolf Primarch Leman Russ.

# SPACE WOLVES HQ

*Note: The Space Wolf Rune Priest Terminator uses the Wolf Guard Storm Bolter arm shown with the Space Wolf Terminators on a later page.*



**Space Wolf Standard Bearer Blister (1)**  
010106502 (Bt)  
53-48 (Blister)



**Space Wolf Rune Priest Terminator Blister (1)**  
53-40



**Rune Priest Terminator Body**  
010106810



**Rune Priest Terminator Force Axe**  
010106811



**Ragnar Blackmane Wolf Lord Blister (1)**  
010106301 (Bt)  
53-41 (Blister)



**Logan Grimnar Wolf Lord Blister (1)**  
53-46



**Logan Grimnar's Body**  
010120801



**Logan's Wolf Cloak**  
010120802



**Space Wolf Backpack**  
010106303



**Logan's Stormbolter Arm**  
010120803



**Logan's Axe Head & Wolf Skull**  
010120804



**Space Wolf Back Banner 1**  
010106302



**Ulrick the Slayer, Wolf Priest Blister (1)**  
010106401 (Bt)  
53-42 (Blister)



**Space Wolf Rune Priest Blister (1)**  
53-50



**Space Wolf Rune Priest**  
010124101



**Rune Priest Accessory Sprue**  
010124102





**Space Wolf Venerable Dreadnought**  
**Box (1)**  
53-09



**Space Wolves**  
**Dreadnought**  
**Lightning Claw**  
010100414



Space Wolves  
Sarcophagus  
010100410



Space Wolves  
Lightning Claw Arm  
010100413



Space Wolves  
Dreadnought  
Banner Pole  
010100415



13th Company Wulfen 3  
010124003



13th Company Wullen 2  
010124002



13th Company Wulfen 1  
010124001



13th Company Wulffen S  
010124005



13th Company Waffen 4  
010124004

13th Company Wullen Box (5)  
53-11



**13th Company Storm Claws Box (10)**  
53.13

[illegible]



*Note: Wolf Guard come with the Backpack and Arms, Bolters, and Shoulder Pad Sprue shown in the Space Marine Troops section. Each blister is packed with two Wolf Guard models*

# SPACE WOLVES ELITES



**Wolf Guard 1**  
010106501



**Wolf Guard 2**  
010106503



**Wolf Guard 4**  
010106504

*This blister includes 1 Random Space Wolf Thrall*



**Space Wolf Thrall 1**  
010701702



**Space Wolf Thrall 2**  
010701703

**Wolf Guard Blister (Random 2)**  
53-35

**Imperial Servitor Blister (Random 2)**  
57-47



**Space Wolf Iron Priest Blister (1)**  
53-43



**Wolf Guard Terminator Blister (Random 1)**  
53-36



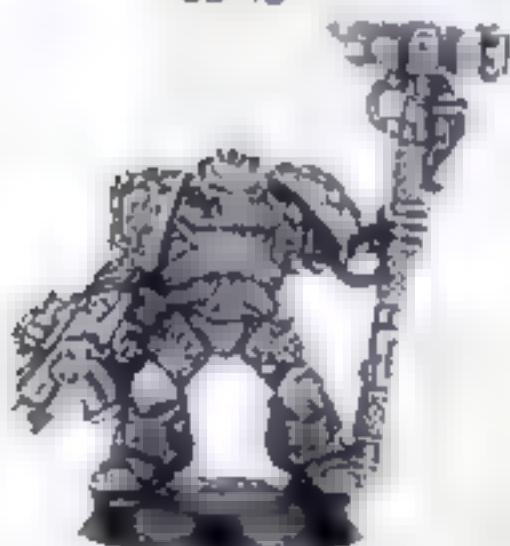
**Wolf Guard Terminator w/ Assault Cannon Blister (Random 1)**  
53-37



**Wolf Guard Terminator Sergeant Blister (1)**  
53-38



**Wolf Guard Terminator w/ Heavy Flamer Blister (Random 1)**  
53-39



**Iron Priest Body**  
010106701



**Wolf Guard Terminator Sergeant**  
010101401



**Wolf Guard Terminator Body 1**  
010101402



**Wolf Guard Terminator Body 2**  
010101403



**Wolf Guard Terminator Assault Cannon**  
010101404



**Wolf Guard Terminator Storm Bolter**  
010101405



**Iron Priest Backpack**  
010106702



**Wolf Guard Terminator Heavy Flamer**  
010101406



**Wolf Guard Terminator Power Fist**  
010101407



**Wolf Guard Terminator Chain Fist**  
010101408



**Wolf Guard Terminator Power Sword**  
010101409

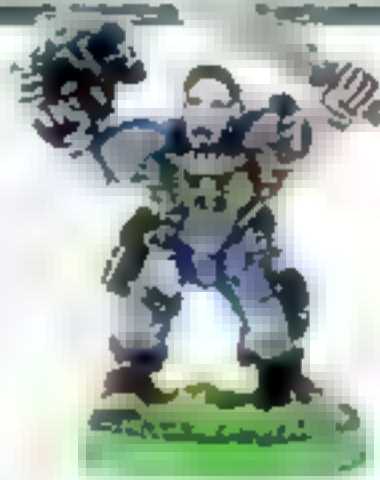
*Note: Wolf Guard Terminators can also be equipped with the Cyclone Missile Launcher, which is sold separately.*





# SPACE WOLVES ELITES

*Note: Space Wolf Wolf Scouts (53-45) contains two random models from the ones shown here*



**Wolf Scout 2**  
010122801



**Wolf Scout 3**  
010122802



**Wolf Scout 4**  
010122803



**Wolf Scout Sergeant**  
010123001

**Space Wolf Wolf Scouts Blister (Random 2)**  
53-45



**Wolf Scout w/  
Plasma Pistol 1**  
010122901



**Wolf Scout w/  
Plasma Pistol 2**  
010122902



**Wolf Scout w/  
Melta Gun**  
010122903

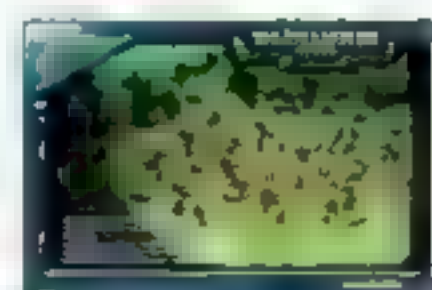


**Wolf Scout w/  
Plasma Gun**  
010122904

**Space Wolf Scouts with Assault Weapons Blister (Random 2)**  
53-47

*Note: The Space Wolf Wolf Scouts with Assault Weapons Blister (53-47) contains one random Scout w/ Plasma Pistol and one random Scout w/ Assault Weapon*

# SPACE WOLVES TROOPS



**13th Company Grey Slayers Box (10)**  
53-12

*Note: The 13th Company Grey Slayers boxed set contains the Space Marine Box (1 Sprue 09/01/02/006), the Space Marine Bolter and Arm Gun Sprue (09/08/10/005), and the Space Marine Backpack Sprue (09/08/10/004) from the Space Marine Infantry Squad; the Space Marine Accessory Sprue (09/08/10/012) from the Space Wolves Grey Hunters Squad; the Chaos Space Marine Bodies Sprue (09/08/10/004) and the Chaos Space Marine Backpack (09/08/10/003) from the Chaos Space Marine Squad*



# SPACE WOLVES ELITES



**Space Wolf Grey Hunters Box (10)**  
53-06

*Note: The Space Wolf Grey Hunters boxed set also contains a Space Marines Body Sprue (99380101006), the Space Marine Bolter and Armus Sprue (99380101005), and the Space Marine Backpack Sprue (99380101004) from the Space Marine Tactical Squad.*



*Note: The Space Wolf Blood Claws boxed set also contains a Space Marines Body Sprue (99380101006) and the Space Marine Backpack Sprue (99380101004) from the Space Marine Tactical Squad, as well as the Left and Right Assault Arm Sprues (99380101008 & 99380101009) from the Space Marines Assault Squad.*



**Space Wolf Accessories Sprue**  
99380101012



**Space Wolf Blood Claws Box (10)**  
53-08





# SPACE WOLVES HEAVY SUPPORT



Space Wolf Long Fangs Box (5)

5310



**Long Fangs**  
Pad 1  
010121003



**Long Fangs**  
Pad 2 (skull)  
010121004

Note: The Long Fangs Pad 1 and Pad 2 (skull) are both available in the Space Wolf Long Fangs Box (5) and the Space Wolf Long Fangs Pad 1 and Pad 2 (skull) are both available in the Space Wolf Long Fangs Pad 1 and Pad 2 (skull) box.

## SHOWCASE

At the 2003 *Warhammer* *Chaos* *Tournament*, Bruce Bate took home *Players' Choice* honors with his Space Wolves army (shown in its entirety below). One of the excellent heavy in the army was the squad of Long Fangs shown to the right.





The White Scars Space Marine Chapter is known and feared throughout the entire galaxy for their highly mobile way of war. Masters of the lightning strike, the White Scars fight with Inba! savagery and bring swift death to their foes.

## WHITE SCARS



**White Scars Bike Squadron Box (3)**  
55-07



**White Scars  
Biker 1**  
010123401



**White Scars  
Biker 2**  
010123402



**White Scars  
Biker 3**  
010123403



**White Scars  
Sprue**  
010123404

*Note: All of the White Scars boxed sets contain the Space Marine Bike Sprue (9010055004) shown in the Space Marines Fast Attack section.*



**White Scars Hero Box (1)**  
55-08



**White Scars  
Commander**  
010123301



**White Scars Commander  
Bike Fairing**  
010123303



**White Scars  
Commander Sprue**  
010123302

### PURITY SEALS

Many of the Emperor's Finest proudly wear Purity Seals into battle as signs of their virtue and undying devotion to the Imperium. Want to make your own? Here's a quick run through telling you how.



Take a very small ball of putty and place it on a piece of plasticard or a spare base. Use the flat end of a drill bit (dipped in water to prevent sticking) to make a circular indentation in the putty. Let it cure and harden for 4-5 hours.

Gently pop the purity seal loose and glue it to the selected location – shoulder pad, greave, belt buckle, glove, weapon, etc. Let it dry and paint it with Chaos Black Paint and highlight it with your chosen purity seal color. In this case, we used Red Gore as basecoat and then highlighted with Blood Red and Bad Moon Yellow.



Draw a trapezoid on a piece of paper. Thin down Snakebite Leather and paint a very light coat to give the paper the look of parchment. Highlight the edges with Skull White. Use Chaos Black to paint squiggly lines with a fine detail brush to represent writing. Carefully cut out the parchment (inside the pencil lines) with a hobby knife. Then hold the parchment with a pair of tweezers and carefully apply superglue to the top end. Affix the pieces of parchment to the bottom of the purity seal.





# CRIMSON/IMPERIAL FISTS

The Imperial Fists are a highly respected Chapter that has proven unwaveringly loyal to the Emperor time and time again. The Crimson Fists are widely known for their heroic battles against overwhelming hordes of Orks.



**Captain Cortez of the  
Crimson Fists Blister (1)**  
55-43



**Captain Cortez  
Backpack**  
010124202



**Captain  
Cortez Body**  
010124201



**Imperial Fists  
Librarian  
Shoulder Pad**  
010110507



**Imperial Fists  
Chaplain  
Shoulder Pad**  
010110608



**Imperial Fists  
Shoulder  
Pad 1**  
010110801



**Imperial Fists  
Shoulder  
Pad 2**  
010110802



**Imperial Fists  
Shoulder Pad 3**  
010110803



**Imperial Fists  
Shoulder Pad 4**  
010110804



**Imperial Fists  
Shoulder Pad 5**  
010110805



**Imperial Fists  
Equipment Sprue**  
010110806



**Imperial Fists  
Banner Pole**  
010110704

**Imperial Fists Storm Shield**  
010110705

The Ultramarines Space Marine Chapter is best known for its rigid and disciplined adherence to the Codex Astartes. Indeed, it was the Ultramarines Primarch that first laid out the Codex.

# ULTRAMARINES



**Marneus Calgar Master  
of the Ultramarines  
Blister (1)**  
48-35



**Marneus  
Calgar Body**  
010107401



**Marneus Calgar's  
Pole Top**  
010107404



**Marneus Calgar's  
Right Gauntlet**  
010107402



**Marneus Calgar's  
Banner Pole**  
010107403



**Tigurlus Ultramarine  
Chief Librarian Blister (1)**  
010102001 (Bit)  
48-36 (Blister)

# BLACK TEMPLAR BITZ

The Space Marine Chapter known as the Black Templars is an offshoot of the Imperial Fists Chapter. These especially devout Space Marines hurl themselves at the enemy with a righteous zeal and never retreat.



**Black Templar Shoulder  
Pad 1 (Cross)**  
010120201



**Black Templar Shoulder  
Pad 2 (Banner)**  
010120202



**Black Templar  
Backpack**  
010199903



**Getting Started**

|  |                           |      |
|--|---------------------------|------|
| 40-03-60   | Codex: Armageddon         | \$10 |
| 40-08-60   | Index Astartes 2          | \$20 |
| 41-01-60   | Codex: Blood Angels       | \$10 |
| 44-01-60   | Codex: Dark Angels        | \$10 |
| 53-01-60   | Codex: Space Wolves       | \$10 |
| 53-07  | Space Wolves Battle Force | \$90 |
| Contains: Bloodclaws Squad, Grey Hunters Squad<br>3 Space Wolves Bikes, Rhino<br>Set of Ruined Buildings |                           |      |

**Boxed Sets & Blister Packs – HQ****Blood Angels**

|                           |                                    |      |
|---------------------------|------------------------------------|------|
| 41-06                     | Blood Angel Death Company Squad    | \$20 |
| Box includes 5 models     |                                    |      |
| 41-08                     | Blood Angels Honor Guard           | \$30 |
| Box includes 5 models     |                                    |      |
| 41-39                     | Blood Angel Death Company Chaplain | \$8  |
| Blister includes 1 model  |                                    |      |
| 41-41                     | Death Company Space Marines        | \$8  |
| Blister includes 2 models |                                    |      |

**Dark Angels**

|                          |                            |     |
|--------------------------|----------------------------|-----|
| 44-38                    | Dark Angel Standard Bearer | \$7 |
| Blister includes 1 model |                            |     |

**Space Wolves**

|                          |                                   |      |
|--------------------------|-----------------------------------|------|
| 53-40                    | Space Wolf Rune Priest Terminator | \$10 |
| Blister includes 1 model |                                   |      |
| 53-48                    | Space Wolf Standard Bearer        | \$7  |
| Blister includes 1 model |                                   |      |
| 53-50                    | Space Wolf Rune Priest            | \$8  |
| Blister includes 1 model |                                   |      |

**White Scars**

|                      |                 |      |
|----------------------|-----------------|------|
| 55-08                | White Scar Hero | \$20 |
| Box includes 1 model |                 |      |

**Special Characters****Blood Angels**

|                          |  |      |
|--------------------------|--|------|
| 41-35                    | Commander Dante – Lord of the Blood Angels   | \$13 |
| Blister includes 1 model |  |      |
| 41-36                    | Corbulo – Blood Angel Sanguinary High Priest | \$10 |
| Blister includes 1 model |  |      |
| 41-37                    | Chief Librarian Mephiston                    | \$13 |
| Blister includes 1 model |  |      |
| 41-38                    | Captain Tycho – Blood Angel Commander        | \$13 |
| Blister includes 1 model |  |      |
| 41-42                    | Lamartes – Blood Angel Chaplain              | \$10 |
| Blister includes 1 model |  |      |

**Crimson Fists**

|                          |                                     |      |
|--------------------------|-------------------------------------|------|
| 55-43                    | Captain Cortez of the Crimson Fists | \$10 |
| Blister includes 1 model |                                     |      |

**Dark Angels**

|                          |   |      |
|--------------------------|---|------|
| 44-07                    | Dark Angel Master of the Ravenwing          | \$35 |
| Box includes 1 model     |   |      |
| 44-35                    | Azrael – Dark Angel Grand Master            | \$13 |
| Blister includes 1 model |   |      |
| 44-38                    | Asmodai – Dark Angel Chaplain               | \$10 |
| Blister includes 1 model |   |      |
| 44-37                    | Ezekiel – Dark Angel Grand Master Librarian | \$13 |
| Blister includes 1 model |   |      |
| 44-40                    | Naaman – Dark Angel Veteran Sergeant        | \$8  |
| Blister includes 1 model |   |      |

**Salamanders**

|                          |                              |      |
|--------------------------|------------------------------|------|
| 55-39                    | Xavier – Salamander Chaplain | \$10 |
| Blister includes 1 model |                              |      |

**Space Wolf Special Characters**

|                          |                                 |      |
|--------------------------|---------------------------------|------|
| 53-41                    | Ragnar Blackmane – Wolf Lord    | \$13 |
| Blister includes 1 model |                                 |      |
| 53-42                    | Ulrich the Slayer – Wolf Priest | \$10 |
| Blister includes 1 model |                                 |      |
| 53-48                    | Logan Gimmer – Wolf Lord        | \$15 |
| Blister includes 1 model |                                 |      |

# SPECIFIC CHAPTER PRICE LIST

**Ultramarines**

|                          |   |      |
|--------------------------|---|------|
| 48-35                    | Marneus Calgar – Master of the Ultramarines | \$13 |
| Blister includes 1 model |   |      |
| 48-36                    | Tigurius – Ultramarine Chief Librarian      | \$13 |
| Blister includes 1 model |   |      |

**Boxed Sets & Blister Packs – Eldar****Blood Angels**

|                      |                                |      |
|----------------------|--------------------------------|------|
| 41-09                | Blood Angels Funso Dreadnought | \$40 |
| Box includes 1 model |                                |      |

**Dark Angels**

|                           |  |      |
|---------------------------|--|------|
| 44-39                     | Dark Angel Veteran Space Marines       | \$8  |
| Blister includes 2 models |  |      |
| 44-41                     | Deathwing Terminator                   | \$9  |
| Blister includes 1 model  |  |      |
| 44-42                     | Deathwing Terminator Sergeant          | \$9  |
| Blister includes 1 model  |  |      |
| 44-43                     | Deathwing Terminator w/ Heavy Flamer   | \$10 |
| Blister includes 1 model  |  |      |
| 44-44                     | Deathwing Terminator w/ Assault Cannon | \$10 |
| Blister includes 1 model  |  |      |
| 44-45                     | Deathwing Terminator w/ Cyclone        | \$10 |
| Blister includes 1 model  |  |      |

**Space Wolves**

|                           |   |      |
|---------------------------|---|------|
| 53-09                     | Space Wolf Venerable Dreadnought          | \$40 |
| Box includes 1 model      |   |      |
| 53-11                     | 13th Company Wulfen                       | \$30 |
| Box includes 5 models     |   |      |
| 53-13                     | 13th Company Storm Claws                  | \$30 |
| Box includes 10 models    |   |      |
| 53-35                     | Wolf Guard                                | \$8  |
| Blister includes 2 models |   |      |
| 53-36                     | Wolf Guard Terminator                     | \$9  |
| Blister includes 1 model  |   |      |
| 53-37                     | Wolf Guard Terminator w/ Assault Cannon   | \$10 |
| Blister includes 1 model  |   |      |
| 53-38                     | Wolf Guard Terminator Sergeant            | \$9  |
| Blister includes 1 model  |   |      |
| 53-39                     | Wolf Guard Terminator w/ Heavy Flamer     | \$10 |
| Blister includes 1 model  |   |      |
| 53-43                     | Space Wolf Iron Priest                    | \$8  |
| Blister includes 1 model  |   |      |
| 53-44                     | Wolf Guard Terminator w/ Cyclone Launcher | \$10 |
| Blister includes 1 model  |   |      |
| 53-45                     | Space Wolf Scouts                         | \$8  |
| Blister includes 2 models |   |      |
| 53-47                     | Space Wolf Scouts w/ Assault Wpns         | \$9  |
| Blister includes 2 models |   |      |

**Boxed Sets & Blister Packs – Troops****Blood Angels**

|                           |                           |     |
|---------------------------|---------------------------|-----|
| 41-40                     | Blood Angel Space Marines | \$8 |
| Blister includes 2 models |                           |     |

**Dark Angels**

|                        |                           |      |
|------------------------|---------------------------|------|
| 44-09                  | Dark Angel Tactical Squad | \$35 |
| Box includes 10 models |                           |      |

**Space Wolves**

|                        |                           |      |
|------------------------|---------------------------|------|
| 53-06                  | Space Wolf Grey Hunters   | \$30 |
| Box includes 10 models |                           |      |
| 53-08                  | Space Wolf Blood Claws    | \$30 |
| Box includes 10 models |                           |      |
| 53-12                  | 13th Company Grey Slayers | \$30 |
| Box includes 10 models |                           |      |

**White Scars**

|                      |                       |      |
|----------------------|-----------------------|------|
| 55-07                | White Scar Bike Squad | \$40 |
| Box includes 1 model |                       |      |

**Boxed Sets & Blister Packs – Fast Attack****Dark Angels**

|                      |                                    |      |
|----------------------|------------------------------------|------|
| 44-08                | Dark Angel Ravenwing Bike Squadron | \$40 |
| Box includes 1 model |                                    |      |

**Boxed Sets & Blister Packs – Heavy Support****Blood Angels**

|                      |                            |      |
|----------------------|----------------------------|------|
| 41-07                | Blood Angel Basil Predator | \$40 |
| Box includes 1 model |                            |      |

**Space Wolves**

|                       |                       |      |
|-----------------------|-----------------------|------|
| 53-10                 | Space Wolf Long Fangs | \$35 |
| Box includes 5 models |                       |      |

**Metal Blitz – HQ****Blood Angel Death Company**

|           |                               |        |
|-----------|-------------------------------|--------|
| 010100101 | Blood Angel Chaplain          | \$9    |
| 010115901 | Death Company Body 1          | \$4.50 |
| 010115902 | Death Company Body 2          | \$4.50 |
| 010115903 | Death Company Body 3          | \$4.50 |
| 010115904 | Death Company Body 4          | \$4.50 |
| 010115905 | Death Company Body 5          | \$4.50 |
| 010115906 | Death Company Power Sword Arm | \$2    |
| 010115907 | Death Company Shoulder Pad 1  | \$1.25 |
| 010115908 | Death Company Shoulder Pad 2  | \$1.25 |
| 010115909 | Death Company Shoulder Pad 3  | \$1.25 |
| 010115910 | Death Company Shoulder Pad 4  | \$1.25 |
| 010115911 | Death Company Shoulder Pad 5  | \$1.25 |
| 010115912 | Death Company Shoulder Pad 6  | \$1.25 |
| 010115913 | Death Company Shoulder Pad 7  | \$1.25 |
| 010115914 | Death Company Shoulder Pad 8  | \$1.25 |
| 010115915 | Death Company Shoulder Pad 9  | \$1.25 |

**Blood Angels Honor Guard**

|           |                                  |        |
|-----------|----------------------------------|--------|
| 010117701 | Honor Guard Vet. Sergeant Blitz  | \$2    |
| 010117702 | Honor Guard Techmarine Torso     | \$2    |
| 010117703 | Honor Guard Techmarine Power Axe | \$1    |
| 010117704 | Space Marine Plasma Gun          | \$2.50 |
| 010117705 | Sanguinary Priest Body           | \$3.50 |
| 010117706 | Sanguinary Priest Exsanguinator  | \$1    |
| 010117707 | Honor Guard Banner Pole          | \$3    |
| 010117708 | Honor Guard Standard Arm         | \$0.50 |

**Dark Angel Standard Bearer**

|           |                            |     |
|-----------|----------------------------|-----|
| 010102401 | Dark Angel Standard Bearer | \$7 |
| 010102402 | Dark Angel Standard Top    | \$2 |

**Space Wolf Rune Priest**

|           |                                    |        |
|-----------|------------------------------------|--------|
| 010124101 | Space Wolf Rune Priest             | \$8    |
| 010124102 | Rune Priest Accessory Sprue        | \$2    |
| 010101405 | Wolf Guard Terminator Storm Bolter | \$2.50 |

**Rune Priest Terminator**

|           |                                  |        |
|-----------|----------------------------------|--------|
| 010106810 | Rune Priest Terminator Body      | \$5.50 |
| 010106811 | Rune Priest Terminator Force Axe | \$2.50 |

**Space Wolf Standard Bearer**

|           |                               |     |
|-----------|-------------------------------|-----|
| 010106502 | Wolf Guard 2 Company Standard | \$8 |
|-----------|-------------------------------|-----|

**White Scar Hero**

|           |                                  |     |
|-----------|----------------------------------|-----|
| 010123301 | White Scar Commander             | \$4 |
| 010123302 | White Scar Commander Sprue       | \$2 |
| 010123303 | White Scar Commander Bike Faring | \$2 |

**Blood Angel Special Characters**

|           |                         |         |
|-----------|-------------------------|---------|
| 010102501 | Apothecary Corbulo Body | \$11    |
| 010102501 | Mephiston Body          | \$10.50 |



|           |                                  |       |        |
|-----------|----------------------------------|-------|--------|
| 010102602 | Mephiston Force Sword            | ...   | \$3 50 |
| 010102701 | Commander Dante's Body           | ..... | \$9    |
| 010102702 | Commander Dante's Inferno Pistol |       | \$2    |
| 010102703 | Commander Dante's Jump Pack      |       | \$4    |
| 010102801 | Brother-Captain Tycho            | ..... | \$14   |
| 010116501 | Chaplain Lemartes Body           | ..... | \$8    |
| 010116502 | Chaplain Lemartes Bolt Pistol    |       | \$3    |

#### Captain Cortez

|           |                         |       |     |
|-----------|-------------------------|-------|-----|
| 010124201 | Captain Cortez Body     | ..... | \$9 |
| 010124202 | Captain Cortez Backpack | ..... | \$2 |

#### Dark Angel Special Characters

##### Master of the Ravenwing

|           |                                    |       |        |
|-----------|------------------------------------|-------|--------|
| 010119801 | Master Ravenwing Torso             | ...   | \$1 25 |
| 010119802 | Master Ravenwing Sword Arm         |       | \$1 25 |
| 010119803 | Master Ravenwing Shoulder Pad      |       | \$1 25 |
| 010119804 | Ravenwing Right Assault Cannon     |       | \$2 50 |
| 010119805 | Ravenwing Left Assault Cannon      |       | \$2 50 |
| 010119806 | Master Ravenwing Book              | ..... | \$1 25 |
| 010119807 | Master Ravenwing Angel             | ..... | \$1 25 |
| 010119808 | Master Ravenwing Scanner           |       | \$1 25 |
| 010119809 | Master Ravenwing Scanner Mount     |       | \$1 25 |
| 010119810 | Master Ravenwing Gun Mount         |       | \$1 25 |
| 010119811 | Master Ravenwing Twin Heavy Bolter | ..... | \$2 50 |

|           |                              |       |         |
|-----------|------------------------------|-------|---------|
| 010102101 | Commander Azrael Body        | ...   | \$5 50  |
| 010102102 | Azrael's Combi Weapon        | ..... | \$2 50  |
| 010102103 | Azrael's Backbanner          | ..... | \$2 50  |
| 010102104 | Azrael's Banner Top          | ..... | \$1 50  |
| 010102105 | The Lion Helm Bearer         | ..... | \$3 50  |
| 010102201 | Asmodei Body                 | ..... | \$8 50  |
| 010102202 | Asmodei Power Sword Arm      |       | \$2 50  |
| 010102301 | Ezekiel Body                 | ..... | \$10 50 |
| 010102302 | Ezekiel Force Sword          | ..... | \$3 50  |
| 010119701 | Veteran Sergeant Naaman Body |       | \$6 50  |
| 010119702 | Veteran Sergeant Naaman Arm  |       | \$1 50  |

#### Salamander Special Characters

##### Chaplain Xavier

|           |                         |       |        |
|-----------|-------------------------|-------|--------|
| 010122101 | Chaplain Xavier's Body  | ..... | \$7    |
| 010122102 | Chaplain Xavier's Arm   | ..... | \$2    |
| 010122103 | Chaplain Xavier's Cloak |       | \$2 50 |

#### Space Wolf Special Characters

|           |                               |       |        |
|-----------|-------------------------------|-------|--------|
| 010106301 | Ragnar Blackmane Body         | ..... | \$11   |
| 010106302 | Space Wolf Back Banner 1      |       | \$3 50 |
| 010106303 | Space Wolf Backpack           | ..... | \$3 50 |
| 010106401 | Ullik the Slayer Body         | ..... | \$10   |
| 010120801 | Logan Grimnar's Body          | ..... | \$8    |
| 010120802 | Logan's Wolf Cloak            |       | \$3 50 |
| 010120803 | Logan's Stormbolter Arm       |       | \$3 50 |
| 010120804 | Logan's Axe Head & Wolf Skull |       | \$2    |

#### Ultramarine Special Characters

|           |                                  |       |        |
|-----------|----------------------------------|-------|--------|
| 010102001 | Chief Librarian Tigrus           | ..... | \$14   |
| 010107401 | Marneus Calgar Body              | ..... | \$7 50 |
| 010107402 | Marneus Calgar's Right Gauntlet  |       | \$3    |
| 010107403 | Marneus Calgar's Banner Pole     |       | \$2.50 |
| 010107404 | Marneus Calgar's Banner Pole Top |       | \$2    |

#### Metal Blitz - Elites

##### Blood Angel Furioso

|           |                            |       |        |
|-----------|----------------------------|-------|--------|
| 010120601 | Furioso Right Arm Meltagun | ..... | \$4    |
| 010120602 | Furioso Left Arm Flamer    | ..... | \$4    |
| 010122701 | Furioso Right Arm          | ..... | \$4 50 |
| 010122702 | Furioso Power Fist         | ..... | \$2 25 |

##### Dark Angel Veteran

|           |                            |     |        |
|-----------|----------------------------|-----|--------|
| 010119501 | Dark Angels Veteran Body 1 |     | \$4.50 |
| 010119502 | Dark Angels Veteran Body 2 |     | \$4 50 |
| 010119503 | Dark Angels Veteran Body 3 |     | \$4 50 |
| 010119504 | Deathwing Shoulder Pad     | ... | \$1 25 |
| 010119308 | Ravenwing Shoulder Pad     | ... | \$1 25 |
| 010119506 | Dark Angels Pad (Skull)    |     | \$1 25 |

|           |                                 |       |        |
|-----------|---------------------------------|-------|--------|
| 010119507 | Dark Angels Pad (Chapter Badge) | ..... | \$1.25 |
|-----------|---------------------------------|-------|--------|

##### Dark Angel Deathwing Terminator

|           |                                     |       |        |
|-----------|-------------------------------------|-------|--------|
| 010101701 | Deathwing Terminator Body 1         |       | \$5.50 |
| 010101702 | Deathwing Terminator Body 2         |       | \$5.50 |
| 010101703 | Deathwing Terminator Storm Bolters  | ...   | \$2.50 |
| 010101704 | Deathwing Terminator Heavy Flamer   | ..... | \$3.50 |
| 010101705 | Deathwing Terminator Power Glove    | ..... | \$2 50 |
| 010101706 | Deathwing Terminator Chainfist      |       | \$2 50 |
| 010101707 | Deathwing Terminator Sergeant Body  | ..... | \$5.50 |
| 010101708 | Deathwing Terminator Power Sword    | ..... | \$2 50 |
| 010101709 | Terminator Shield                   | ..... | \$1 50 |
| 010101710 | Deathwing Terminator Back Banner    | ..... | \$1 50 |
| 010106911 | Deathwing Terminator Assault Cannon | ..... | \$3.50 |

##### Space Wolf Iron Priest

|           |                      |       |        |
|-----------|----------------------|-------|--------|
| 010106701 | Iron Priest Body     | ..... | \$6 25 |
| 010106702 | Iron Priest Backpack | ..... | \$3    |

##### Space Wolf Scouts

|           |                            |       |        |
|-----------|----------------------------|-------|--------|
| 010122801 | Wolf Scout 2               | ..... | \$4 50 |
| 010122802 | Wolf Scout 3               | ..... | \$4 50 |
| 010122803 | Wolf Scout 4               | ..... | \$4 50 |
| 010122901 | Wolf Scout w/ Plasma Gun 1 |       | \$4 50 |
| 010122902 | Wolf Scout w/ Plasma Gun 2 |       | \$4 50 |
| 010122903 | Wolf Scout w/ Melta Gun 1  |       | \$4 50 |
| 010122904 | Wolf Scout w/ Melta Gun 2  |       | \$4 50 |
| 010123001 | Space Wolf Scout Sergeant  | ..... | \$7    |

##### Space Wolf Thrall

|           |            |       |        |
|-----------|------------|-------|--------|
| 010701702 | Servitor 2 | ..... | \$3 75 |
| 010701703 | Servitor 1 | ..... | \$3 75 |

##### Space Wolf Venerable Dreadnought

|           |                                 |  |        |
|-----------|---------------------------------|--|--------|
| 010100410 | Space Wolves Sarcophagus        |  | \$6 75 |
| 010100411 | Venerable Dreadnought Rear Body |  | \$5 75 |
| 010100413 | Dreadnought Lightning Claw Arm  |  | \$4 50 |
| 010100414 | Dreadnought Lightning Claw      |  | \$2 25 |
| 010100415 | Sp Wolves Dreadnht Bnr Pole     |  | \$1 75 |
| 010100416 | Dreadnought Assault Cannon      |  | \$4 50 |

##### 13th Company Wulfen

|           |                       |       |     |
|-----------|-----------------------|-------|-----|
| 010124001 | 13th Company Wulfen 1 | ..... | \$7 |
| 010124002 | 13th Company Wulfen 2 | ..... | \$7 |
| 010124003 | 13th Company Wulfen 3 | ..... | \$7 |
| 010124004 | 13th Company Wulfen 4 | ..... | \$7 |
| 010124005 | 13th Company Wulfen 5 | ..... | \$7 |

##### Wolf Guard

|           |              |       |     |
|-----------|--------------|-------|-----|
| 010106501 | Wolf Guard 1 | ..... | \$4 |
| 010106503 | Wolf Guard 3 | ..... | \$4 |
| 010106504 | Wolf Guard 4 | ..... | \$4 |

##### Wolf Guard Terminators

|           |                                      |       |        |
|-----------|--------------------------------------|-------|--------|
| 010101401 | Wolf Guard Terminator Sergeant       |       | \$5 50 |
| 010101402 | Wolf Guard Terminator Body 1         |       | \$5.50 |
| 010101403 | Wolf Guard Terminator Body 2         |       | \$5 50 |
| 010101404 | Wolf Guard Terminator Assault Cannon | ..... | \$3.50 |
| 010101405 | Wolf Guard Terminator Storm Bolter   | ..... | \$2.50 |
| 010101406 | Wolf Guard Terminator Heavy Flamer   | ..... | \$3 50 |
| 010101407 | Wolf Guard Terminator Power Fist     | ..... | \$2.50 |
| 010101408 | Wolf Guard Terminator Chain Fist     | ..... | \$2 50 |
| 010101409 | Wolf Guard Terminator Power Sword    | ..... | \$2.50 |

#### Metal Blitz & Plastic Sprues - Troops

#### Blood Angel

|           |                             |       |        |
|-----------|-----------------------------|-------|--------|
| 010100102 | Blood Angel Sp. Mar 3 (Mk6) |       | \$4 50 |
| 010100103 | Blood Angel Sp. Mar 1       | ..... | \$4 50 |
| 010100104 | Blood Angel Sp. Mar 2       | ..... | \$4 50 |

##### Blood Angel Sergeants

|           |                        |       |     |
|-----------|------------------------|-------|-----|
| 010107106 | Blood Angel Sergeant 1 | ..... | \$8 |
| 010107107 | Blood Angel Sergeant 2 | ..... | \$8 |

##### Imperial/Crimson Fist Accessories

|           |                                      |       |        |
|-----------|--------------------------------------|-------|--------|
| 010110507 | Imperial Fist Librarian Shoulder Pad | ..... | \$1 25 |
| 010110608 | Imperial Fist Chaplain Shoulder Pad  | ..... | \$1 25 |
| 010110801 | Imperial Fist Shoulder Pad 1         |       | \$1 25 |
| 010110802 | Imperial Fist Shoulder Pad 2         |       | \$1 25 |
| 010110803 | Imperial Fist Shoulder Pad 3         |       | \$1 25 |
| 010110804 | Imperial Fist Shoulder Pad 4         |       | \$1 25 |
| 010110805 | Imperial Fist Shoulder Pad 5         |       | \$1 25 |
| 01011080  | Imperial Fist Equipment Sprue        |       | \$1 25 |
| 010110701 | Imperial Fist Storm Bolter 1         |       | \$1 25 |
| 010110702 | Imperial Fist Storm Bolter 2         |       | \$1 25 |
| 010110703 | Imperial Fist Heavy Flamer           |       | \$1 25 |
| 010110704 | Imperial Fist Banner Pole            | ..... | \$1 25 |
| 010110705 | Imperial Fist Storm Shield           | ...   | \$1 25 |

##### Dark Angel Sergeant

|           |                               |       |     |
|-----------|-------------------------------|-------|-----|
| 010107105 | Dark Angel Sergeant 1         | ..... | \$8 |
| 010123201 | Dark Angel Veteran Sergeant 1 |       | \$8 |

##### Space Wolf Blood Claws

|             |                              |       |        |
|-------------|------------------------------|-------|--------|
| 99380101004 | Space Marine Backpack Sprue  |       | \$2    |
| 99380101006 | Space Marine Bodies          |       | \$15   |
| 99380101008 | Left Arm Assault Sprue       | ...   | \$1 50 |
| 99380101009 | Right Arm Assault Sprue      | ..... | \$1 50 |
| 99380101012 | Space Wolf Accessories Sprue |       | \$4 50 |

##### Space Wolf Grey Hunters

|             |                                  |  |        |
|-------------|----------------------------------|--|--------|
| 99380101004 | Space Marine Backpack Sprue      |  | \$2    |
| 99380101005 | Space Marine Arms & Bolters Pads |  | \$1    |
| 99380101006 | Space Marine Bodies              |  | \$15   |
| 99380101012 | Space Wolf Accessories Sprue     |  | \$4 50 |

##### Black Templar Accessories

|           |                                       |       |        |
|-----------|---------------------------------------|-------|--------|
| 010120201 | Black Templar Shoulder Pad 1 (Cross)  | ..... | \$1 25 |
| 010120202 | Black Templar Shoulder Pad 2 (Banner) | ..... | \$1 25 |
| 010199903 | Black Templar Backpack                | ..... | \$2    |

#### Metal Blitz & Plastic Sprues - Fast Attack

##### Dark Angel Ravenwing Biker

|           |                         |       |        |
|-----------|-------------------------|-------|--------|
| 010119301 | Ravenwing Biker Torso 1 | ..... | \$3    |
| 010119302 | Ravenwing Torso 2       | ..... | \$3    |
| 010119303 | Ravenwing Biker Torso 2 | ..... | \$3    |
| 010119304 | Ravenwing Sword Arm     | ..... | \$2    |
| 010119305 | Ravenwing Flamer Arm    | ..... | \$3    |
| 010119306 | Ravenwing Biker Legs    | ..... | \$2    |
| 010119307 | Ravenwing Backbanner    | ..... | \$2    |
| 010119308 | Ravenwing Shoulder Pad  | ...   | \$1 25 |
| 010119309 | Ravenwing Bike Ammo Box | ..... | \$1    |

##### White Scar Biker

|           |                    |       |     |
|-----------|--------------------|-------|-----|
| 010123401 | White Scar Biker 1 | ..... | \$3 |
| 010123402 | White Scar Biker 2 | ..... | \$3 |
| 010123403 | White Scar Biker 3 | ..... | \$3 |
| 010123404 | White Scar Sprue   | ..... | \$2 |

#### Metal Blitz & Plastic Sprues - Heavy Support

##### Blood Angel Baal Predator

|             |                                      |       |        |
|-------------|--------------------------------------|-------|--------|
| 99390199007 | Predator Turret Sprue                | ..... | \$7    |
| 99390199008 | Predator Sponson Sprue               | ..... | \$7    |
| 010123901   | Baal Predator Commander Sprue        |       | \$2 25 |
| 010123902   | Baal Predator Weapon Shield          |       | \$2.25 |
| 010123903   | Baal Predator Assault Cannon Barrels | ..... | \$2.25 |
| 010123904   | Baal Predator Left Heavy Flamer      |       | \$3.50 |
| 010123905   | Baal Predator Right Heavy Flamer     |       | \$3 50 |



|                              |                                   |         |
|------------------------------|-----------------------------------|---------|
| 010123906                    | Baal Predator Flamer Fuel Cell    | \$2.25  |
| 010123907                    | Baal Predator Weapon Support      | \$2.25  |
| 010123908                    | Baal Predator Rear Turbine        | \$2.25  |
| 010123909                    | Baal Predator Armor Plate         | \$2.25  |
| 99390101004                  | Sp. Mar. Tank Accessory Sprue     | \$7     |
| 99390109004                  | Rhino Hull 1                      | \$11.50 |
| 99390109005                  | Rhino Hull 2                      | \$11.50 |
| <b>Space Wolf Long Fangs</b> |                                   |         |
| 010118602                    | Devastator Heavy Bolter           | \$4     |
| 010118603                    | Devastator Heavy Bolter Arm       | \$1     |
| 010118604                    | Devastator Heavy Bolter Backpack  | \$2     |
| 010118605                    | Devastator Heavy Plasma Gun       | \$4     |
| 010118606                    | Devastator Plasma Cannon Arm      | \$1     |
| 010118607                    | Devastator Plasma Cannon Backpack | \$2     |
| 010118608                    | Devastator Lascannon              | \$4     |
| 010118609                    | Devastator Lascannon Arm & Sight  | \$1     |
| 010118610                    | Devastator Lascannon Backpack     | \$2     |
| 010121003                    | Long Fang Pad 1                   | \$1.25  |
| 010121004                    | Long Fang Pad 2 (Skull)           | \$1.25  |
| 010121401                    | Space Marine Multi Melta          | \$4     |
| 010121402                    | Multi Melta Arm                   | \$1     |
| 010121403                    | Multi Melta Backpack              | \$2     |
| 99380101012                  | Space Wolf Accessories Sprue      | \$4.50  |

### Classic/Collector's Range

#### Complete Models - Elites

MO0102 Blood Angel Dreadnought

MO0193 Dark Angel Dreadnought

\$4

#### Complete Models - Fast Attack

MO0186 Ravenwing Land Speeder

#### Complete Models - Heavy Support

MO0407 Space Wolf Leman Russ Extension

MO0100 Blood Angels Baal Predator

#### Metal Blitz - HQ

Space Marine Hero Blitz

010104819 Ultramarine Captain

\$11.25

|           |                              |         |
|-----------|------------------------------|---------|
| 010105005 | Dark Angel Captain Body      | \$11.25 |
| 70015-5   | Space Wolf Captain           | \$11.25 |
| 010106602 | Space Wolf Back Banner 2     | \$1     |
| 010110401 | Imperial Fists Captain       | \$11.25 |
| 010119402 | Sp. Mar. Captain & Pilot Gun |         |

#### Deathwatch Marines

|          |   |     |
|----------|---|-----|
| DW Heads | Deathwatch Sp. Mar. Head Sprue                | \$1 |
| DW Pld   | Deathwatch Sp. Mar. Bolter/Shoulder Pad Sprue | \$2 |

#### Dark Angels Ravenwing Bike Blitz

|           |                             |        |
|-----------|-----------------------------|--------|
| 010108701 | Ravenwing Bike Saddle Bag 1 | \$2.25 |
| 010108702 | Ravenwing Bike Saddle Bag 2 | \$2.25 |

#### Space Wolf Rune Priest

|           |                        |     |
|-----------|------------------------|-----|
| 010109401 | Space Wolf Rune Priest | \$4 |
|-----------|------------------------|-----|

#### Space Wolves Leman Russ

|       |                        |        |
|-------|------------------------|--------|
| 01211 | Leman Russ             | \$5.50 |
| 01212 | Leman Russ Crest       | \$2.50 |
| 01213 | Leman Russ Banner Pole | \$1    |

#### Metal Blitz - Elites

##### Dreadnought Blitz

|           |                                  |     |
|-----------|----------------------------------|-----|
| 010110503 | Dreadnought Multi Melta Arm      | \$4 |
| 010110509 | Dreadnought Lascannon Arm        | \$4 |
| 010100520 | Dreadnought Missile Launcher     | \$4 |
| 010100521 | Dreadnought Missile Launcher Pad | \$2 |

##### Blood Angels Furioso

|           |                                |     |
|-----------|--------------------------------|-----|
| 010106201 | Blood Angels Sarcophagus       | \$8 |
| 010106212 | Blood Angels Dread Banner Pole | \$2 |

##### Dark Angel Dreadnought Blitz

|           |                              |     |
|-----------|------------------------------|-----|
| 010100525 | Dark Angel Dread Banner Pole | \$1 |
| 010100508 | Dark Angel Sarcophagus       | \$8 |

##### Space Wolf Scouts

|           |                                    |        |
|-----------|------------------------------------|--------|
| 010110101 | Wolf Scout Backpack                | \$2.50 |
| 010110102 | Wolf Scout Sergeant 2 (Sword)      | \$1    |
| 010100103 | Wolf Scout Sergeant Body 3         | \$1    |
| 010110104 | Wolf Scout Sergeant 1 (Bolter)     | \$1    |
| 010120701 | Space Wolf Scout 1 (Tie Knut)      | \$4.50 |
| 010120702 | Space Wolf Scout 2 (Pony Tail)     | \$4.50 |
| 010120703 | Space Wolf Scout 3 (Plasma Pistol) | \$4.50 |

010120601 Wolf Scout w. Plasma Gun

\$5.50

##### Wolf Guard

|           |                         |        |
|-----------|-------------------------|--------|
| 010121001 | Wolf Guard Shoulder Pad | \$1.25 |
| 010121002 | Ragnar Blackmane Pad    | \$1.2  |

#### Metal Blitz - Troops

##### Space Wolf Blood Claws

|           |                        |        |
|-----------|------------------------|--------|
| 010120903 | Blood Claw Pad 1       | \$1.25 |
| 010120904 | Blood Claw Pad 2 (Paw) | \$1.25 |
| 010121007 | Ragnar Blackmane Pad   | \$1.25 |
| 010101601 | Blood Claw Sergeant    | \$8.75 |
| 010101602 | Blood Claw 1           | \$5    |
| 010101603 | Blood Claw 2           | \$5    |
| 010101604 | Blood Claw 3           | \$5    |

##### Space Wolf Grey Hunters

|           |                      |        |
|-----------|----------------------|--------|
| 010121001 | Grey Hunter Pad 12   | \$1.25 |
| 010121002 | Grey Hunter Pad 2    | \$1.25 |
| 010121002 | Ragnar Blackmane Pad | \$1.25 |
| 010101301 | Grey Hunter Sergeant | \$8.75 |
| 010101302 | Grey Hunter 1 Mk2    | \$5    |
| 010101303 | Grey Hunter 2 Mk2    | \$5    |
| 010101304 | Grey Hunter 3 Mk2    | \$5    |

#### Metal Blitz - Fast Attack

##### Dark Angels Ravenwing

|           |                        |        |
|-----------|------------------------|--------|
| 010101215 | Ravenwing Gunner       | \$3.50 |
| 010101216 | Ravenwing Pilot        | \$1.50 |
| 010101217 | Ravenwing Chastis      | \$5.50 |
| 010101218 | Ravenwing Heavy Bolter | \$4.50 |

##### White Scars

|             |                         |        |
|-------------|-------------------------|--------|
| WHITESCAR\$ | White Scar Shoulder Pad | \$1.25 |
|-------------|-------------------------|--------|

#### Metal Blitz - Heavy Support

##### Blood Angels Baal Predator

|           |                                    |     |
|-----------|------------------------------------|-----|
| 010117501 | Baal Predator Left Assault Cannon  | \$4 |
| 010117502 | Baal Predator Right Assault Cannon | \$4 |
| 010117503 | Baal Predator Gun Ports            | \$2 |
| 010117504 | Baal Predator Heavy Flamer         | \$2 |
| 010117505 | Baal Predator Fuel Tank            | \$2 |
| 010117506 | Baal Predator Front Armor Plate    | \$4 |
| 010117507 | Baal Predator Gunner Arms          | \$1 |
| 010117508 | Baal Predator Missile Launcher     | \$1 |

##### Space Wolf Long Fangs

|           |                        |  |
|-----------|------------------------|--|
| 010101501 | Long Fang Sergeant     |  |
| 010101502 | Space Wolf Long Fang 1 |  |
| 010101503 | Space Wolf Long Fang 2 |  |
| 010101504 | Space Wolf Long Fang 3 |  |



**Ultramarine Captain**  
010104819

**Space Wolf Captain with Wolf Head**  
70015-5

**Space Wolf Back Banner 2**  
010106602

**Dark Angels Captain**  
010105005

**Imperial Fists Captain**  
010110401

## CLASSIC RANGE





# CLASSIC RANGE



**Deathwatch  
Sp. Mar.  
Head Sprue  
DW HEADS**



**Deathwatch Sp. Mar.  
Bolter/Shoulder Sprue  
DW PAD**



**Ravenwing Bike  
Saddle Bag 1  
010108701**



**Ravenwing Bike  
Saddle Bag 2  
010108702**



**Space Wolf  
Rune Priest  
010106601**

*Note: The Space Wolf Rune Priest is shown complete with the Space Wolf Backpack (010106101) shown on the Chapter-Specific HQ page*



**Leman Russ Body  
70121/1**



**Imperial Fists  
Equipment Sprue  
010110806**



**Wolf Scout  
Backpack  
010106101**



**Leman Russ  
Cloak  
70121/2**



**Leman Russ  
Banner Pole  
70121/3**



**Wolf Scout  
Sergeant 1  
010106104**



**Wolf Scout  
Sergeant 3  
010106103**



**Wolf Scout  
Sergeant 2  
010106102**



**Space Wolf  
Scout 1  
010120701**



**Space Wolf  
Scout 2  
010120702**



**Space Wolf  
Scout 3  
010120703**



**Space Wolf Scout w/  
Plasma Gun  
010121601**



*Note: Blood Claws and Grey Hunters also use the Ragnar Blackmane Pad (010121002) shown below.*

# CLASSIC RANGE



**Blood Claw  
Pad 1**  
010120903



**Blood Claw  
Pad 2**  
010120904



**Grey Hunter  
Pad 12**  
010120901



**Grey Hunter  
Pad 2**  
010120902



**Wolf Guard  
Shoulder Pad**  
010121001



**Ragnar  
Blackmane Pad**  
010121002



**White Scar  
Shoulder Pad**  
WHITESCARS



**Blood Claw  
Sergeant**  
010101601



**Grey Hunter  
Sergeant**  
010101301



**Long Fang  
Sergeant**  
010101501



**Blood Claw 1**  
010101602



**Grey Hunter  
1 Mk7**  
010101302



**Space Wolf  
Long Fang 1**  
010101502



**Blood Claw 2**  
010101603



**Grey Hunter  
2 Mk7**  
010101303



**Space Wolf  
Long Fang 3**  
010101504



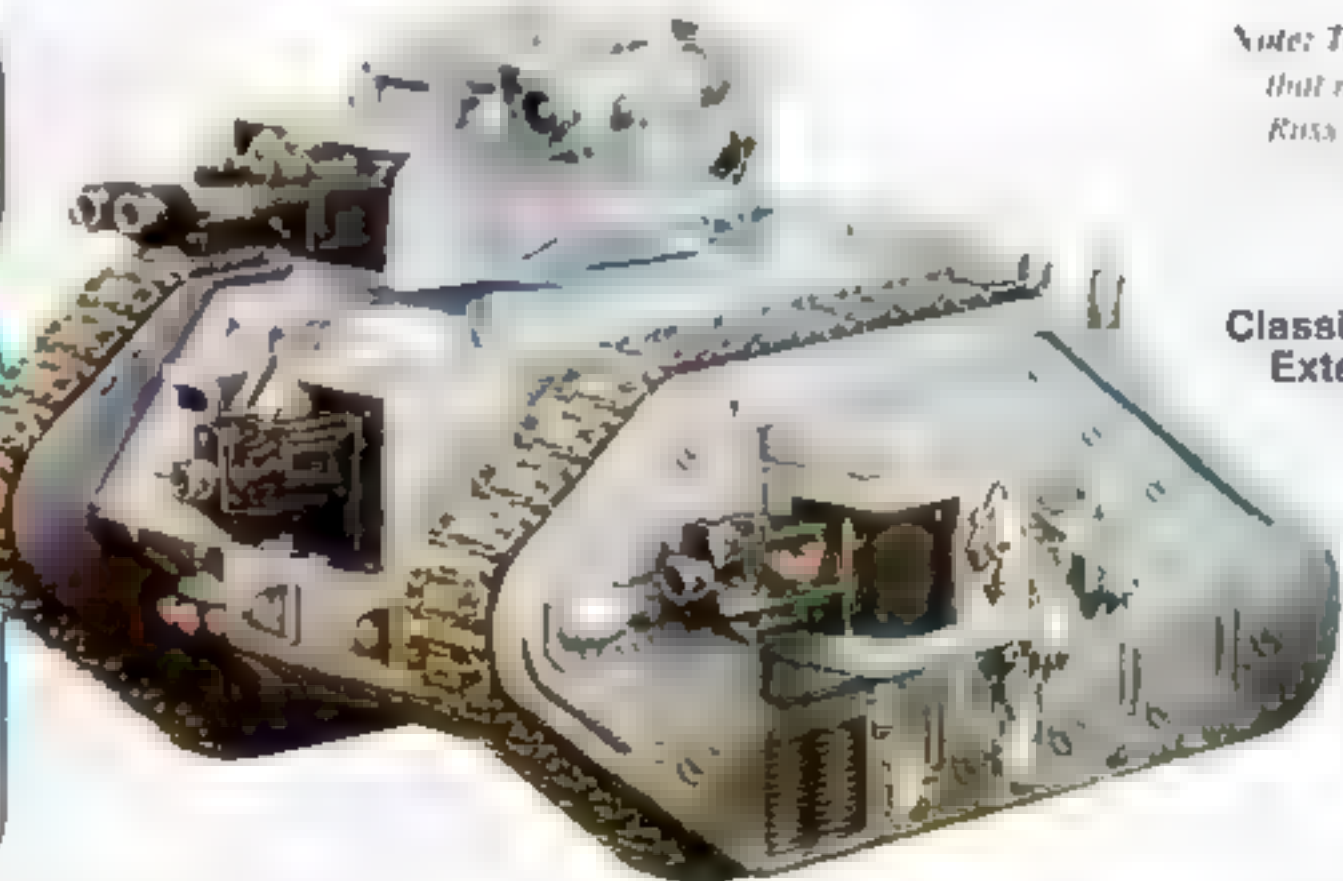
**Blood Claw 3**  
010101604



**Grey Hunter  
3 Mk7**  
010101304



**Space Wolf  
Long Fang 2**  
010101503



*Note: To see all of the bits that make up the Leman Russ Exterminator Tank, check the Imperial Guard section.*

**Classic Leman Russ  
Exterminator (1)**  
MO 0407





**Classic Ravenwing  
Land Speeder (1)**  
MO 0186



**Ravenwing Chassis**  
010101217



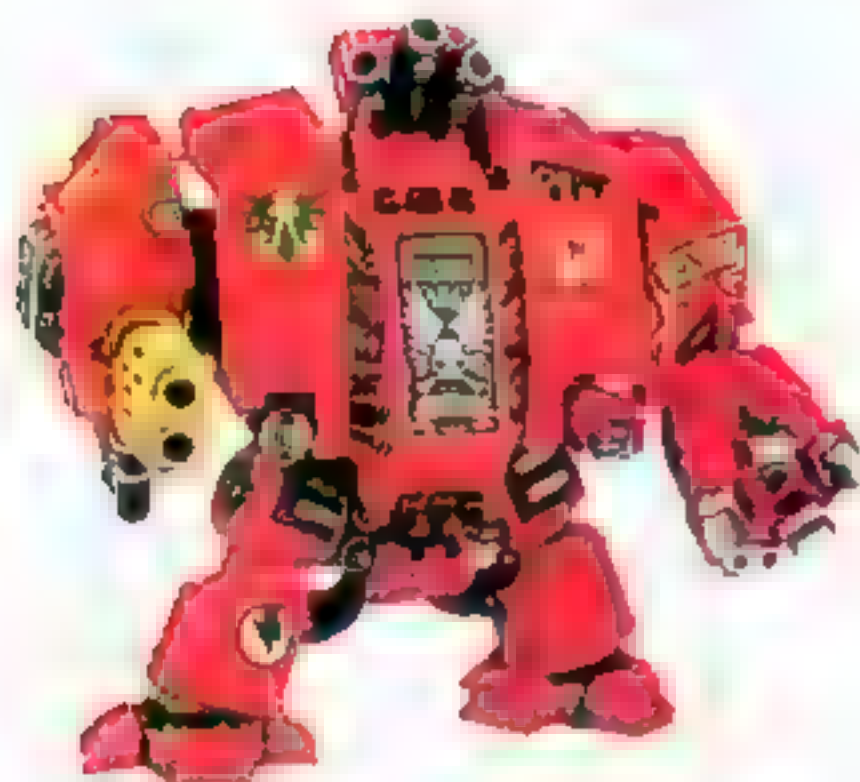
**Ravenwing  
Heavy Bolter**  
010101218



**Ravenwing  
Gunner**  
010101215



**Ravenwing  
Pilot**  
010101216



**Classic Blood Angel Dreadnought (1)**  
MO 0192



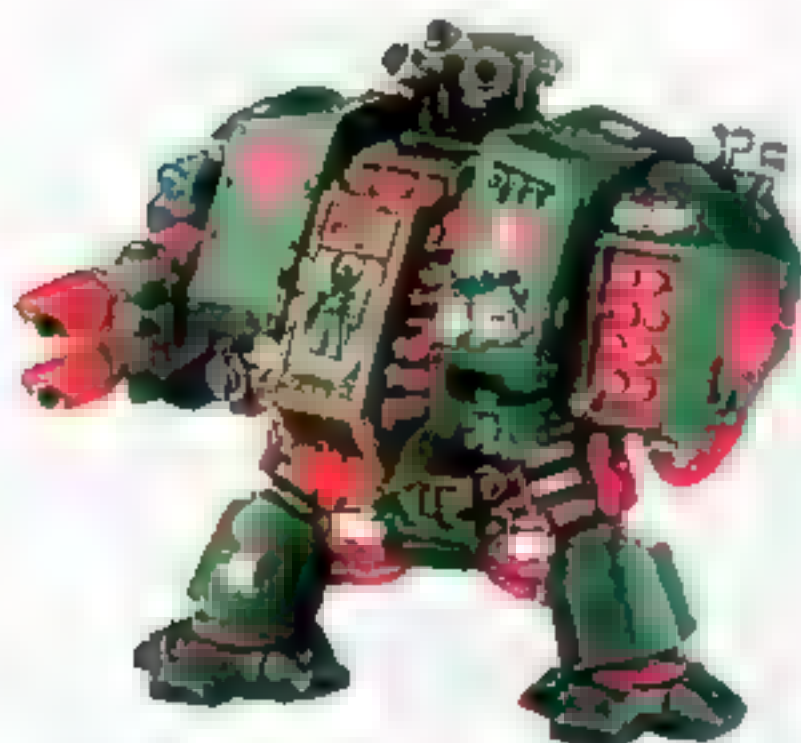
**Blood Angel  
Furioso Sarcophagus**  
010100201



**Blood Angel Furioso  
Banner Pole**  
010100212



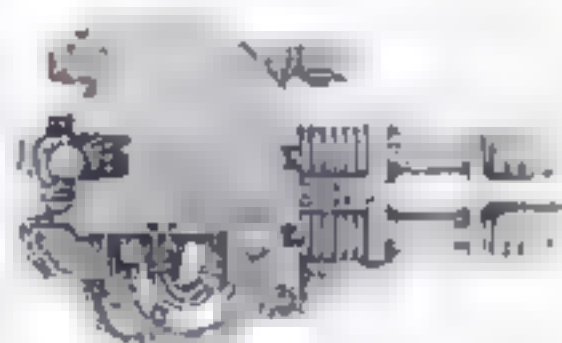
**Multi-Melta**  
010100203



**Classic Dark Angel Dreadnought (1)**  
MO 0193



**Dark Angel  
Sarcophagus**  
010100526



**Dreadnought Twin  
Lascannon Arm**  
010100519



**Dreadnought Missile  
Launcher Pod**  
010100521



**Dreadnought Missile Launcher**  
010100520



**Dark Angels Dreadnought  
Banner Pole**  
010100525





**Classic Baal Predator (1)**  
MO 0160



**Baal Predator Left  
Assault Cannon**  
010117501



**Baal Predator Right  
Assault Cannon**  
010117502



**Baal Predator  
Gun Ports**  
010117503



**Baal Predator  
Front Armor Plate**  
010117506



**Baal Predator  
Heavy Flamer**  
010117504



**Baal Predator  
Fuel Tank**  
010117505



**Baal Predator  
Gunner Arms**  
010117507



**Baal Predator  
Marine Gunner**  
010117508

*Joe Hill's Emperor's Storm Squads HQ  
Squad took home a first place award at the  
Golden Demon Painting Competition on the 8th.*

## SHOWCASE







# COLORS OF WAR

Space Marine Chapters are almost as varied as the planets they stand watch over. Here, we present a vast but nowhere near complete display of the known Space Marine Chapters in the 41st millennium

## Chapters of the First Founding

Under the Emperor's directives, 20 genetically modified super beings were created. These Primarchs, as they came to be known, passed their genetic imprint to make the first 20 Chapters of Space Marines. These original 20 Chapters are still referred to as the First Founding Chapters.



### BLOOD ANGELS

Blood Red, Skull Black & Legion Green



### DARK ANGELS

Dark Angel Green & Blood Red



### SPACE WOLVES

Skull White, Yellow & Blood Red



### ULTRAMARINES

Ultramarine Blue, Skull White & Blood Red



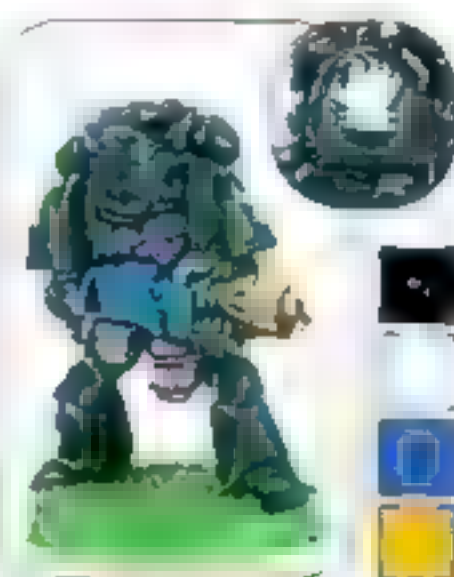
### IMPERIAL FISTS

Sunburst Yellow, Blood Red & Legion Black



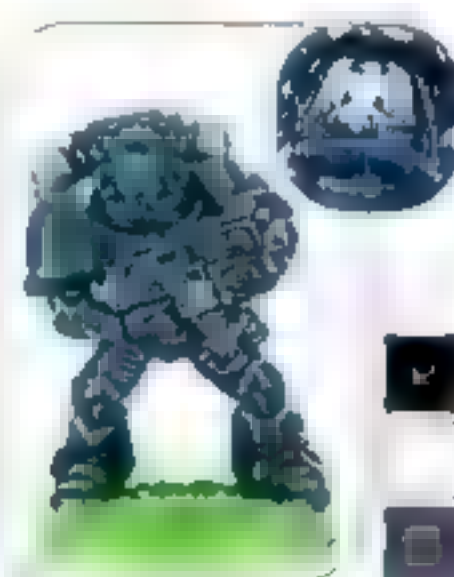
### WHITE SCARS

Skull White, Blood Red & Sunburst Yellow



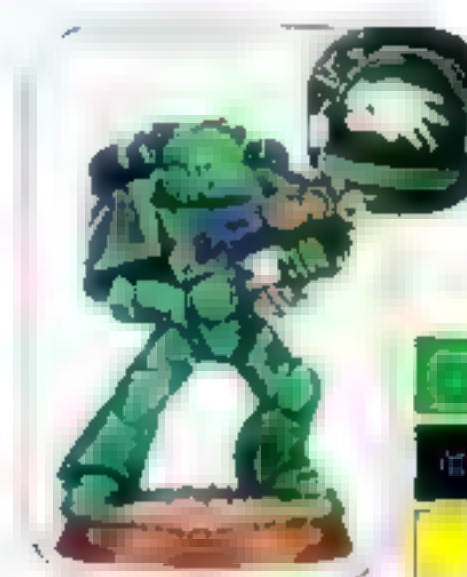
### IRON HANDS

Chaos Black, Skull White, Ultramarine Blue & Legion Brown



### RAVEN GUARD

Chaos Black, Skull White & Wolf Gun Metal



### SALAMANDERS

Spot Green, Chaos Black & Sunburst Yellow

## Known Successor Chapters

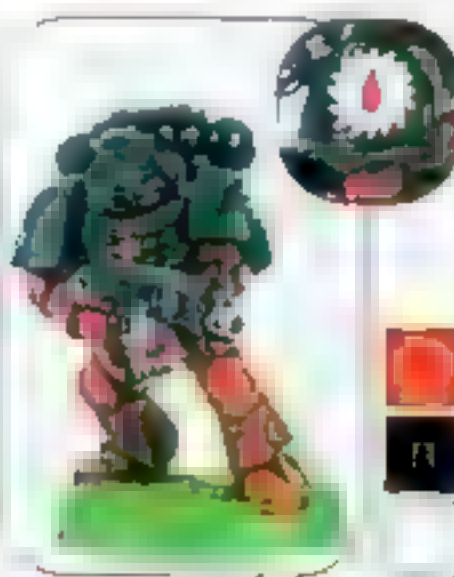
After the Primarch Horus corrupted half of the Space Marine Legions and led a great rebellion against the Emperor, it was decided to make smaller and more flexible formations. Many of the loyal First Founding Chapters remained but were broken down into further "Successor Chapters."



### ANGELS SANGUINE

Blood Angels Successor

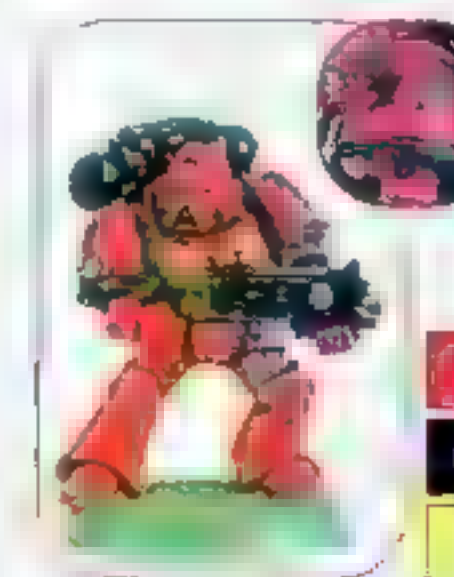
Blood Red, Midnight Blue & Skull White



### FLESH TEARERS

Blood Angels Successor

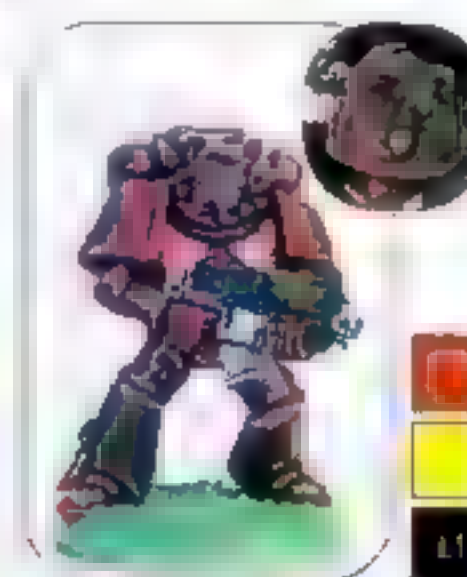
Blood Red, Chaos Black & Skull White



### THE ANGELS ENCARMINE

Blood Angels Successor

Blood Red, Chaos Black & Sunburst Yellow



### ANGELS VERMILION

Blood Angels Successor

Red Gore, Golden Yellow & Chaos Black





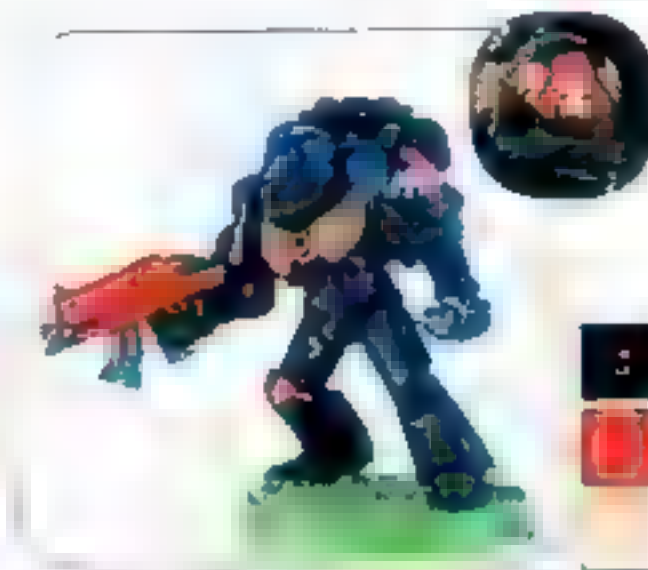
### FLESH EATERS

Paint: Blood Red, Skull White & Buff Coat White



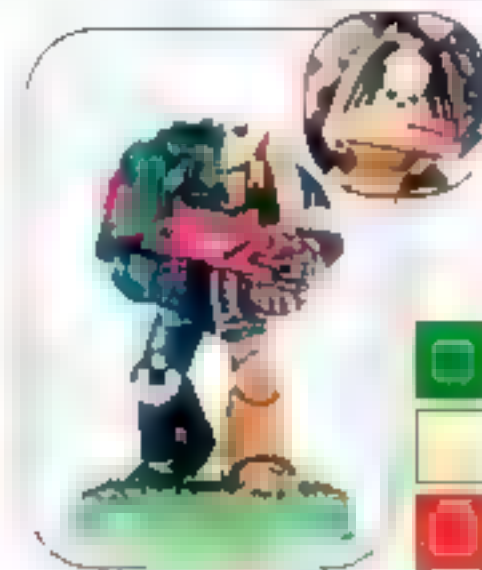
### BLOOD DRINKERS

Paint: Blood Red, Skull White & Buff Coat White



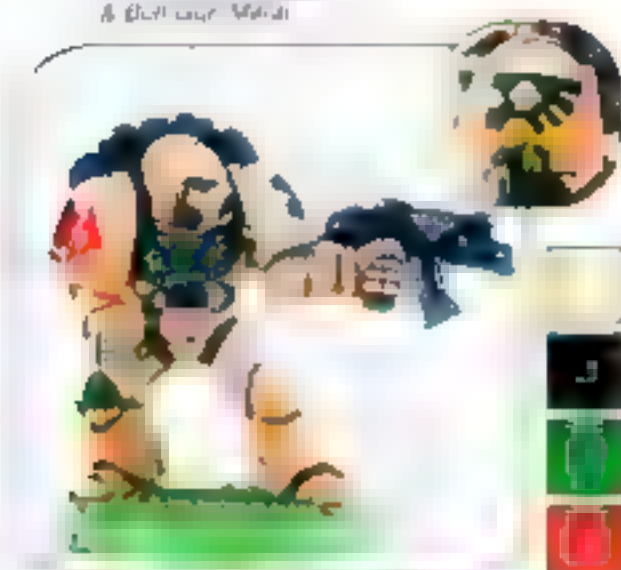
### ANGELS OF VENGEANCE

Paint: Chaos Black, Blood Red & Buff Coat White



### FLESH TEARERS

Paint: Dark Angels Green, Buff Coat White & Blood Red



### ANGELS OF ABSOLUTION

Paint: Buff Coat White, Chaos Black, Dark Angels Green & Blood Red



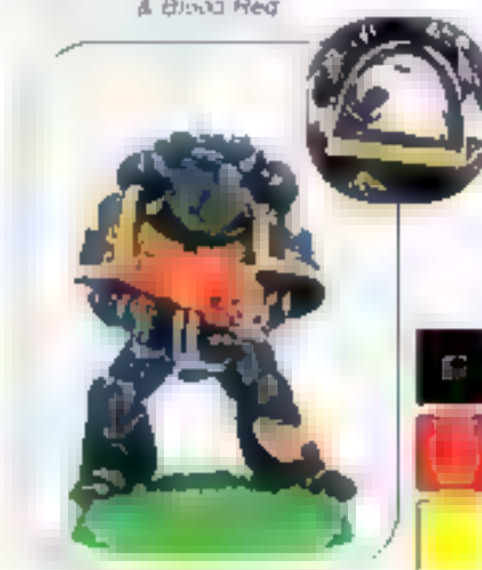
### GENESIS CHAPTER

Paint: Buff Coat White, Chaos Black & Buff Coat White



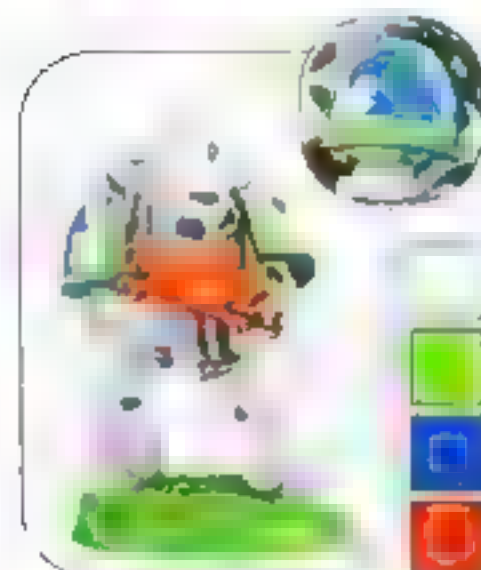
### AURORA

Paint: Buff Coat White, Chaos Black & Buff Coat White



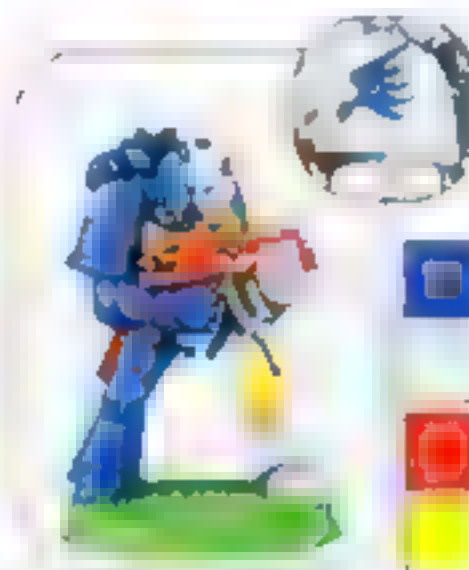
### BLACK CONSULS

Paint: Chaos Black, Blood Red & Buff Coat White



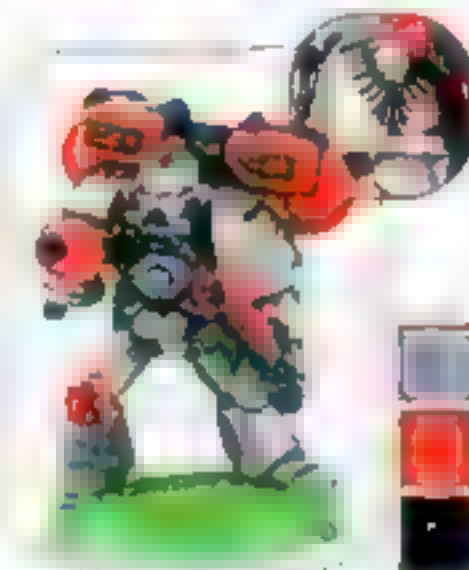
### WHITE CONSULS

Paint: Buff Coat White, Chaos Black, Ultramarine Blue & Blood Red



### EAGLE WARRIORS

Paint: Ultramarine Blue, Skull White, Buff Coat White & Buff Coat White



### BOOM EAGLES

Paint: Chaos Black, Blood Red & Buff Coat White



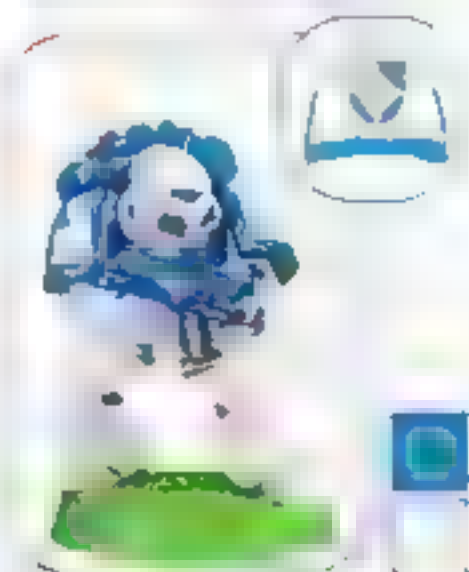
### SONGS OF GUILLIMAN

Paint: Buff Coat White, Ultramarine Blue & Skull White



### SILVER SKULLS

Paint: Buff Coat White, Chaos Black, Ultramarine Blue & Buff Coat White



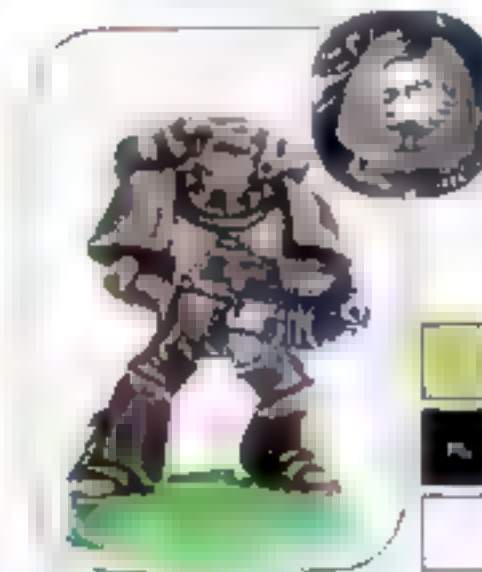
### PRAETORS OF ORPHEUS

Paint: Buff Coat White, Chaos Black & Buff Coat White



### NOVAMARINES

Paint: Buff Coat White, Chaos Black & Buff Coat White



### RAPTORS

Paint: Buff Coat White, Chaos Black & Skull White









**IMPERIAL PALADINS**

Midnight Blue, Sunburst Yellow  
& Boltgun Metal



**EMPEROR'S WARBRINGERS**

Blood Red, Skull White  
& Boltgun Metal



**IMPERIAL TALONS**

Blood Red, Skull White  
& Boltgun Metal



**RELICTORS**

Shadow Grey & Citrus Black



**EMPEROR'S HAWKS**

Blood Red, Skull White  
& Boltgun Metal



**KNIGHTS OF GRYPHONNE**

Blood Red & Skull White



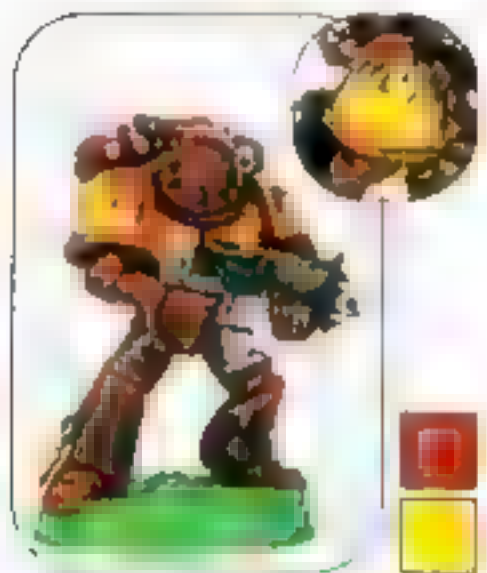
**BROTHERHOOD OF A THOUSAND**

Skull White & Boltgun Metal



**BLACK WINGS**

Regal Blue, Blood Red  
& Citrus Black



**ANGELS OF FIRE**

Blood Red & Boltgun Metal



**MARINES ERRANT**

Skull White, Boltgun Metal  
& Blood Red



**MENTOR LEGION**

Skull White, Dark Angel Green  
& Blood Red



**METAMARINES**

Skull White & Regal Blue



**MORTIFACTORS**

Citrus Black, Bleached Bone  
& Golden Yellow



**WHITE PANTHERS**

Citrus Black, Skull White  
& Blood Red



**AVENGING SONS**

Midnight Blue, Skull White  
& Golden Yellow



**ANGELS PORPHYR**

Regal Blue, Skull White, Golden Yellow  
& Blood Red





### EMPEROR'S SCYTHES

Chaos Black & Golden Yellow



### EXORCISTS

Blood Red & Chaos Black



### RED SCORPIONS

Black & Red  
Sunburst Yellow & Chaos Black



### SKULL BEARERS

Legion Brown & Chaos Black



### DARK EAGLES

Dark Green, Skull White  
& Sunburst Yellow



### SONS OF MEDUSA

Sunburst Yellow, Skull White  
& Chaos Black



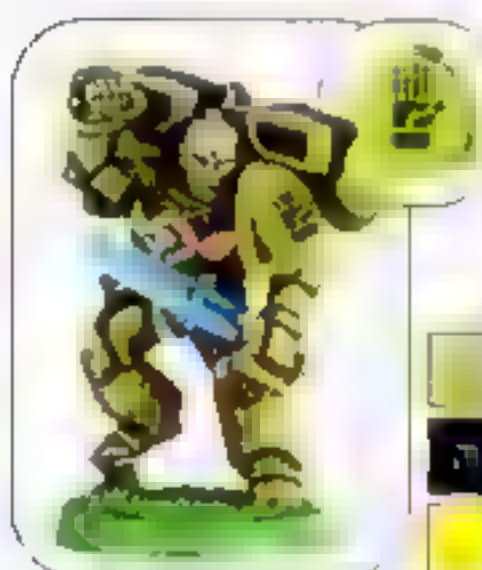
### STAR DRAGONS

Star Blue, Skull White  
& Chaos Black



### STORM GIANTS

Rotting Flesh & Blood Red



### DARK HANDS

Dark Green, Chaos Black  
& Sunburst Yellow



### STORM WARRIORS

Storm Blue & Sunburst Yellow



### WAR BEARERS

Star Blue, Skull White  
& Chaos Black



### RAINBOW WARRIORS

Rainbow, Blood Red  
Sunburst Yellow & Skull White



### DEATH KNIGHTS

Skull Green & Sunburst Yellow



### DEATH STRIKE

Star Blue & Sunburst Yellow



### HAWK LORDS

Star Blue, Skull White, Sunburst Yellow



### BELDARS OF ULTRAMAR

Light Purple & Golden Yellow



**RED WOLVES**

Blood Red, Chaos Black  
& Sunburst Yellow

**MASTERS OF PROTEUS**

Skull White, Midnight Blue  
& Sunburst Yellow

**INVADERS**

Dark Angel Green  
& Sunburst Yellow

**RED HUNTERS**

Blood Red, Sunburst Yellow  
& Skull White

**The Orders Militant**

The Inquisition is a powerful branch of the Imperium that maintains its own Militant Orders. The Ordo Malleus is the covert branch of the Inquisition that specializes in fighting Daemons and the horrors of the Warp, and the military arm of the Ordo Malleus is the Grey Knights. The Deathwatch Chapter is from the Ordo Xenos, the Alien hunters.

**DEATHWATCH**

Chaos Black, Midnight Silver,  
Ultramarine Blue & Red Lord

**GREY KNIGHTS**

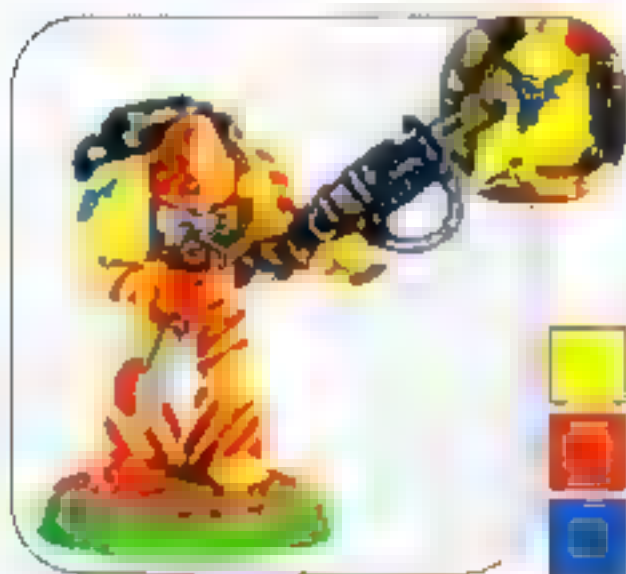
Blood Red & Skull White



*Above: Jennifer Haley won the Slayer Sword at 2003 Baltimore Golden Demon competition with her Angela Renaissance Space Marine Champion*

**The Cursed Founding**

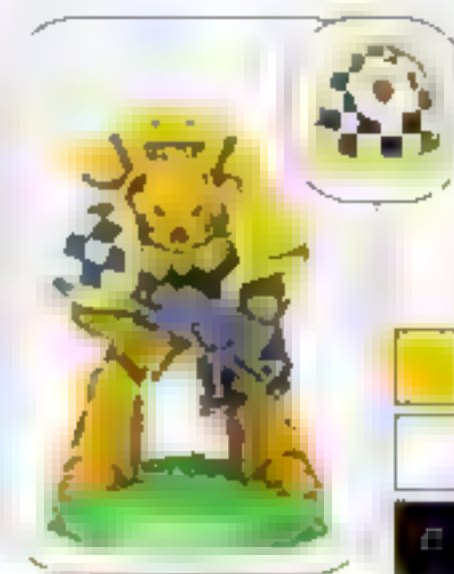
The 21st Founding was the largest since the Second Founding, and it occurred after the Imperium-shaking Age of Apostasy. Each of the newly created Chapters had some sort of genetic flaw, some so serious as to cause extreme physical corruption. As so many catastrophes occurred, it has since become known as the Cursed Founding.

**MINOTAURS**

Sunburst Yellow,  
Blood Red & Ultramarine Blue

**LEGION OF THE DAMNED**

Chaos Black, Sunburst Yellow,  
Fery Orange and Skull White

**LAMENTERS**

Lamenters Green, Skull White  
& Chaos Black

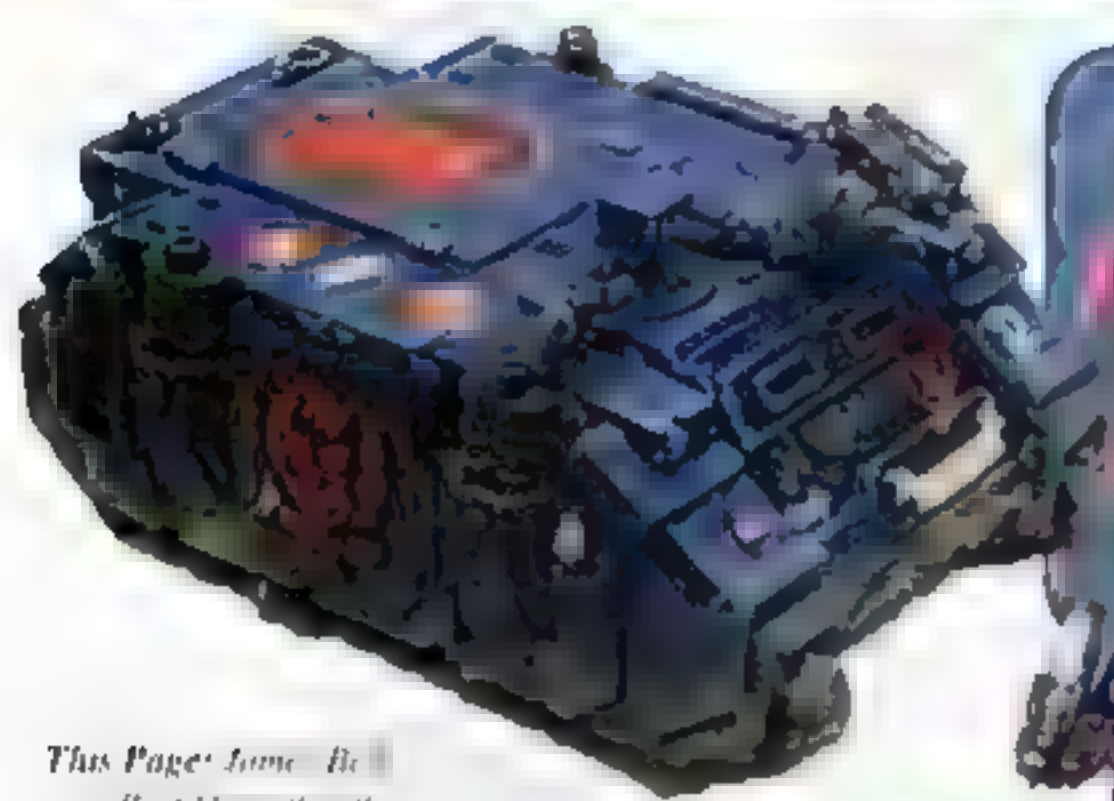
**BLACK DRAGONS**

Chaos Black & Skull White





# COLORS OF WAR



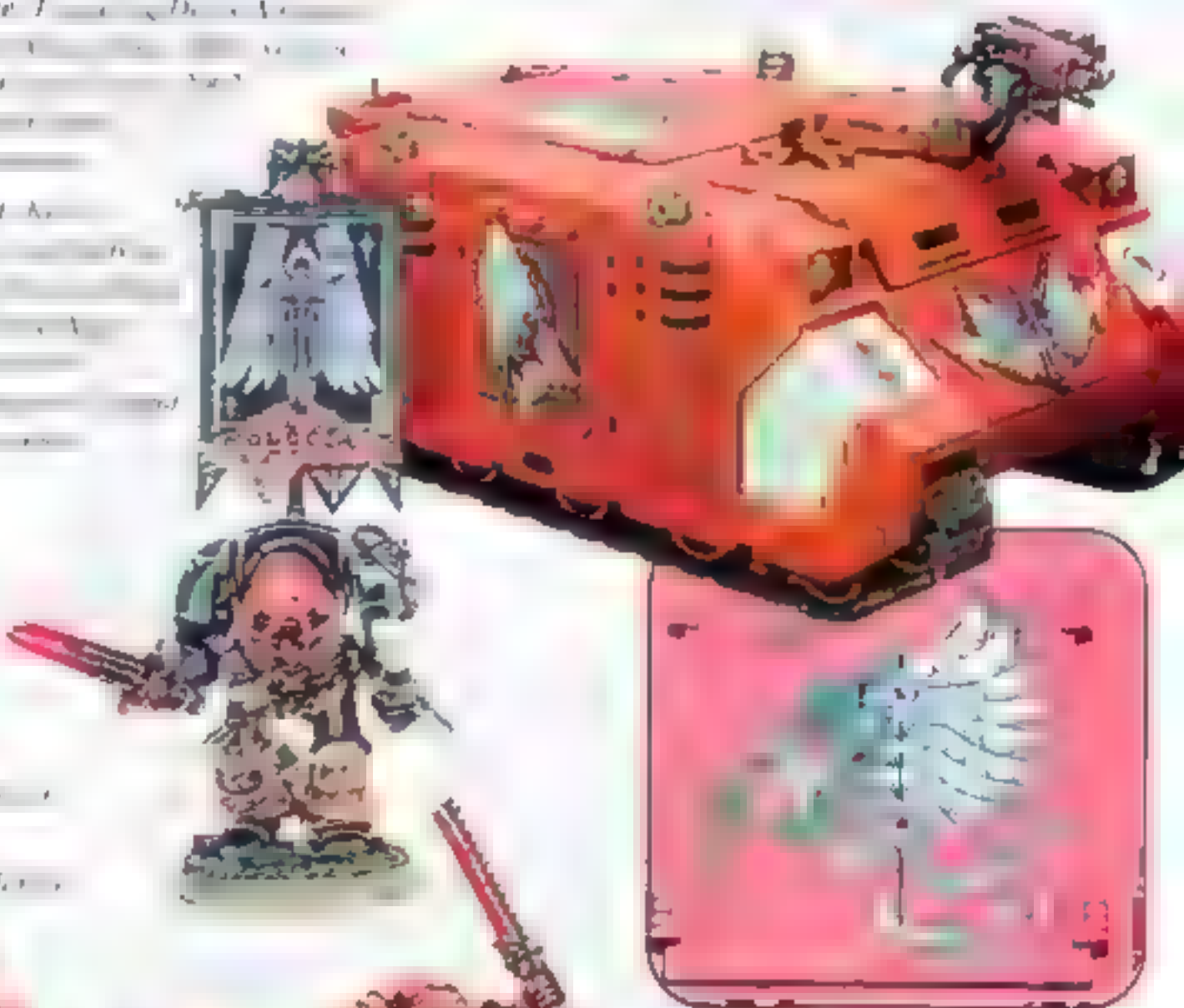
*This Page's Home Ruin was Best Overall with Its Crimson Fists Space Marines team at the 2003 Los Angeles Grand Tournament.*






$$\begin{aligned} & \{ \text{Image } f \} \cap \{ \text{Image } g \} = \{ \text{Image } f \cap \text{Image } g \} = \{ \text{Image } f \cap \text{Image } g \} = \{ \text{Image } f \cap \text{Image } g \} \\ & \{ \text{Image } f \cap \text{Image } g \} \subseteq \{ \text{Image } f \} \cap \{ \text{Image } g \} \end{aligned}$$
[illegible]

Below,  $k_0 = 0.1$  e  $B_{\text{total}} = 1$  mT. The magnetic field is  $B_{\text{total}} = B_0 + B_1 \cos(\omega t)$ ,  $B_0 = 0.9$  mT,  $B_1 = 0.1$  mT,  $\omega = 2\pi \times 10^6$  rad/s. The frequency of the microwave field is  $\omega = 2\pi \times 10^6$  rad/s.







# COLORS OF WAR



*Above: Chris Borer won the Slayer Sword with his Cretan Fist Command squad at the 1999 Baltimore Golden Demon painting competition*



*Above: Tim Laxon won first place with his Space Marine Scoutmaster at the 2003 Chicago Games Day Golden Demon painting competition in the Best Battle Scene category*



*Left: Boony Wong won third place with his Ultramarine Commander at the 2001 Baltimore Golden Demon painting competition*

*Below: Joe Hill won third place with his Emperor's Storm Space Marine at the 2002 UK Golden Demon painting competition in the Open Competition category*



*Right: Jarrett Lee painted this Space Marine Scoutmaster armed with a Flamethrower and Power Fist*





**Right: Ben Jefferson** won second place at the 2000 UK Golden Demon painting competition.

**Right: Ben Jefferson** won second place with his Space Wolf Ragnar Priest at the 2000 UK Golden Demon painting competition at the Warhammer 40,000 Society Magazine convention.

**Left: Jason Richards** won second place with his Space Wolf Ultramarine at the 2001 Baltimore Games Day Golden Demon painting competition at the Warhammer 40,000 Vehicle & Squadwork display.

**Right: Nathan Cunniff** won first place with his Space Wolf Land Raider at the 2001 Chicago Games Day Golden Demon painting competition at the Warhammer 40,000 Vehicle & Squadwork display.



**Below Left:** Check out both the incredibly new and tank details.

**Bottom Left:** Details showing the intricacy of the city and engine.





# TAU

*Shas'o Vior'la Kais, Fire Warrior Commander, watched as the Gue'la began the long trek up the hillside. Their crude, armored vehicles lumbered forward on clanking metal tracks, dismounted warriors advancing before the machines. Kais felt sorry that he had to do this – the Gue'la could not know the folly of this attack. The Tau had claimed this world as their own. Its use had been decided, and its first colonists were already allocated from members of the Fio caste. The settlement of this world was as indisputable as a sunrise. Kais was already in the process of removing the Gue'la outpost from the planet. The Ethereals had decreed that the planet be cleared, but with typical Gue'la stubbornness, they had refused to bow before the inevitable.*

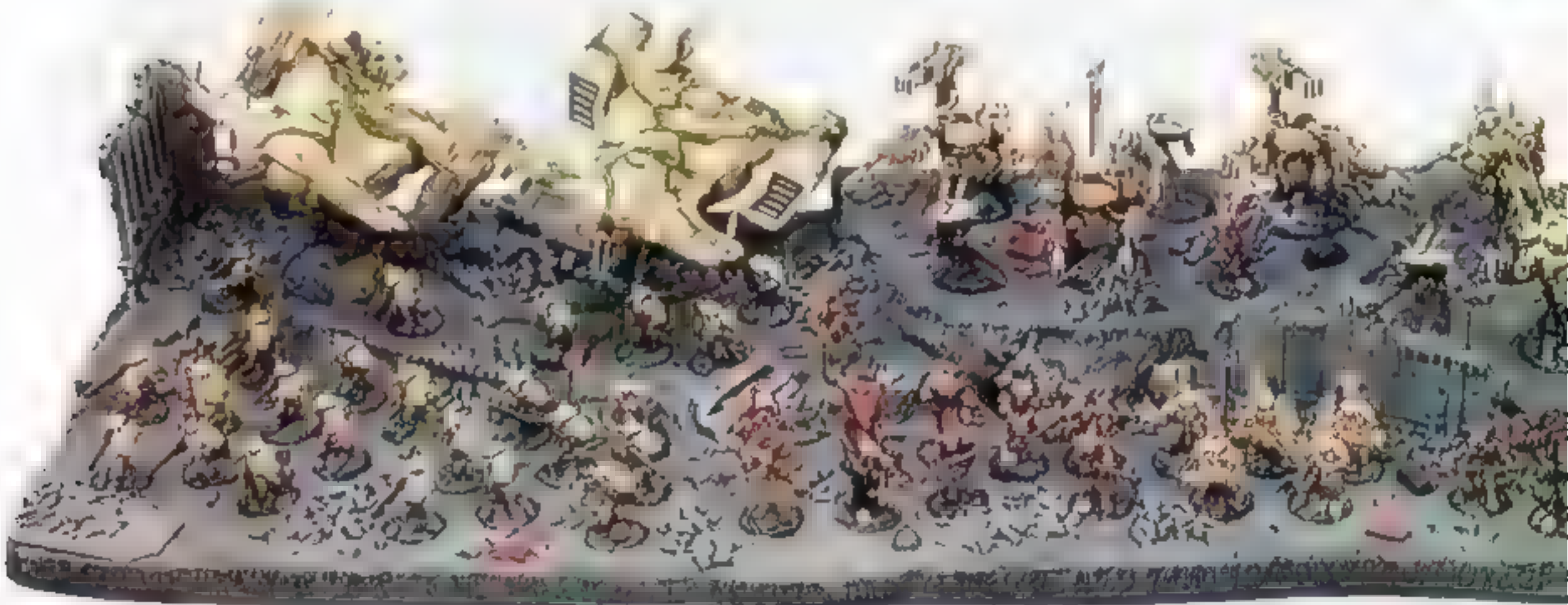


The Tau inhabit an area of space near the eastern fringe of the galaxy. They are a young dynamic race with highly advanced weaponry and technology. Though less than 2 000 years old, their fledgling empire is rapidly expanding into space and beginning to encounter the elder races of the galaxy. In galactic terms, their empire is small based around a densely packed globular cluster of stars, which enables the Tau to travel between them without many of the dangers normally associated with warp travel. The Tau empire also encompasses several alien races who have been subsumed into the empire voluntarily or whose services are bought through trade agreements.



*Above: Ken Symopoulos took 1st place for this Tau Commander in the Warhammer 40,000 Large Model category at the 2002 Canadian Games Day Golden Demon Competition.*

*Below: Mike Hatcher won the Player's Choice award for his Tau army during the 2002 Dallas Grand Tournament.*





Tau civilization is based around a rigid system of castes, each relating to the four elements of nature — fire, water, air, and earth. These castes dictate each Tau's role within society: warrior, bureaucrat, pilot, or worker. Their rulers form a mysterious fifth caste, called the Ethereals, who bind the other castes together. The Tau empire is underpinned by the concept that it is only right and noble for the individual to set aside his own desires to work for the greater good of the empire. Overall, the Tau are very good at actualizing this ideal.

## Collecting a Tau Army

The Tau are a very stylish and powerful army with many specialized troops at their disposal. Their main strength lies in the different types of battlesuit-equipped warriors. These warriors are hardened veterans, and their battlesuits are capable of mounting a fearsome array of firepower. In addition, their battlesuits include thick armor, which makes it very difficult for most basic troopers to take down a battlesuit-equipped Tau. If you're looking for an army that can pack a heavy punch while being able to soak up the enemy's return fire, then the Tau are the force for you. Tau technology is highly advanced and includes many exciting devices and upgrades that can be added to the battlesuits to enhance their ability to deal death and receive punishment.

Tau Fire Warriors are courageous fighters with solid leaders. If a member of the Ethereal caste accompanies them, their confidence and self-belief will keep them fighting in the face of insurmountable odds. The Tau dislike close combat and prefer to destroy their enemies at long range with high-tech weaponry, because



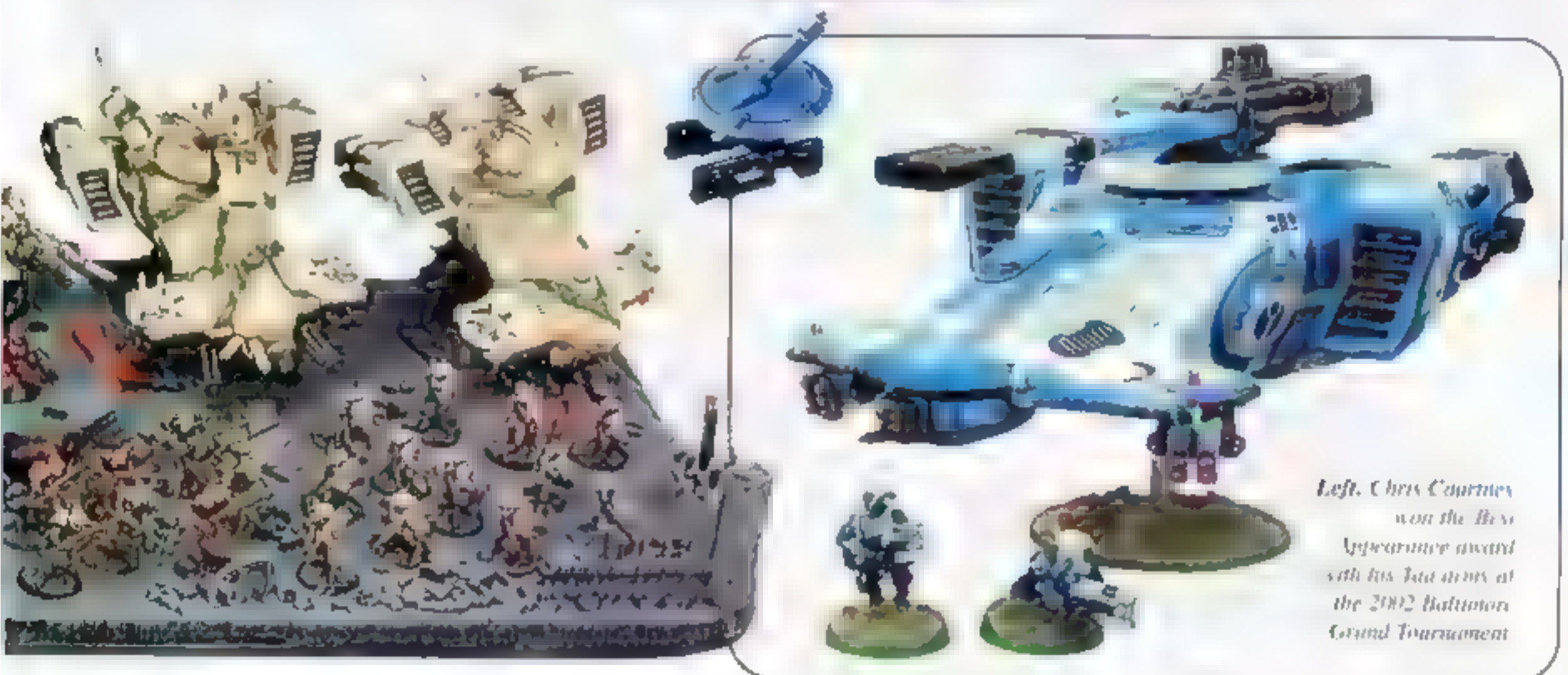
*Above: Mike Newcomb used a stylized Canadian flag paint scheme on every model in his Tau army. His won him the Best Appearance award for Warhammer 40,000 at the Calgary 2002 Grand Tournament.*



*Left: A Commander painted by Shawn Chavez. Manager of Discovery Hobby Center near Atlanta.*

the Tau are neither strong nor tough. When the fighting gets close and bloody, the Tau can upon their Kroot allies. The Kroot are ferocious carnivores who are capable of holding their own against most opponents.

A fully painted Tau army looks very striking on the tabletop and suits painters who want the best of both worlds. On the one hand you have the clean, elegant lines and bright colors of the Tau Fire warriors in their battlesuits and grav-tanks, while on the other you have the Kroot, with their barbaric, feral feel and large areas of flesh to paint. Even very basic painting techniques will quickly produce a battle-ready force and give you the chance to build a playable army quickly and easily. With your army you can expand the frontiers of the glorious Tau empire. May the Ethereals guide you.



*Left: Chris Courtney won the Best Appearance award with his Tau army at the 2002 Baltimore Grand Tournament.*





# GETTING STARTED



Codex: Tau and a the Tau Battle Force Box (which contains 518 points worth of Tau) is a great way to start your Tau army.



## Tau Battle Force Box (56-09)

- 12 Tau Fire Warriors
- 12 Kroot Warriors
- 3 XV8 Cniss Battlesuits
- 10 Drones
- 4 Warhammer 40,000 Jungle Trees




This book contains everything you need to get started with your Tau army, including painting and modeling guides, background, and the full rules for fielding a force of the Tau and their savage Kroot allies.

**Codex: Tau**  
56-01-60

# SHOWCASE



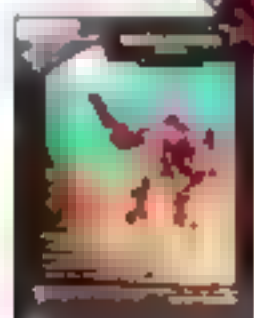
Left: Mike Sawada did a great paint job on everything from his Commander to the drones.



Left: Mike's beautiful Devifish Tank shows off the clean elegant lines the Tau army is known for.



## HQ



*Note: Commander O'shovah comes with the Crisis Battlesuit plastic sprue pictured on the Elites page*

**Commander O'shovah  
Box (1)  
56-13**



**O'shovah Antenna  
011300603**



**O'shovah Shield  
011300602**



**O'shovah Arm  
011300601**

Lante is known of the Tau Ethereal caste, appearing as shrouded, enigmatic figures that exude the advanced equipment favored by the Tau Fire caste. Ethereal caste members are occasionally seen on the battlefield, although whether they are leading or observing is unclear.



**Tau Ethereal 1  
Blister (1)  
56-35**



*Right: Pedro Aznato Moreno painted this winning Tau Ethereal for the 2001 Spanish Golden Demon competition*



**Aun'shi  
Blister (1)  
56-41**



**Aun'shi Body  
011300701**



**Aun'shi Blade  
011300702**



## PAINTING FINE DETAIL ON AUN'SHI



Paint Shining Gold on the metal jewelry and hair braids. Apply a wash of Brown Ink to these areas. When the ink dries, apply a final highlight of Mithril Silver.

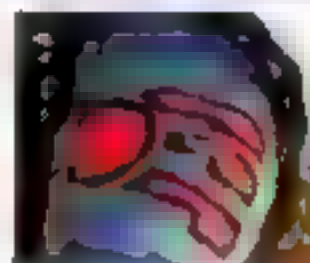


Paint Brazen Brass on the armbands, coat edging, bands on the halberd, and the various glyphs. Apply a wash of Brown Ink to these areas. Finally, when the ink is dry, apply Mithril Silver highlights to these areas.



Paint the blade of the weapon with Boltgun Metal and highlight with Chainmail and then Mithril Silver. Choose some markings from *Codex Tau* and then draw two thin pencil lines with a ruler directly on the weapon shaft. Next, draw lines the same distance apart onto a piece of paper and a mock up of the inscription. By laying out the markings beforehand, you ensure that the lettering will fit neatly on the model. Carefully paint the letters on the model. Start with the central letter and work your way out toward the ends.

## FINISHING TOUCHES



Paint a basecoat of the tattoos with Chaos Black. Next, paint Blood Red over the basecoat but leave a thin outline of Chaos Black.

Highlight the red areas with a lighter red.

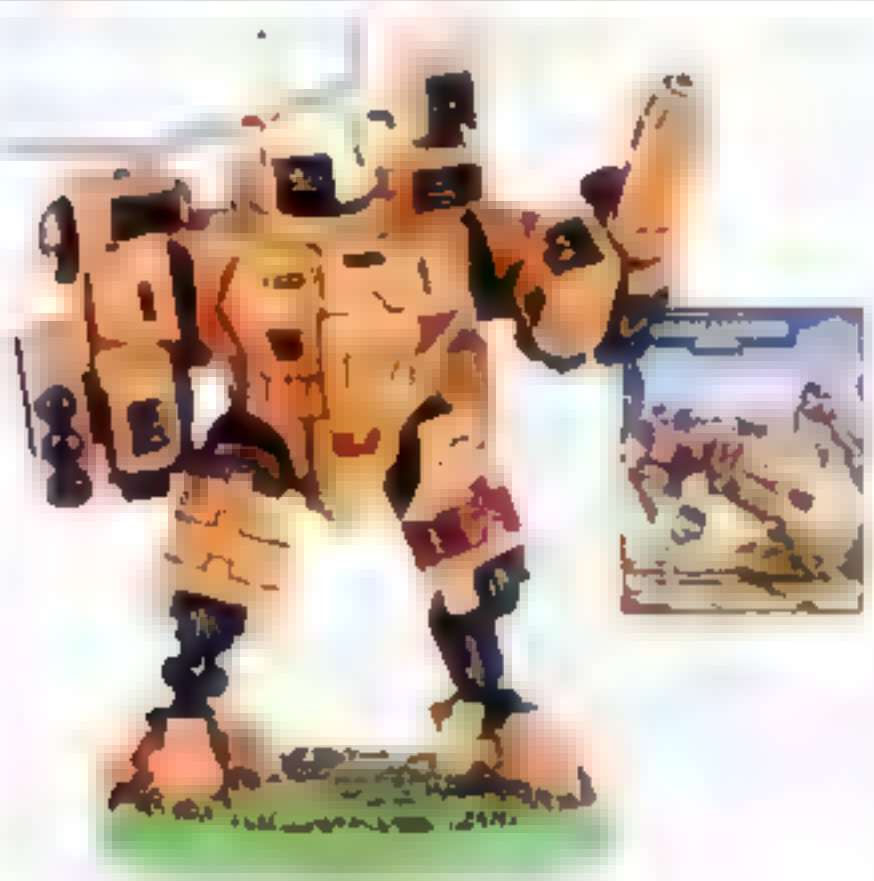


Paint the diamond stone at the center of Aun'shi's forehead with a basecoat of Red Gore and highlight with Blood Red followed by Blazing Orange. Finally, apply a small dot of Skull White to suggest a reflection.



Paint the eyes with a basecoat of Red Gore and highlight with Blood Red.





XV8 Crisis Battlesuit Box (1)  
56-07



XV15 Stealth Armor Shas'ul & Shield Drone Blister  
(Random 1 with 1 Shield Drone)  
56-39

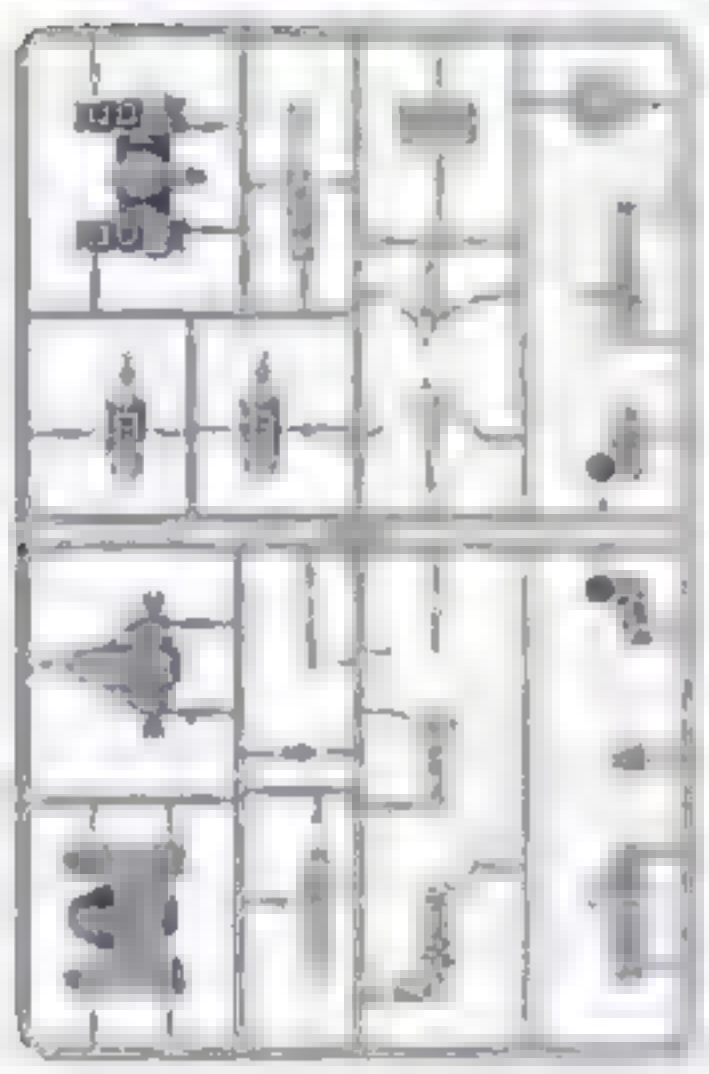


Stealth Armor Shas'ul 1  
011301001



Stealth Armor Shas'ul 2  
011301002

*Note: The Shield Drone bit is shown on the Fast Track page with the Podlander Shas'ui*



XV-88 Broadside Battlesuit Sprue  
99390113002



XV15 Stealth Armor Blister (Random 2)  
56-38



Stealth Armor Backpack Sprue  
011300905



Stealth Armor 1  
011300901



Stealth Armor 2  
011300902



Stealth Armor 3  
011300903



Stealth Armor 4  
011300904





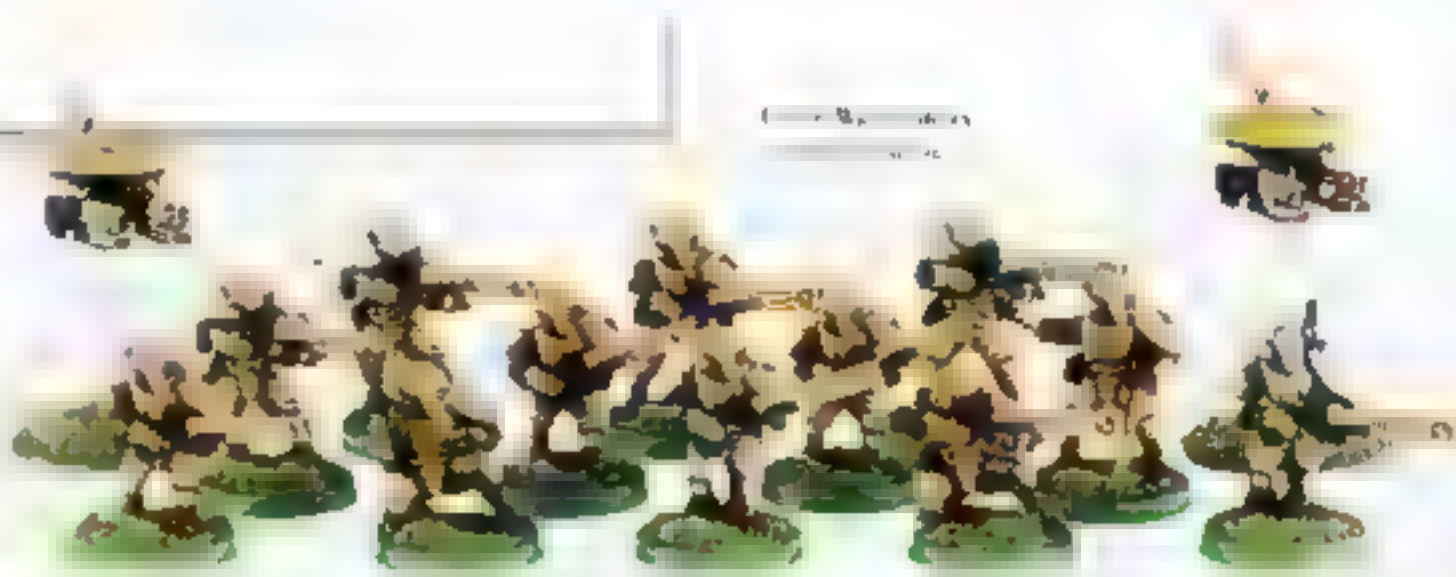
An aerial photograph of a modern, multi-story residential building. The building features a prominent, curved, light-colored facade and a large, curved, light-colored roofline. It is surrounded by greenery and a paved area. The building has a modern, curved design with a light-colored facade and a prominent, curved, light-colored roofline. It is surrounded by greenery and a paved area.





# TROOPS

*The Fire Warriors possess excellent firepower. Often mounted in a Devilfish troop car, the Fire Warriors are able to deploy rapidly and lay down a withering fusillade upon their foes.*



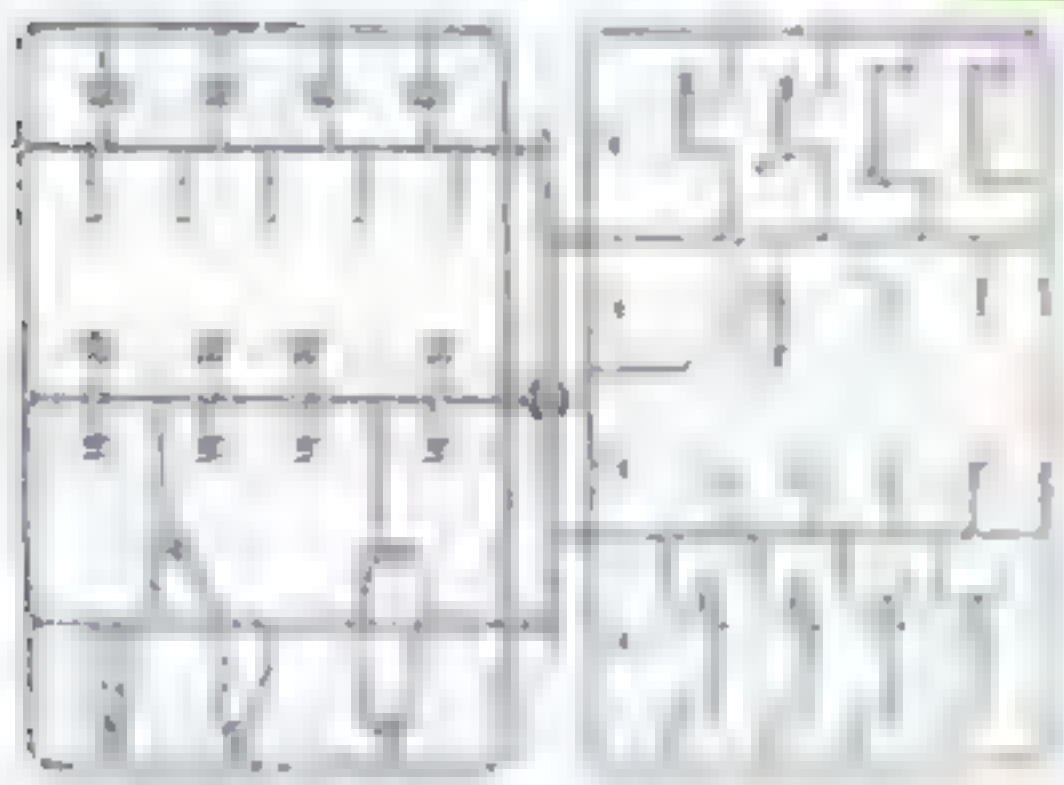
**Tau Fire Warriors with Two Gun Drones Box**  
(12 with 2 Gun Drones)  
56-06



*Note: Sprue shown at 30% of actual size*



**Gun Drone Sprue**  
99390113001

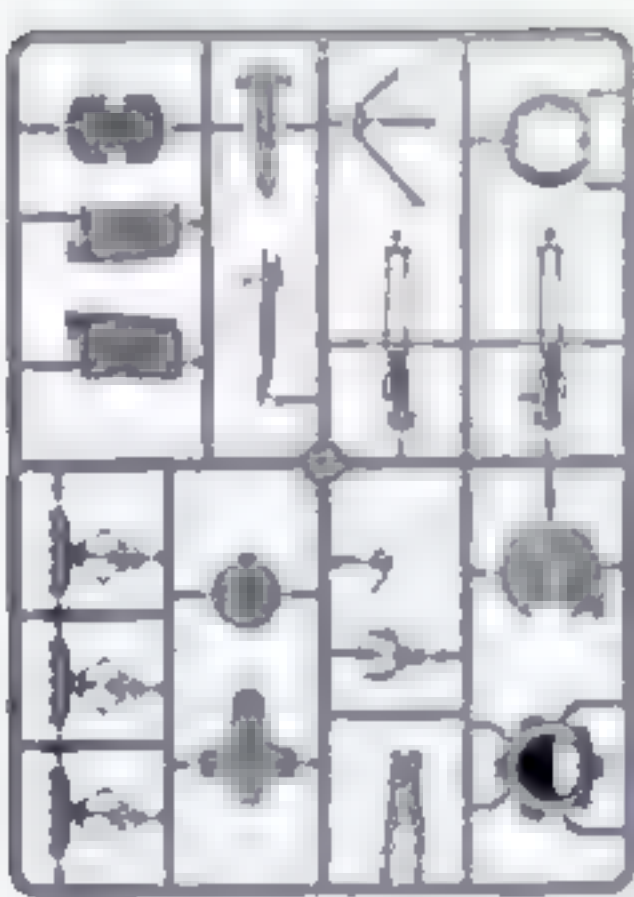


**Fire Warriors Sprue**  
99380113001

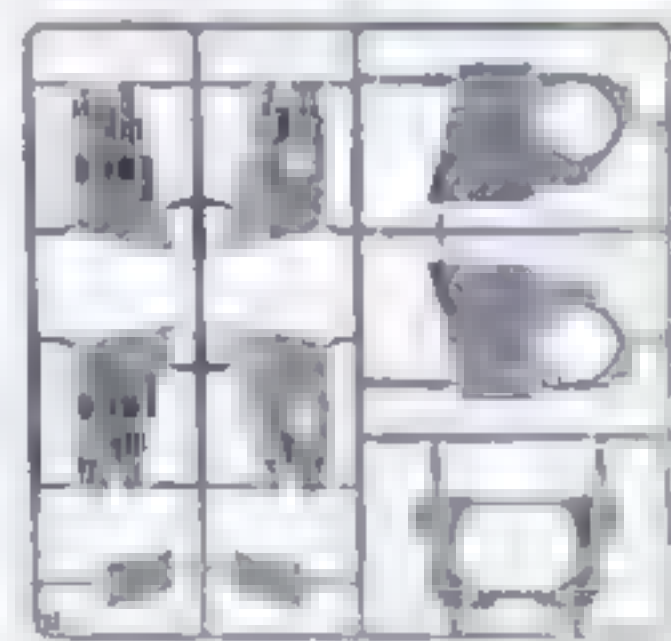


**Devilfish APC Troop Carrier**  
Box (1)  
56-10

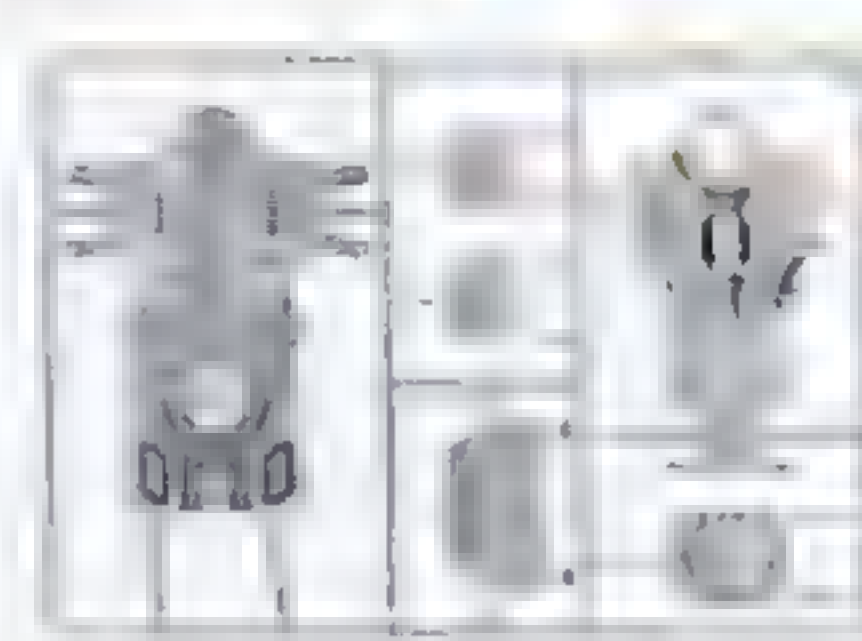
*Note: Sprues shown at 30% of actual size.*



**Devilfish Sprue C – Accessory**  
99390113005



**Devilfish Sprue B – Engine**  
99390113004



**Devilfish Sprue A – Body**  
99390113003



# TROOPS



Kroot Carnivore Squad  
Kroot Carnivore Squad

**Kroot Carnivore Squad Box (16)**  
56-08



Note: Sprue  
shown at 30%  
of actual size

**Kroot Carnivore Sprue**  
99380114001



*Kroot Carnivore squads are the most common auxiliaries serving alongside the Tau. The Kroot would have long been part of the empire, even since a Tau expeditionary force helped liberate several Kroot enclaves from the Orks.*



**Kroot Shaper Right Arm 1**  
011400202



**Kroot Shaper Body**  
011400201



**Kroot Shaper Blister (1)**  
56-43



**Kroot Shaper Right Arm 2**  
011400203

*While the Tau find the Kroot's predilection for eating the flesh of their vanquished foes barbaric, it is hoped that prolonged exposure to the Tau's sensibilities and culture will eventually purge the Kroot of this distasteful habit.*

## VULTURE KROOT CONVERSION



Adding wings to your Kroot gives great variation to your army and is a really simple conversion. Gently bend the model's legs so that it appears to be either swooping down or launching itself into the air. Either way, try to keep the pose as dynamic as possible. The wings are from a Dark Elf Harpy and simply need to be mounted on the back at an angle consistent with the movement suggested by the position of the legs.



## SIGNATURE ADAPTATION

Having spent many years together fighting through the most hostile environments in the galaxy, many of the Kroot kindred within a mercenary force inherit common characteristics. Through feeding on native fauna, the whole force will gain attributes that bind them together and provide a strong sense of identity.

Signature Evolutionary Adaptations provide an opportunity to go to town modeling the unique abilities acquired by your mercenary band. The Ork Hybrid adaptation is an opportunity to combine elements of the Ork Boyz frame with parts from the Kroot Carnivore set and really customize your force.

You don't have to model these adaptations, however. Simply applying a bold, consistent color scheme to your band will give them the unified feel a Kroot force would have after fighting together on strange worlds for several generations. When applying an overall color scheme, try to emphasize individual kindred with slight variations. By way of example, this Kroot is painted Scaly Green, but other kindred in the army have different colored spots, mottles, and stripes.





## BASICS OF DETAILED BUILDING



First, cut three circles (about twice the diameter of your cardboard tube), one out of foamcore board and two out of 1" styrofoam. Hot glue them to the top of the tube with the foamcore on the bottom.

Cut the styrofoam circles into a dome shape and use 120 grit sandpaper to smooth it out.

Now cover the tube and dome with a very thin layer of spackling compound and sand down the tube grooves.

Cut out six rectangles from styrofoam. Make them wide enough to stick out from under the dome and the same height as the tube. Glue three together and glue them to the side of the tube. Trim the top corners so that they curve down.

Now fill in the gaps on the sides with spackling compound so that it looks like one piece. Once dry, sand it down.

For the support beams, use plastic tubes or straws. Use foamcore for the balcony floor and styrofoam for the wall. Figure bases and flying stands add a nice touch to the top of the dome. Finally, glue some electrical conduit down the sides.

and flying stands add a nice touch to the top of the dome. Finally, glue some electrical conduit down the sides.

## PAINTING

Paint to suit your tastes. First, brush the entire building with a base color – we used grey. Use tape for the areas you want to keep the original color, and spray paint it with a highlight color – we used a gloss white. Remove the tape. Now you can paint even more elaborate designs or use the Tau transfers that come with the Tau tank kits if you'd like!



# FAST ATTACK



**Tau Pathfinders Blister (3)**  
56-36



**Tau Pathfinders w/ Rail Rifles Blister (3)**  
56-45



**Pathfinder Shas'ui & Shield Drone Blister (2)**  
56-37



**Pathfinder Shas'ui**  
011300203



**Shield Drone Bits**  
011300204



**Shield Drone Antenna**  
011300205



**Pathfinder Carbine 1**  
011300104



**Pathfinder Carbine 2**  
011300105



**Pathfinder Carbine 3**  
011300106



**Pathfinder Body 1**  
011300101



**Pathfinder Body 2**  
011300102



**Pathfinder Body 3**  
011300103



**Pathfinder Body 4**  
011301301



**Pathfinder Body 5**  
011301302



**Pathfinder Body 6**  
011301303



**Pathfinder Rail Rifle 1**  
011301304



**Pathfinder Rail Rifle 2**  
011301305



**Pathfinder Rail Rifle 3**  
011301306



# FAST ATTACK



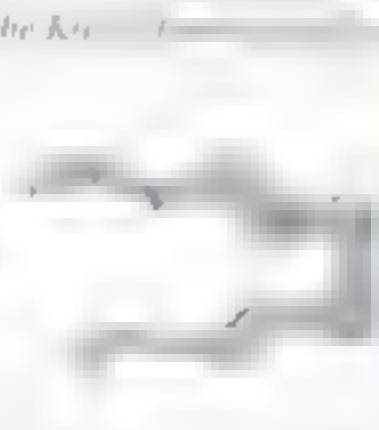
**Kroot Hounds Blister  
(Random 2)  
56-44**



**Kroot Hound Body 1  
011400301**



**Kroot Hound Body 2  
011400302**



**Kroot Hound  
Leg Sprue 1  
011400305**



**Kroot Hound Body 3  
011400303**



**Kroot Hound Body 4  
011400304**



**Kroot Hound  
Leg Sprue 2  
011400306**

*Kroot  
is not busy in battle and  
torments all suspected  
scouts. Even in times*

*Kroot Hound is turned on  
and off the way  
to let his guard down. While the  
Tau value the strength and  
vicariousness of the Kroot themselves  
they find the Kroot*

## HOW TO BUILD THE TENTS

Although the Kroot prefer to lurk in trees and other hiding places, there are times where this is not possible and they must camp. To begin making your Kroot encampment, print out the templates for the tents from our web site.

Glue or pin the template to a sheet of thin cardboard and cut out the tent along the solid lines. Cut holes for the tabs. Next, score the dotted lines to create folds by lightly applying pressure with your modeling knife to cut halfway through the cardboard. Re-score any fold lines that won't bend easily.



Use white glue to stick your tent together. Glue the main tent structure by pulling glue on the tab and

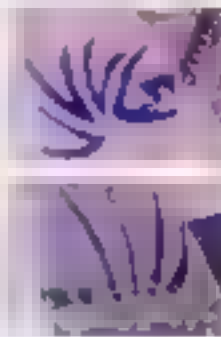
Next, glue the internal wall (the triangle bit) into place about a quarter of the way into the main tent structure. Finally glue the doorway into place. Repeat the process for the rest of your tents. We strongly suggest that you base the tents on pieces of plasticard, corrugated cardboard, or foamcore so that they are more sturdy.

## FINISHING OFF

First, you may want to add a little flock to the base for more detail. For the main



color of the tents, spray them with Bestia Brown followed by Bubonic Brown from a distance.



For the worn down muddy areas around the tent entrances, drybrush with Bubonic Brown followed by Bleached Bone. Then drybrush the base with Goblin Green for the grass.

Finally, to add detail to the tents, paint some glyphs onto them. Use simple geometric patterns of Kroot warriors. You can draw these glyphs freehand right onto the tent panels with a black uniball pen. Above are some sketched practice glyphs.





# HEAVY SUPPORT



**Krootox Rider 2**  
011400102



**Krootox Rider 1**  
011400101



**Krootox Blister (Random 1)**  
56-42



**Hammerhead Tank Box (1)**  
56-11



**Krootox Body Right Side**  
011400105



**Krootox Body Left Side**  
011400106



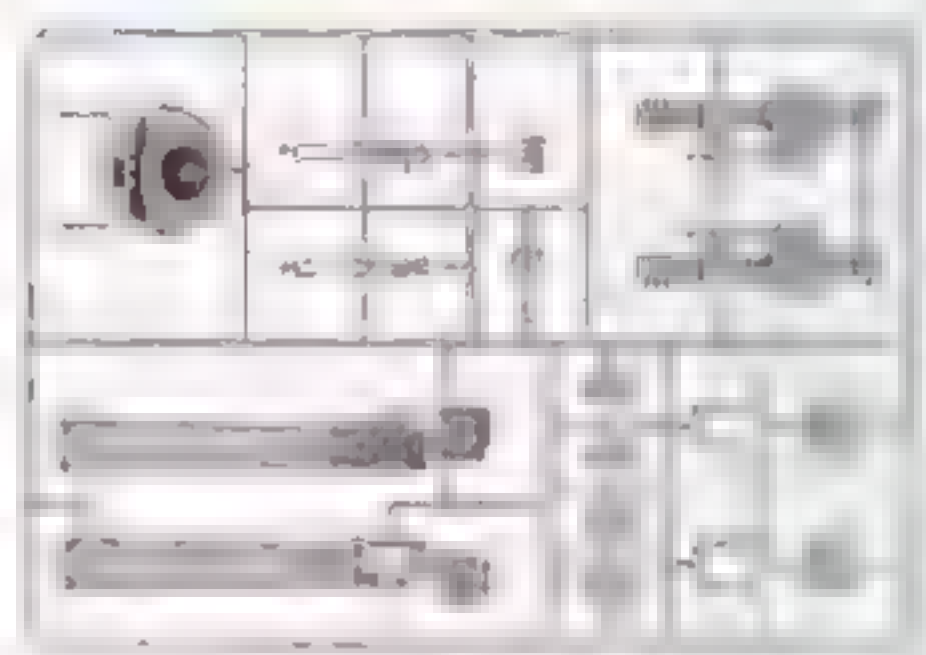
**Krootox Head 1**  
011400103



**Krootox Head 2**  
011400104



*The Hammerhead Tank comes with with cannon as an option to replace the rail gun*



**Hammerhead Weapon Sprue**  
99390113006

*Note: Sprue also includes...*



*Note: The Broadside Battlesuit comes with the Crisis Battlesuit plastic sprue pictured on the Crisis page*

**XV-88 Broadside Battlesuit Box (1)**  
56-12



**Broadside Foot**  
011300506



**Broadside Vent**  
011300502



**Broadside Missiles**  
011300504



**Broadside Left Arm**  
011300505



**Broadside Right Arm**  
011300503



**Broadside Rail Gun**  
011300501



# PRICE LIST

## Getting Started

|  |                  |      |
|--|------------------|------|
| 56-01-80   | Codex: Tau       | \$20 |
| 56-09  | Tau Battle Force | \$90 |
| Contents: Tau Fire Warriors, Kroot Warriors, C... & V... Battlesuits, Gun Drones & Set of Jungle Trees |                  |      |

## Boxed Sets & Blister Packs – HQ

|                  |                           |      |
|------------------|---------------------------|------|
| 56-35            | Tau Ethereal              | \$8  |
| includes 1 model |                           |      |
| 56-07            | Tau XV8 Crisis Battlesuit | \$15 |
| includes 1 model |                           |      |

## Special Characters

|                  |                        |      |
|------------------|------------------------|------|
| 56-13            | Tau Commander O'shovah | \$30 |
| includes 1 model |                        |      |
| 56-41            | Tau Ethereal Aun'shi   | \$10 |
| includes 1 model |                        |      |

## Boxed Sets & Blister Packs – Elites

|                   |  |      |
|-------------------|--|------|
| 56-07             | Tau XV8 Crisis Battlesuit                      | \$15 |
| includes 1 model  |  |      |
| 56-39             | Tau XV15 Stealth Armor Shas'ui w/ Shield Drone | \$8  |
| includes 2 models |  |      |
| 56-38             | Tau XV15 Stealth Armor                         | \$9  |
| includes 2 models |  |      |

## Boxed Sets & Blister Packs – Troops

|                    |                       |      |
|--------------------|-----------------------|------|
| 56-06              | Tau Fire Warriors     | \$30 |
| includes 12 models |                       |      |
| 56-10              | Tau Devilfish APC     | \$30 |
| includes 1 model   |                       |      |
| 56-43              | Kroot Shaper          | \$8  |
| includes 1 model   |                       |      |
| 56-08              | Kroot Carnivore Squad | \$20 |
| includes 18 models |                       |      |

## Boxed Sets & Blister Packs – Fast Attack

|                   |  |      |
|-------------------|--|------|
| 56-37             | Tau Pathfinder Shas'ui w/ Shield Drone | \$8  |
| includes 1 model  |  |      |
| 56-36             | Tau Pathfinders                        | \$9  |
| includes 3 models |  |      |
| 56-45             | Tau Pathfinders w/ Rail Rifle          | \$9  |
| includes 2 models |  |      |
| 56-10             | Tau Devilfish APC                      | \$30 |
| includes 1 model  |  |      |
| 56-44             | Kroot Hounds                           | \$8  |
| includes 1 model  |  |      |

## Boxed Sets & Blister Packs – Heavy Support

|                   |                                |      |
|-------------------|--------------------------------|------|
| 56-12             | Tau XV-88 Broadside Battlesuit | \$30 |
| includes 1 model  |                                |      |
| 56-11             | Tau Hammerhead Tank            | \$35 |
| includes 3 models |                                |      |
| 56-42             | Krootox                        | \$15 |
| includes 1 model  |                                |      |

## Metal Blitz & Plastic Sprues – HQ

|                           |                      |        |
|---------------------------|----------------------|--------|
| Tau Ethereal              |                      |        |
| 011300302                 | Tau Ethereal Caste 1 | \$9    |
| Tau XV8 Crisis Battlesuit |                      |        |
| 99390113002               | Tau Battlesuit       | \$15   |
| 99390113001               | Tau Gun Drone        | \$2    |
| Tau Commander O'shovah    |                      |        |
| 99390113002               | Tau Battlesuit       | \$15   |
| 011300601                 | Tau O'shovah Arm     | \$3 50 |
| 011300602                 | Tau O'shovah Shield  | \$2 50 |
| 011300603                 | Tau O'shovah Antenna | \$2 50 |
| Tau Ethereal Aun'shi      |                      |        |
| 011300701                 | Tau Aun'shi Body     | \$7 50 |
| 011300702                 | Tau Aun'shi Blade    | \$3 50 |

## Metal Blitz & Plastic Sprues – Elites

|                                |                            |      |
|--------------------------------|----------------------------|------|
| Tau XV8 Crisis Battlesuit      |                            |      |
| 99390113002                    | Tau Battlesuit             | \$15 |
| 99390113001                    | Tau Gun Drone              | \$2  |
| Tau XV15 Stealth Armor Shas'ui |                            |      |
| 011301001                      | Tau Stealth Armor Shas'ui  | \$8  |
| 011301002                      | Tau Stealth Armor Shas'ui  | \$8  |
| 011300905                      | Tau Stealth Armor Backpack | \$1  |
| 011300204                      | Tau Shield Drone Top       | \$1  |
| 011300205                      | Tau Shield Drone Antenna   | \$1  |
| Tau Ethereal Stealth Armor     |                            |      |
| 011300901                      | Tau Stealth Armor 1        | \$6  |
| 011300902                      | Tau Stealth Armor 2        | \$6  |
| 011300903                      | Tau Stealth Armor 3        | \$6  |
| 011300904                      | Tau Stealth Armor 4        | \$6  |
| 011300905                      | Tau Stealth Armor Backpack | \$1  |

## Metal Blitz & Plastic Sprues – Troops

|                   |                   |     |
|-------------------|-------------------|-----|
| Tau Fire Warriors |                   |     |
| 99380113011       | Tau Fire Warriors | \$9 |
| 99390113001       | Tau Gun Drone     | \$2 |

## Tau Devilfish APC

|             |                      |      |
|-------------|----------------------|------|
| 99390113003 | Devilfish A – Body   | \$10 |
| 99390113004 | Devilfish B – Engine | \$10 |
| 99390113005 | Devilfish C – Body   | \$10 |

## Kroot Carnivore Squad

|             |                 |     |
|-------------|-----------------|-----|
| 99380114001 | Kroot Carnivore | \$8 |
|-------------|-----------------|-----|

## Kroot Shaper

|           |                          |     |
|-----------|--------------------------|-----|
| 011400201 | Kroot Shaper Body        | \$6 |
| 011400202 | Kroot Shaper Right Arm 1 | \$2 |
| 011400203 | Kroot Shaper Right Arm 2 | \$2 |

## Metal Blitz – Fast Attack

|                |                  |        |
|----------------|------------------|--------|
| Tau Pathfinder |                  |        |
| 011300101      | Tau Pathfinder 1 | \$4 50 |
| 011300102      | Tau Pathfinder 2 | \$4 50 |
| 011300103      | Tau Pathfinder 3 | \$4 50 |
| 011300104      | Tau Carbine 1    | \$1    |
| 011300105      | Tau Carbine 2    | \$1    |
| 011300106      | Tau Carbine 3    | \$1    |

## Tau Pathfinder w/ Rail Rifles

|           |                  |        |
|-----------|------------------|--------|
| 011301301 | Tau Pathfinder 4 | \$4 50 |
| 011301302 | Tau Pathfinder 5 | \$4 50 |
| 011301303 | Tau Pathfinder 6 | \$4 50 |
| 011301304 | Tau Rail Rifle 1 | \$1 50 |
| 011301305 | Tau Rail Rifle 2 | \$1 50 |
| 011301306 | Tau Rail Rifle 3 | \$1 50 |

## Tau Pathfinder Shas'ui

|           |                          |        |
|-----------|--------------------------|--------|
| 011300203 | Tau Pathfinder Shas'ui   | \$7 50 |
| 011300204 | Tau Shield Drone Top     | \$1 25 |
| 011300205 | Tau Shield Drone Antenna | \$1 25 |

## Kroot Hound

|           |                          |     |
|-----------|--------------------------|-----|
| 011400301 | Kroot Hound 1            | \$4 |
| 011400302 | Kroot Hound 2            | \$4 |
| 011400303 | Kroot Hound 3            | \$4 |
| 011400304 | Kroot Hound 4            | \$4 |
| 011400305 | Kroot Hound Legs Sprue 1 | \$1 |
| 011400306 | Kroot Hound Legs Sprue 2 | \$1 |

## Metal Blitz & Plastic Sprues – Heavy Support

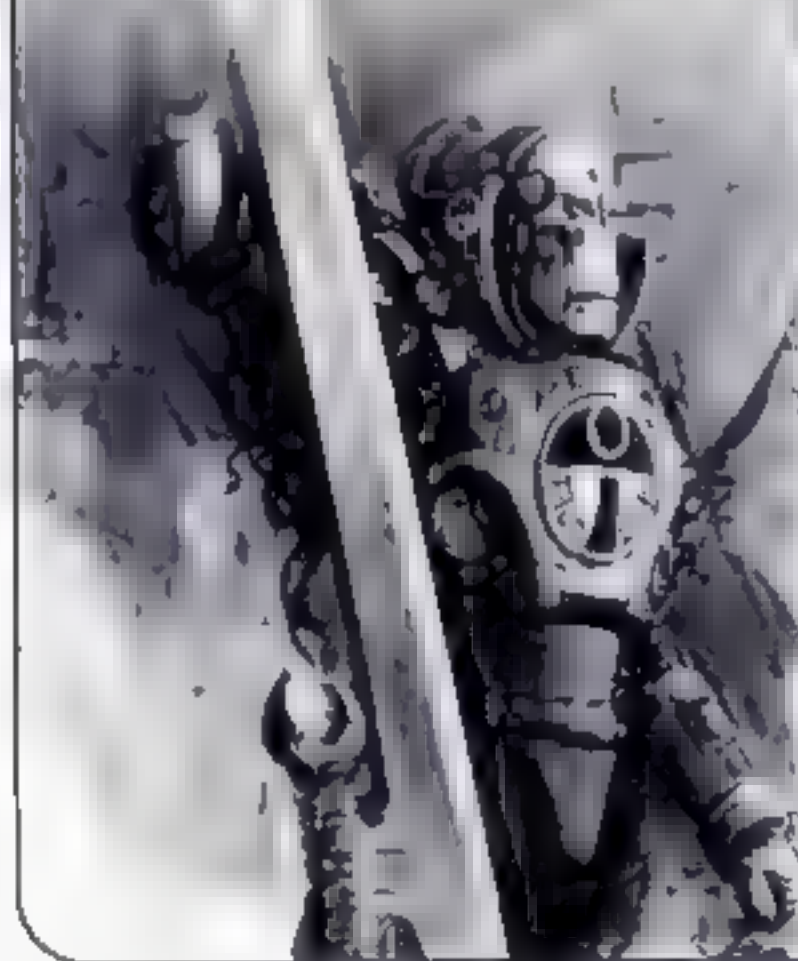
|                                |                         |      |
|--------------------------------|-------------------------|------|
| Tau XV-88 Broadside Battlesuit |                         |      |
| 99390113002                    | Tau Battlesuit          | \$15 |
| 99390113001                    | Tau Gun Drone           | \$2  |
| 011300501                      | Tau Broadside Rail Gun  | \$4  |
| 011300502                      | Tau Broadside Vant      | \$3  |
| 011300503                      | Tau Broadside Right Arm | \$3  |
| 011300504                      | Tau Broadside Missiles  | \$3  |
| 011300505                      | Tau Broadside Left Arm  | \$3  |
| 011300506                      | Tau Broadside Foot      | \$2  |

## Tau Hammerhead Tank

|             |                      |      |
|-------------|----------------------|------|
| 99390113003 | Devilfish A – Body   | \$10 |
| 99390113004 | Devilfish B – Engine | \$10 |
| 99390113005 | Devilfish C – Body   | \$10 |
| 99390113006 | Hammerhead Weapons   | \$6  |

## Krootox

|           |                         |     |
|-----------|-------------------------|-----|
| 011400101 | Krootox Rider 1         | \$3 |
| 011400102 | Krootox Rider 2         | \$3 |
| 011400103 | Krootox Head 1          | \$2 |
| 011400104 | Krootox Head 2          | \$2 |
| 011400105 | Krootox Body Right Side | \$7 |
| 011400106 | Krootox Body Left Side  | \$7 |

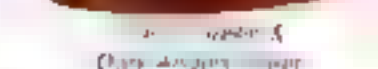
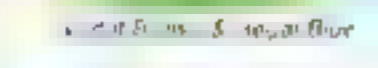
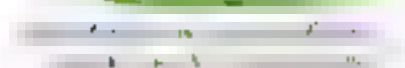




# THE COLORS OF WAR



Right 1 2 3 4 5 6 7 8 9 10  
Name \_\_\_\_\_  
Date \_\_\_\_\_





# THE COLORS OF WAR



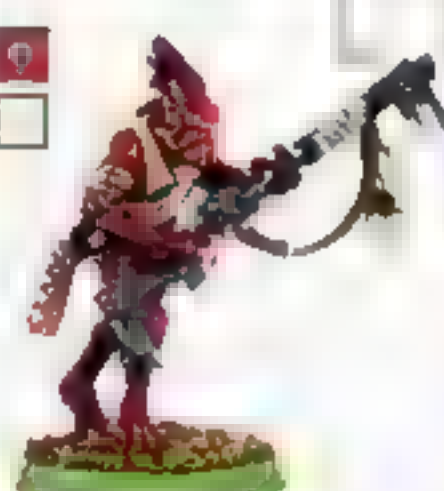
Bubonic Blister & Blazing Orange



Blazing Orange & Dark Red Bone



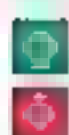
Dark Red Bone & Dark Blue



Dark Red Bone & Bleached Bone



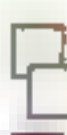
Bleached Bone, Dark Blue & Balthar Brown



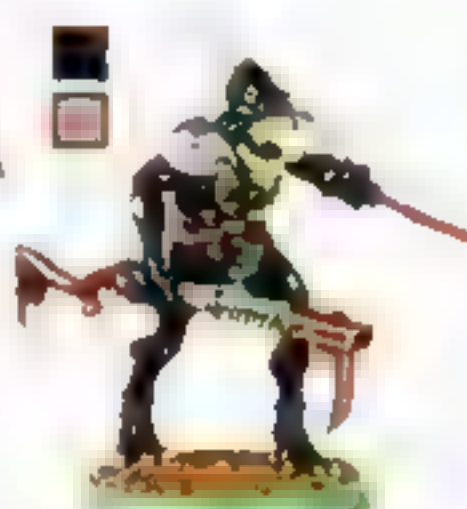
Jade Green & Blood Red



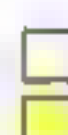
Skull White & Dark Blue



Blackened Bone, Skull White & Sunburst Yellow



Dark Blue & Dark Red Bone



Skull White & Sunburst Yellow



Codex Grey, Fortress Grey & Bleached Bone



Regal Blue & Bleached Bone



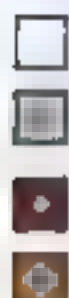
Blazing Orange, Skull White & Sunburst Yellow



Golden Yellow & Charred Black



Sunburst Yellow, Dark Red Bone & Blood Red



Skull White, Codex Grey, Scorched Brown & Balthar Brown







# TYRANIDS

++++++Imperial Report: Mining Expedition, Galvin Sector

++++++Last Transmission: 000011051968

*Routine probes picked up unusual readings last week. We assumed they were meteors, as the Sentinel Defense Stations showed no signs of damage or xeno alert. A few days later, we received reports that the orbital range defense stations were off-line. Last report: malfunction/internal structural damage. The crew was unreachable. That night, everyone could see the multi-colored streaks standing out against the triple mineral moons that brought us to this region. The falling objects descended into our atmosphere and landed to the north. No word of our northern mining colonies could be reached. I alone saw the vidscreen transmission before all signals were lost. Although blurred and horrible, I recognize the multi-armed creatures. I send this last transmission to warn others. They are coming. Look to the skies.*

The Tyranids are remorseless aliens that descend from the depths of space onto civilized planets and consume the indigenous populations. These alien creatures take many forms, but all share a psychic bond that allows them to act per the direction of the hive mind. This group consciousness directs all Tyranids. Indeed, without this guidance, some of the smaller species are mindless and instinctive. However, the larger and more complex creatures are known to make decisions and respond with a greater degree of intelligence. Unlike most races, the Tyranids make no use of technology or equipment. Instead, all their devices, weapons, and even starships are bio-engineered and grown from living organic material. The Tyranid swarms are always on the move through space. They relentlessly seek out new worlds to strip of their bio-mass to fuel the aliens' own insatiable conquests.

## Fighting Style

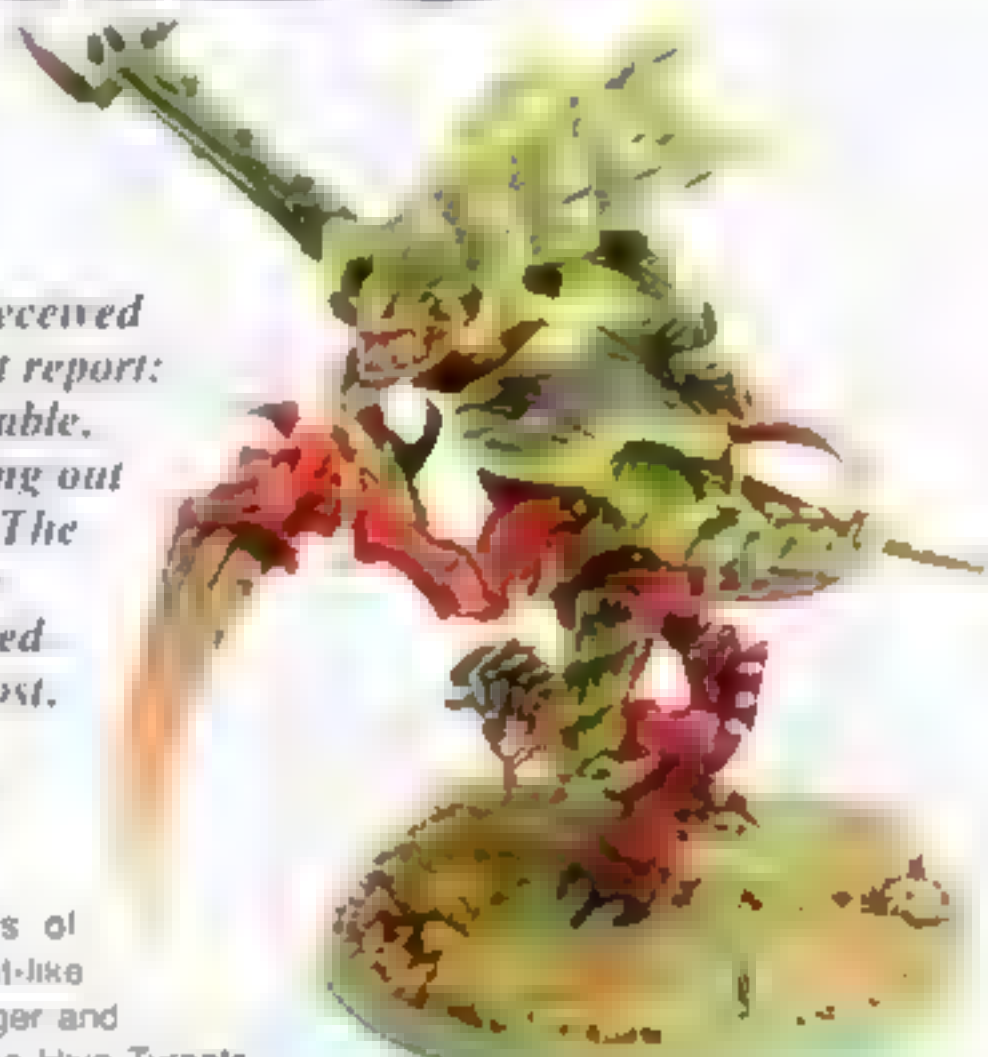
Tyranid armies, thanks to their variety of troop types, bio-engineered weaponry, and biomorph upgrades, can perform a number of battlefield roles and employ various tactics. The one universal fear for opponents of a Tyranid army is being overwhelmed and ripped to pieces by razor-sharp claws.

The best Tyranid attacks involve the coordination of disparate elements. Waves of small but vicious broods of Hormagaunts race to engage the enemy in hand-to-hand combat. The Hormagaunts are supported and driven forward by more powerful creatures of the hive, like Tyranid Warriors. At the same time the assault is launched, infiltrators leap out to sow

confusion and panic. Flights of Gargoyles, flapping on bat-like wings, enter the fray, and larger and more monstrous creatures, like Hive Tyrants, Carnifexes, or Zoanthropes, tower over the hordes. While the foes of the Tyranids rush to counter each new threat, the distance between the two armies is closed, and the brutal feeding soon begins.

*Right: Tyranid Brood Aun led by Hive Overfiend Paul Underwood was last spotted at the 2003 Baltimore Grand Tournament. This Tyranid Brood is a fantastic example of simple color.*

entire army



*Above: Ash Barker won an Honorable Mention in the Warhammer 40,000 Large Monster or Vehicle category at the 2003 Canadian Golden Demon painting competition with his Hive Tyrant.*



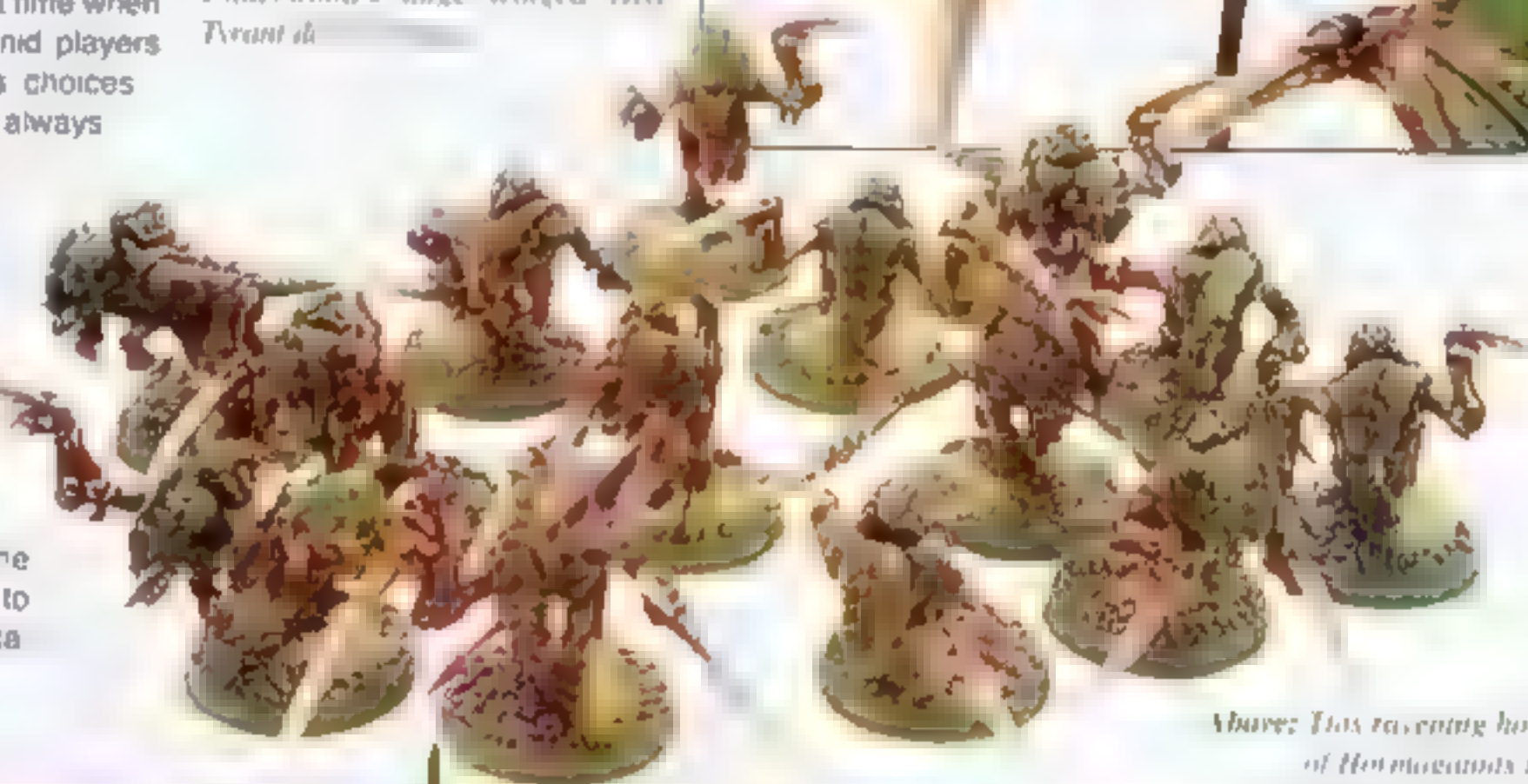


## Collecting a Tyranid Army

The best place to start building a Tyranid army is to fulfil the compulsory choices from the Standard Missions Force Organization Chart. These two Troops choices and one HQ pick will form the center of your army, no matter how large or small a force you choose to construct. Tyranid players have two alternatives for their HQ choices: a single Hive Tyrant or a Brood of Tyranid Warriors. It is easier to start playing and learning how to use your force with the Tyranid Warriors choice, and you can save the awesome Hive Tyrant with all its upgrade possibilities for a time when your force grows a bit larger. Tyranid players are overloaded with great Troops choices. Termagants and Hormagaunts are always needed, and with Brood sizes ranging from 8 to 32, it's easy to start with a smallish group and gradually expand in size. As your Tyranid army expands, you can add more powerful troops. Genestealers make fantastic shock attack troops. Raveners and Gargoyles can get to the enemy in a hurry. Lictors can infiltrate the foe, and the brutal ferocity of a Carnifex is hard to pass up. For even more tactical

options, many of the Broods have a Mutable genus, that is, the ability for a player to add special mutations and adaptations to the entire unit to make them faster, more deadly, or otherwise adapted to fight more effectively. Remember, somewhere in the cold depths of space, Hive Fleets are grinding closer, intent on consuming all before them.

*Right: Tyranids give you an opportunity for conversions, as Paul Underwood's huge winged Hive Tyrant is.*



*Above: This ravenous horde of Hormagaunts has overdeveloped adrenal glands. Note the Brood leader with the enhanced carapace armor.*







**WARHAMMER®**  
40,000

## GETTING STARTED

The Codex and a Battle Force boxed army that contains 700 points worth of Tyranids is a great way to start your Tyranid force.



This 48-page rulebook contains painting and modelling guides, background, and the rules for unleashing swarms of biomechanical monsters.

**Codex: Tyranids**  
51-01-60



### Tyranid Battle Force Box (51-12)

- 3 Tyranid Warriors
- 3 Ripper Swarms
- 12 Genestealers
- 32 Gaunts
- 1 Set of Jungle Trees



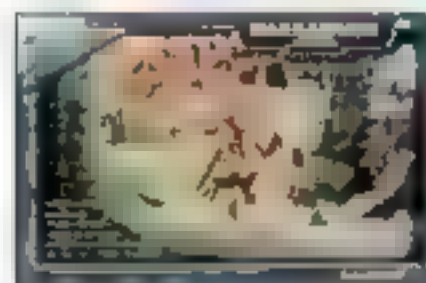
## SHOWCASE

*Right: Tyranid Army  
Base Appearance: 1000  
1st and 2nd: 1000  
2002 Los Angeles  
Creative Tournament*

*Below: Tyranid  
and a converted  
Hive Tyrant and  
three converted  
Tyranid Warriors*







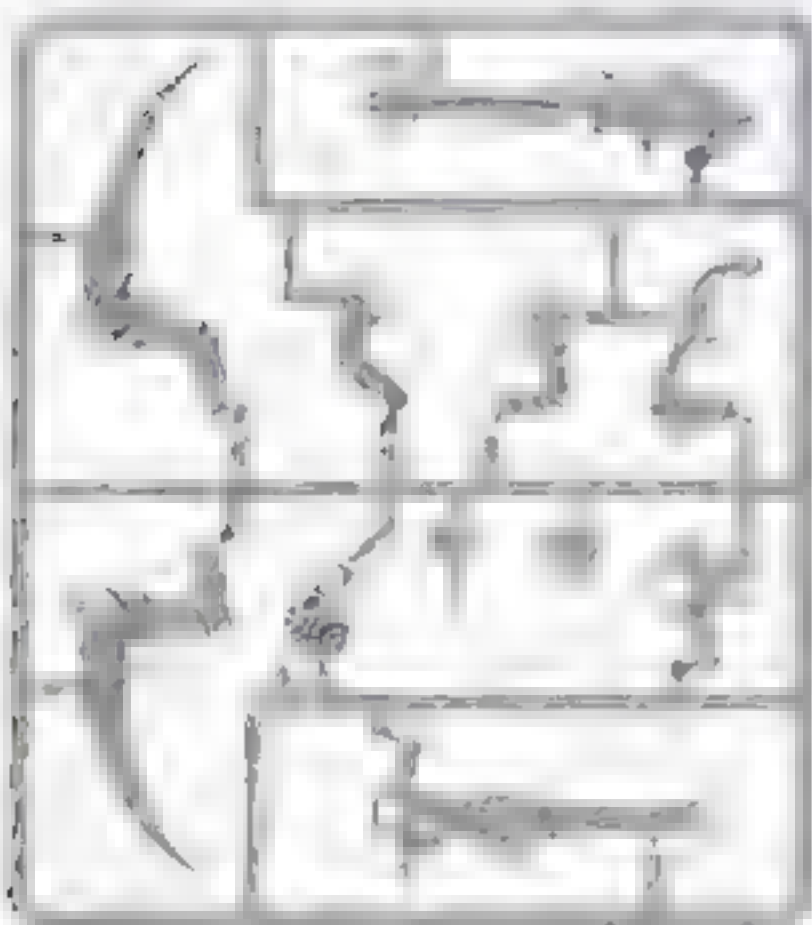
*Notes: The Hive Tyrant shown on the right is armed with a combat claw.*



**Hive Tyrant Box (1)**  
51-09

**Hive Tyrant Head**  
010603201

**Hive Tyrant Tail**  
010603206



*Sprue shown at 50% of actual size*

**Tyrantid Monstrous Arm Sprue**  
99380106004



**Hive Tyrant Thorax**  
010603202



**Hive Tyrant Upper Body (Shoulders & Neck)**  
010603203



**Hive Tyrant Left Leg**  
010603204



**Hive Tyrant Right Leg**  
010603205

Sun, having recently returned from the front in the Datus Sector, I had myself moved to read this message. Events I witnessed during the battles on Vind 4 and Stardock have convinced me utterly that our current strategic policies are failing to halt or even slow the Tyranid advance. Time and again, we have been told to work with what we have, to strike and then escape before the Tyranids can overwhelm us, but manpower is critically short. Every skirmish costs us almost as dearly as the others - every retreat forces us to abandon equipment and fortified positions. This cannot continue.

We retreat. We fall back. We make strategic withdrawals. We consolidate. We evacuate. When in the name of all that's holy are we going to fight back against the Tyranid threat? Events at Vind 4 and Stardock have proved that the hive fleets can be stopped, but where are the armies and the ships to stop them again? Why have the Adeptus Mechanicus ceased sending us munitions and weapons from their forge worlds? Do the Adeptus Mechanicus believe they can stand alone and protect only their own domains? These are important questions, which demand answers at the highest level and in my personal opinion, punishment of those responsible - assignment to penal regiments in the path of the Tyranid advance - would seem most appropriate.

Believe me, sir, I can appreciate that outposts and minor nations cannot be held against the numbers of aliens without an unconscionable expenditure of force. I have seen with my own eyes the results of such folly. I can also appreciate that the strategy of Holy Terra is not mine to question, but I fear the perspective gained from viewing reports from thousands of light years away belies the seriousness of the situation on the eastern fringe.

Entire planetary populations are being consumed by the Tyranids, and the ongoing loss of agri worlds and mining facilities is slowly but surely bleeding Ultima Segmentum white. At current rates of loss, the Imperium's hold at the eastern extent of the Astronomicon will be gone within 2 centuries. I cannot believe that the Imperium is willing to sacrifice the holdings won with such difficulty to countless Rogue Trader, crusader, and pirate over the millennia. As I was taught at the Progenitor, the IXth Book of Dogma states, 'The moment you stop to count the cost, that is the moment you fail.'

I must end this message now. Reports are coming in of a hive fleet sighting at Asarn, and I go to muster our remaining forces. We have secured the aid of two Chapters of the Adeptus Astartes. However, they are few and the loss is many. I pray that we make a difference.

Yours in Faith,

Commander General Vortigan Hornth, Acting Warmaster  
Datus Sector, Ultima Segmentum, 283/988 M41

TO THE ACTING WARMASTER COMMANDER:  
RE: REINFORCEMENTS DIVERTED TO THE 1ST  
BATTALION AMARANTHIN SECTOR, 1ST SECTOR,  
BANDOLIN ORBIT.  
RE: MECH TITLES UNDER INVESTIGATION.  
RE: ECONOMIC DAMAGE ANALYSIS, 2. RECENTLY, TYRAN  
ID, LAW, FORTRESS, OR, BY, ANNUAL WARZONE, 1-2  
RECENTLY, TYRANID SECTOR.  
RE: SHIELD WITH CURRENT FORCE.  
RE: SHIELD WITH CURRENT FORCE.



# PAINTING TYRANIDS QUICKLY

Here, we'll show you a few techniques you can use to paint your Tyranids and get them ready for battle quickly. These techniques are simple to master and you can achieve excellent results very easily.

There are any number of different painting styles you can use on your Tyranids, and each one is an equally valid method. There's no right or wrong way to paint your models, so use whichever method you find works best for you. You can paint your models with spray cans or drybrushing to achieve different but equally impressive results in your broods.

We'll also show you how to paint flying models and how to apply the same color scheme to a variety of different models.

## DRYBRUSHING



To complete this model, we used a technique known as drybrushing. To drybrush your model, dip your brush into the

highlight color and use a cloth to wipe most of the paint off of the bristles. Next, lightly draw the brush across the raised areas and edges of the model.

- 1 Undercoat your Gaunt with Bestial Brown
- 2 Highlight it with Bubonic Brown
- 3 Finally, apply the last highlights by drybrushing with Bleached Bone



## SPRAY CAN

Another method you can use to paint Tyranids quickly is to use light dustings of spray paint.

- 1 Spray the Gaunt with a basecoat of Bestial Brown
- 2 Use a lighter, quicker spray of Bubonic Brown to lighten the raised areas of the model.



Tyrant Guard Blister (Random 1)  
51-42



Tyrant Guard  
Body 1  
010603901



Tyrant Guard  
Body 2  
010603902



Tyrant Guard  
Right Arm 1  
010603905



Tyrant Guard  
Right Arm 2  
010603906



Tyrant Guard  
Left Arm with Shield 1  
010603907



Tyrant Guard  
Left Arm with Shield 2  
010603908



Tyrant Guard Right Arm  
with Lash Whip 2  
010603904



Tyrant Guard  
Left Leg 1  
010603909



Tyrant Guard  
Left Leg 2  
010603911



Tyrant Guard  
Right Leg 1  
010603910



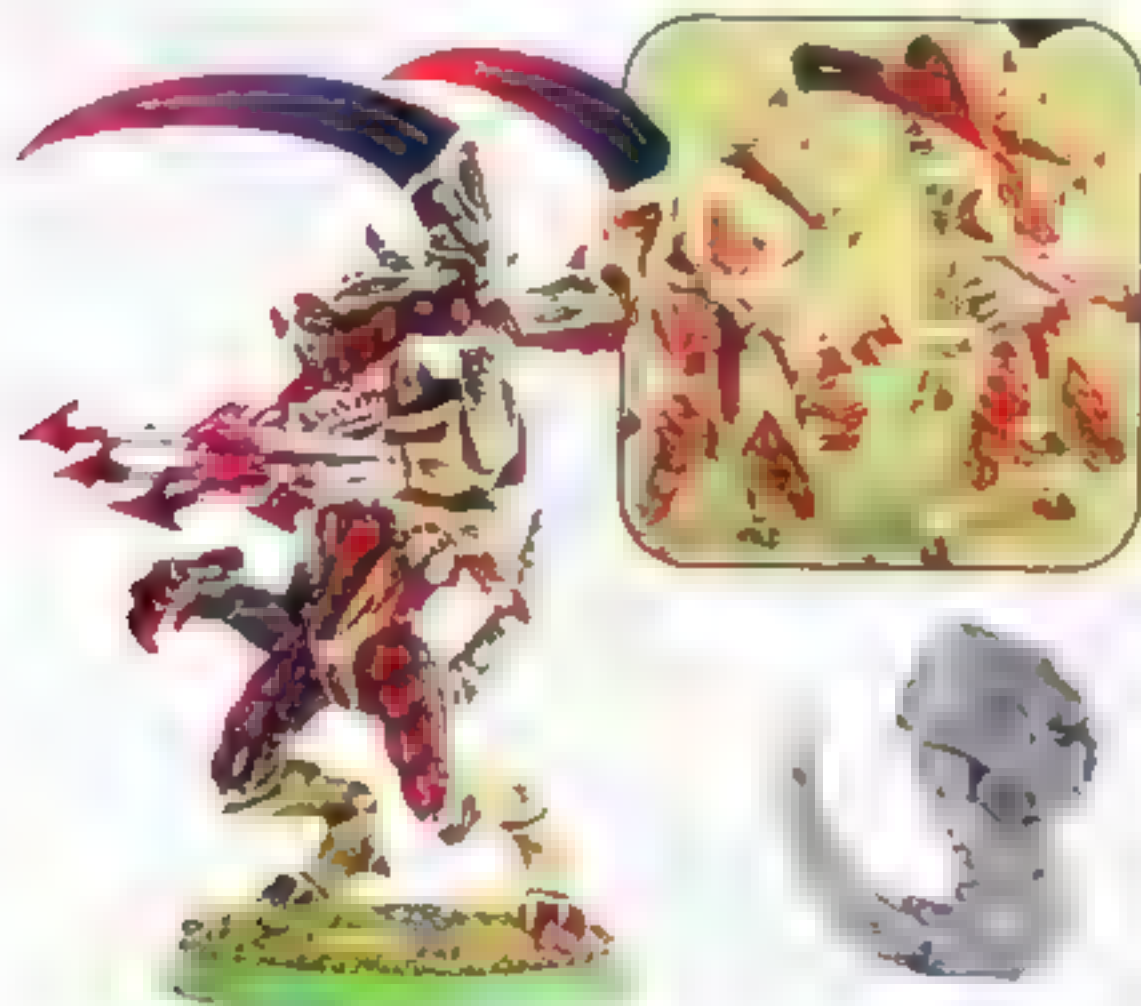
Tyrant Guard  
Right Leg 2  
010603912



Tyrant Guard  
Right Arm with  
Lash Whip 1  
010603903



ELITE



Lictor Blister (1)  
51-38



Lictor  
Body  
010603403



Lictor Head  
010603401



Lictor Flesh Hooks  
010603402



Lictor Right Arm  
010603405



Lictor  
Body  
010603403



Lictor  
Right Leg  
010603407



Lictor  
Left Leg  
010603406



Lictor  
Left Arm  
010603404

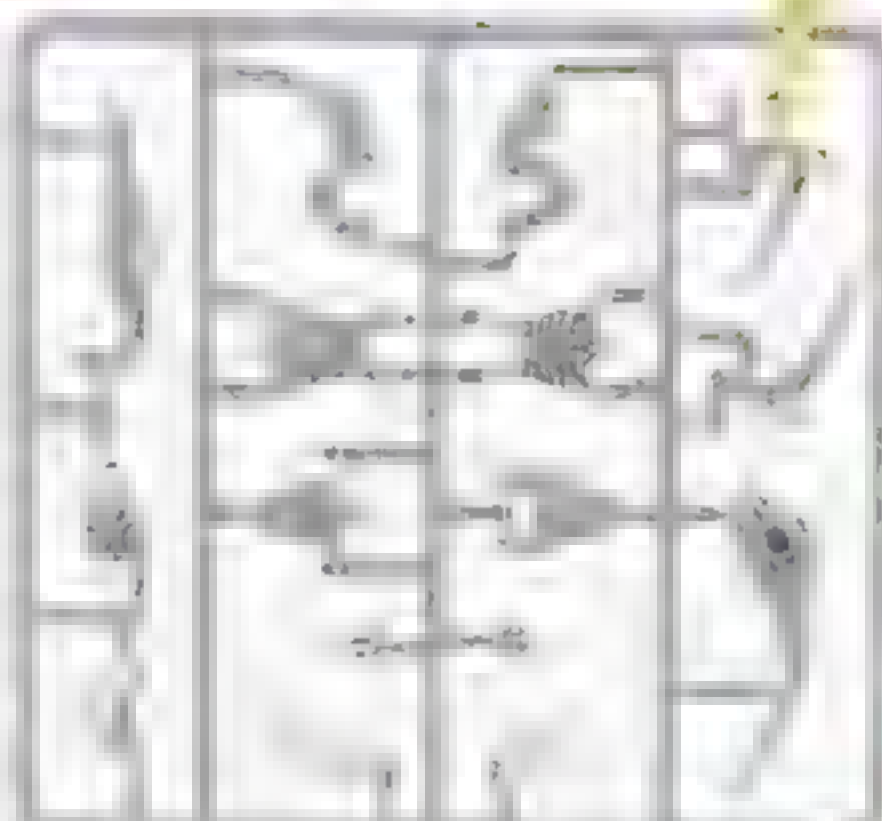


Tyrannid Warrior Brood Box (3 and 1 Ripper Swarm Base)  
51-07

*Below: Jason  
Richards took first  
place in the 50K  
Larger Monsters  
category at the 2001  
Baltimore Golden  
Demon for his Red  
Terror conversion*



Tyrannid Monstrous Arm Sprue  
99380106004



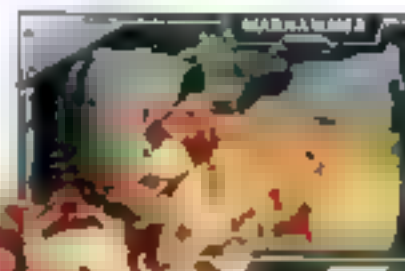
Tyrannid Warrior Sprue  
99380106005



*Sprues shown at 50% of actual size*



# TROOPS



**Genestealer Sprue**  
99389999051

**Genestealers Box (12)**  
51-06



Genestealers can have mutations too, and you can add bits from the biomorph sprue to represent these adaptations. Our examples show a Genestealer with scything talons and another with flesh hooks.

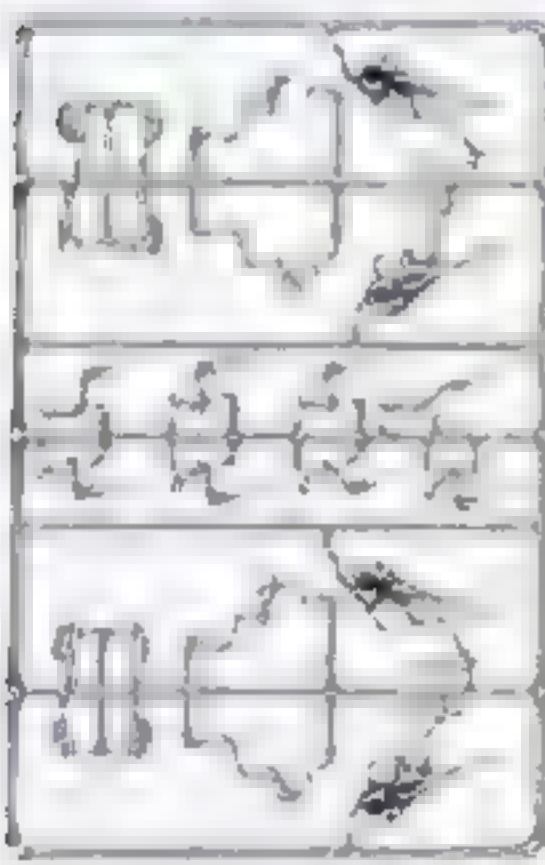
*Note:* The Gaunt box set shown on the right contains enough bits to make 8 Termagants & 8 Hormagaunts.



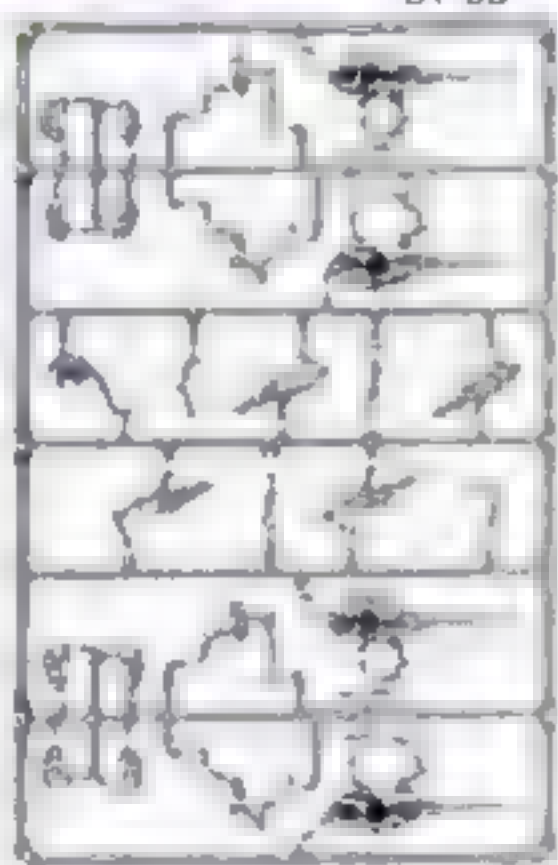
*Sprues shown at 30% of actual size.*

**Gaunts Box (16 and 1 Ripper Swarm Base)**  
51-08

*Note: The Gaunt miniatures are shown at 30% of actual size.*



**Hormagaunt Sprue**  
99380106001



**Termagant Sprue**  
99380106002

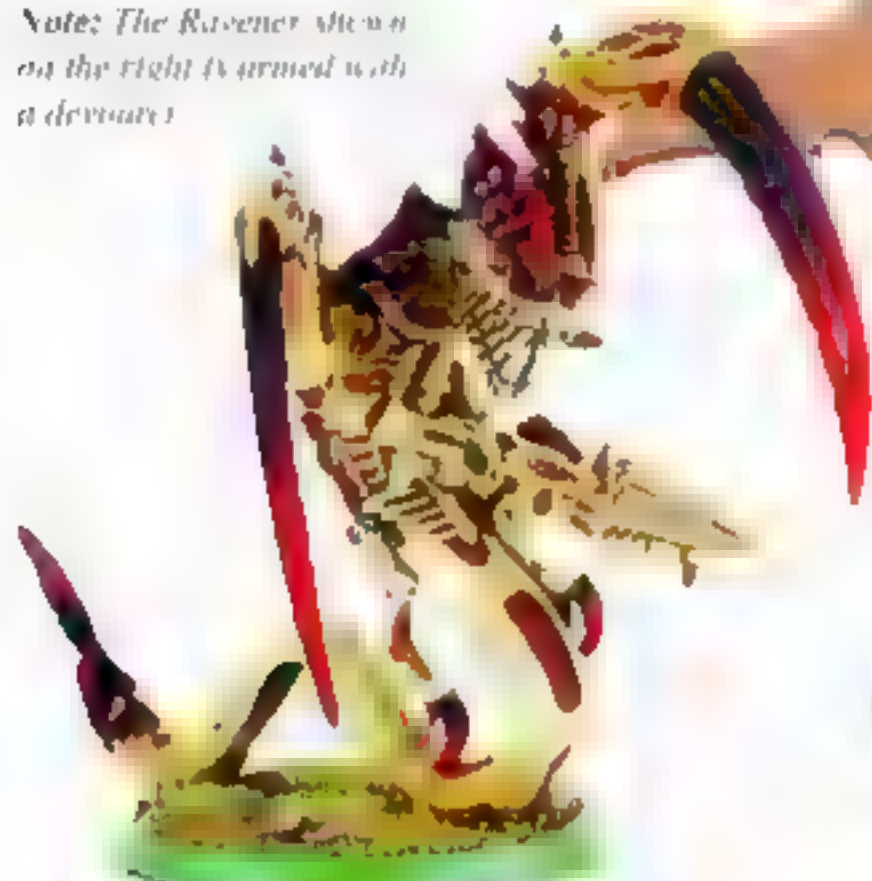


*Sprue shown at 60% of actual size.*  
**Biomorph Sprue**  
99380106003



Note: The Ravener shown on the right is armed with a devourer.

# EAST ATTACK



**Ravener Blister (Random 1)**  
51-36



**Ravener Head 1**  
010602903



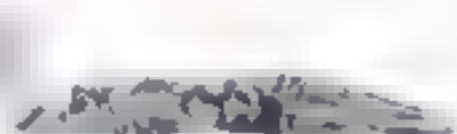
**Ravener Head 2**  
010602907



**Ravener Lower Body**  
010602908



**Ravener Jaw**  
010602904



**Ravener Right Arm**  
010602910



**Ravener Left Arm**  
010602911



**Ravener Body**  
010602909



**Right Scythe Arm 1**  
010602901



**Right Scythe Arm 2**  
010602902



**Left Scythe Arm 1**  
010602905



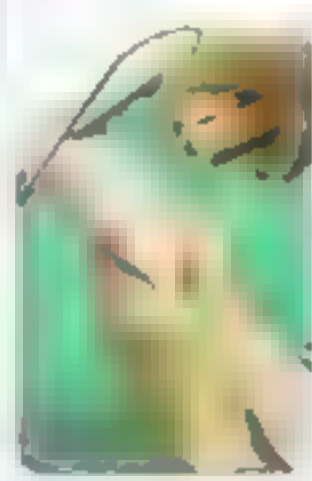
**Left Scythe Arm 2**  
010602906



## MAKING A TYRANID CAPILLARY TOWER

Capillary towers are huge, living structures that gather the DNA soup from the reclamation pools dotting ravaged planets.

1 Cut a 2" x 12" rectangular shape from a piece of 2" insulation foam. Make sure the ends of the rectangle are cut at an angle. Then draw two circles on both ends and curving lines on two opposite sides of your tower.



2 Following the curved lines on your rectangle cut out the basic shape of your tower with a knife with a retractable blade or foam cutter. Round off the edges of your tower by cutting the circles on both ends and then rounding down the tower.

3 To create the "flange" at top of your tower cut out small divots but leave a lip at the very top. Later, you will carve out a hollow on the top. To finish off rounding your tower pick up a file or sandpaper and wear down the uneven peaks around the edges. Keep working until you get a nice even curve.



4 Now comes the tricky part! You'll need a steady hand. Carefully add a few "venting holes" to add a bit of detail to the tower's edges. You can add foam shapes to the side of your tower for additional texture. Carve out the main hole in the top of your tower with a hobby knife.

Cut a 8" circle of hardboard with a jigsaw. Glue your foam tower to this base. Add some foam rocks and dunes made from spackling, and you're ready to start painting.

For the unabridged version of this article check out the Games Workshop web site at <http://www.games-workshop.com>.







## FAST ATTACK

**Gargoyle Body 1**  
010603001

**Gargoyles Blister**  
(Random 2)  
51-37

**Gargoyle Body 2**  
010603002

**Gargoyle Body 3**  
010603003

**Gargoyle Body 4**  
010603004

**Gargoyle Deathspitter**  
010603006

**Gargoyle Wings**  
010603005

*Gargoyles are vicious winged monsters that are often the first parts of Tyranid swarms seen in battles. Their primary purpose seems to be to seek out the enemy and sow terror and confusion. Gargoyles often drive the enemy out into the open to be absorbed by the Tyranid swarm following in subsequent waves.*

### BIOMORPHS & MUTATIONS

Biomorphed and mutated creatures are simple to model. On this page, we show some examples of Tyranids with common biomorphs that are not available on the Tyranid Biomorph frame. To model these biomorphs we've used parts from the Tyranid Monster frame plus a few metal parts and modeling putty.



*Gaunt with adrenal gland, extended carapace, and scything talons*



*Termagant with spines from the Tyranid Biomorph frame and an implant attack made from a Gargoyle's tail*



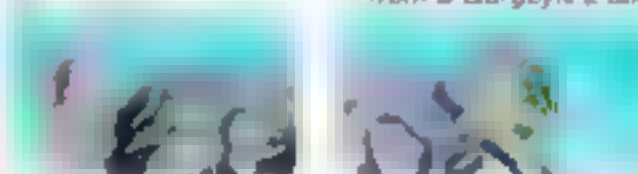
*Hormagaunt Mutant with exceptional size shown using Tyranid Warrior's scything talons*



*Termagant Mutant with acid blood. The drips were made by heating up a clear flying stand pole and stretching the plastic.*



*Termagant Mutant with venom cannon from the Tyranid Monster frame*



*Gaunts with enhanced senses: one made from cut-down flesh hooks, the other with green stuff*



*Bio-plasma attack made from green stuff*



*Hormagaunt Mutant with hive node represented by a Tyranid Warrior's head*



# EAST ATTACK



**The Red Terror Blister (1)**  
51-39

Emperor knows what hellish pit spawned the hideous apparition we came to know as the Red Terror. It later attacked the outer bastion, and 24 men died before we drove it away with flammies. We never even found the bodies of Lieutenant Morales and Captain Lowe, just a trail of scorch marks that led away from the command post and into the tunnels. The creature returned the following night, and the slaughter began anew, but this time we were ready for it, so we thought.

Excerpted from *28 Days in Hell*, the Report from Director Martinez



**Red Terror Head**  
010603501



**Red Terror Jaw**  
010603502



**Red Terror Body**  
010603503



**Red Terror Torso**  
010603504



**Red Terror Left Arm**  
010603505



**Red Terror Right Arm**  
010603506



**Red Terror Tail**  
010603507



**Red Terror Tail Spike**  
010603508



**Right Scythe Arm 1**  
010602901



**Right Scythe Arm 2**  
010602902



**Left Scythe Arm 1**  
010602905



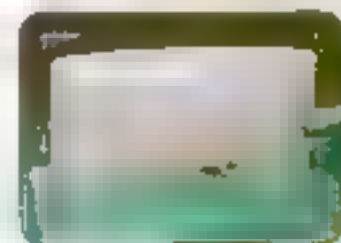
**Left Scythe Arm 2**  
010602906



## MAKING MYCETIC SPORES

When a Tyranid invasion begins, the sky of the doomed planet is dotted by thousands of streaking mycetic spores. They carry a horrifying payload, the vanguard and main force of the Tyranid ground assault swarms.

1. Glue two pieces of 2" insulation foam together and then cut out a rough oval shape from your foam sandwich. Using a craft knife or hobby saw, shave off chunks of foam until you have an almond shape. Don't worry if your shape is really ragged at the moment



2. Now that you're done with the carving and cutting you can start smoothing the edges down. Using a

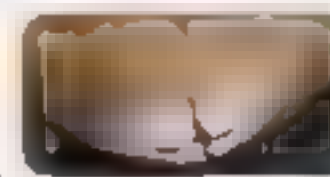
sanding brick, smooth your spore down to a well rounded surface. You can refine the edges of your spore to give the foam a graceful taper

3. In this next stage, you'll add some detail to your spore. Draw small circles on the "nose" of the spore and longer



stretched out ovals on the "tail." Once you've planned out your cuts, grab your craft knife or foam cutter. When you make a cut, cut in gradually and don't go too deep. That's the end of the actual construction process. The next step is to paint your spore with textured paint and then Chaos Black. Paint your mycetic spore in successive layers of red: Scab Red, Red Gore, and Blood Red. Drybrush these colors (or whichever colors you choose) over the entire surface. Concentrate the Blood Red around the "craters" to make them pop out from the rest of the surface.

To read the unabridged version of this article, check out the News section of the



Games Workshop web site at <http://www.games-workshop.com>





# HEAVY SUPPORT



**Carnifex Box (1)**  
51-10



**Carnifex Head**  
010603301

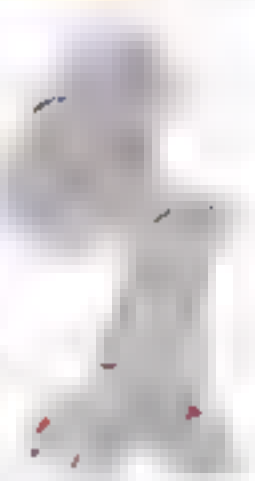


**Carnifex Chest**  
010603302



**Carnifex Lower Body**  
010603303

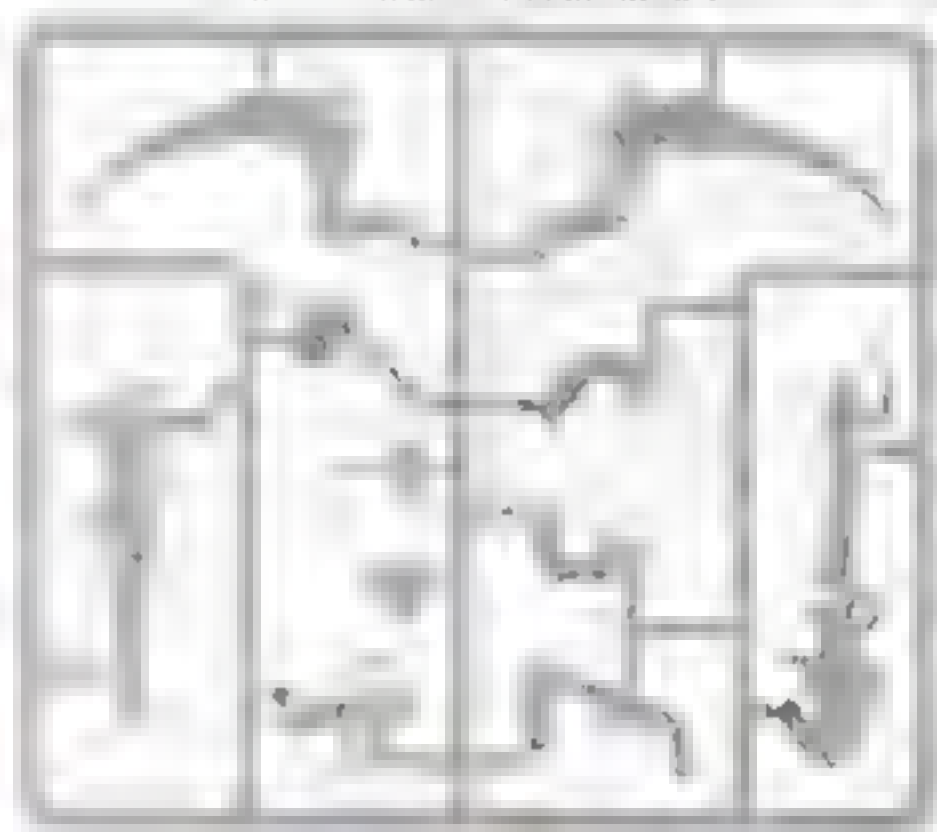
*Shown shown at 50% of actual size*



**Carnifex Left Leg**  
010603307



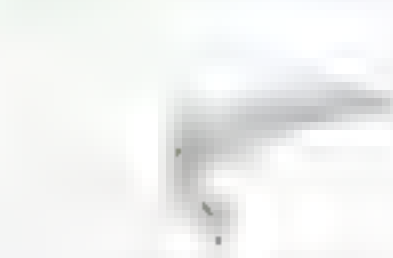
**Carnifex Right Leg**  
010603308



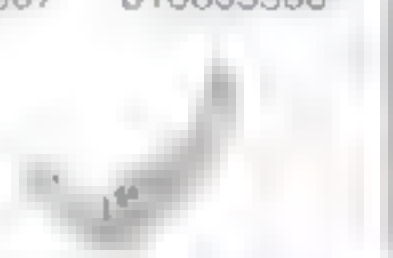
**Tyrannid Monstrous Arm Sprue**  
99380106004



**Carnifex Tail**  
010603304



**Carnifex Left Claw**  
010603305



**Carnifex Right Claw**  
010603306



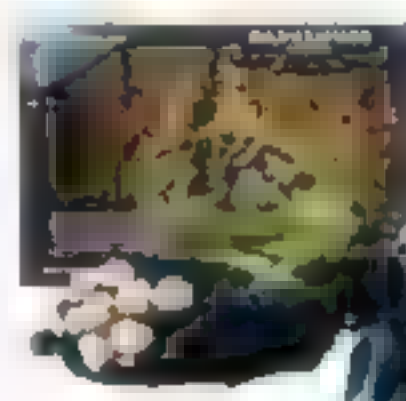
**Old One Eye Carapace**  
010603801



**Old One Eye Lower Body**  
010603802



**Old One Eye Body**  
010603803



**Old One Eye Head**  
010603804



**Old One Eye Box (1)**  
51-11



**Old One Eye Left Claw**  
010603809



**Old One Eye Right Claw**  
010603810



**Old One Eye Left Leg**  
010603807



**Old One Eye Right Leg**  
010603808



**Old One Eye Small Left Claw**  
010603805



**Old One Eye Small Right Claw**  
010603806



*Zoanthropes are perhaps the  
strangest of Tyranid creatures.  
They are powerful psikers  
engineered to form living  
conduits for the focused power  
of the hive mind.*



**Zoanthrope  
Head**  
010602802



**Zoanthrope Body**  
010602801



**Zoanthrope Blister  
(Random 1)**  
51-35



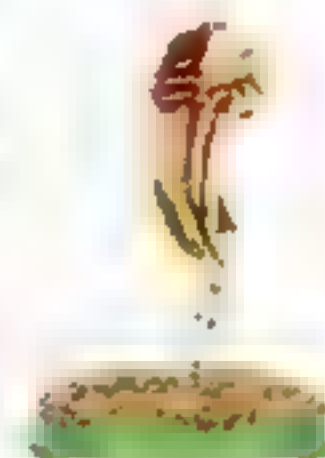
**Zoanthrope  
Carapace 1**  
010602803



**Zoanthrope  
Carapace 2**  
010602804



**Spore Mines Blister (Random 6)**  
51-41



**Acid Spore  
Mine 1**  
010603701



**Acid Spore  
Mine 2**  
010603702



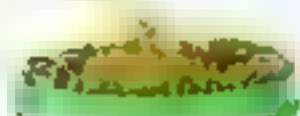
**Acid Spore  
Mine 3**  
010603703



**Biovore Blister  
(1 and 3 Random Spore Mines)**  
51-40



**Biovore  
Left Leg**  
010603604



**Biovore  
Right Leg**  
010603605



**Biovore Body**  
010603601



**Biovore Left Arm**  
010603602



**Biovore Right Arm**  
010603603



**Biovore  
Head**  
010603606



**Frag Spore  
Mine 1**  
010603704



**Frag Spore  
Mine 2**  
010603705



**Frag Spore  
Mine 3**  
010603706



**Poison Spore  
Mine 1**  
010603707



**Poison Spore  
Mine 2**  
010603708



**Poison Spore  
Mine 3**  
010603709

## HEAVY SUPPORT





# PRICE LIST

## Getting Started

|  |                     |       |
|--|---------------------|-------|
| 51-01-80   | Codex: Tyrants      | \$15  |
| 51-12  | Tyrant Battle Force | \$100 |
| Contents: 3 Tyrant Warriors, 3 Ripper Warriors, 12 Genestealers, 18 Hormagaunts, 16 Termagants & 1 set of Jungle Trees |                     |       |

## Boxed Sets & Blister Packs - HQ

|                          |              |      |
|--------------------------|--------------|------|
| 51-09                    | Hive Tyrant  | \$40 |
| Box includes 1 model     |              |      |
| 51-42                    | Tyrant Guard | \$13 |
| Blister includes 1 model |              |      |

## Special Characters

|                          |                        |      |
|--------------------------|------------------------|------|
| 51-11                    | 'Old One Eye' Carnifex | \$40 |
| Box includes 1 model     |                        |      |
| 51-39                    | The Red Terror         | \$25 |
| Blister includes 1 model |                        |      |

## Boxed Sets & Blister Packs - Elites

|                          |                      |      |
|--------------------------|----------------------|------|
| 51-38                    | Lictor               | \$20 |
| Blister includes 1 model |                      |      |
| 51-07                    | Tyrant Warrior Brood | \$40 |
| Box includes 3 models    |                      |      |

## Boxed Sets & Blister Packs - Troops

|                        |              |      |
|------------------------|--------------|------|
| 51-08                  | Gaunts       | \$30 |
| Box includes 18 models |              |      |
| 51-06                  | Genestealers | \$30 |
| Box includes 12 models |              |      |

## Boxed Sets & Blister Packs - Fast Attack

|                           |           |      |
|---------------------------|-----------|------|
| 51-37                     | Gargoyles | \$9  |
| Blister includes 2 models |           |      |
| 51-38                     | Ravener   | \$10 |
| Blister includes 1 model  |           |      |

## Boxed Sets & Blister Packs - Heavy Support

|                           |             |      |
|---------------------------|-------------|------|
| 51-40                     | Biovore     | \$10 |
| Blister includes 4 models |             |      |
| 51-41                     | Spore Mines | \$7  |
| Blister includes 6 models |             |      |
| 51-10                     | Carnifex    | \$35 |
| Box includes 1 model      |             |      |
| 51-35                     | Zoanthrope  | \$10 |
| Blister includes 1 model  |             |      |

## Metal Blitz - HQ

|                     |                                 |        |
|---------------------|---------------------------------|--------|
| <b>Hive Tyrant</b>  |                                 |        |
| 010603201           | Hive Tyrant Head                | \$8.50 |
| 010603202           | Hive Tyrant Body                | \$6.25 |
| 010603203           | Hive Tyrant Upper Torso         | \$5.25 |
| 010603204           | Hive Tyrant Left Leg            | \$5.25 |
| 010603205           | Hive Tyrant Right Leg           | \$5.25 |
| 010603206           | Hive Tyrant Tail                | \$5.25 |
| <b>Tyrant Guard</b> |                                 |        |
| 010603901           | Tyrant Guard Body 1             | \$1    |
| 010603902           | Tyrant Guard Body 2             | \$1    |
| 010603903           | Tyrant Guard R. arm w/ whip 1   | \$3    |
| 010603904           | Tyrant Guard R. arm w/ whip 2   | \$3    |
| 010603905           | Tyrant Guard R. claw 1          | \$2    |
| 010603906           | Tyrant Guard R. claw 2          | \$2    |
| 010603907           | Tyrant Guard L. arm w/ shield 1 | \$3    |
| 010603908           | Tyrant Guard L. arm w/ shield 2 | \$3    |
| 010603909           | Tyrant Guard Left Leg 1         | \$2    |
| 010603910           | Tyrant Guard Right Leg 1        | \$2    |
| 010603911           | Tyrant Guard Left Leg 2         | \$2    |
| 010603912           | Tyrant Guard Right Leg 2        | \$2    |

## Special Characters

|                               |                            |     |
|-------------------------------|----------------------------|-----|
| <b>'Old One Eye' Carnifex</b> |                            |     |
| 010603801                     | 'Old One Eye' Carapace     | \$8 |
| 010603802                     | 'Old One Eye' Lower Body   | \$3 |
| 010603803                     | 'Old One Eye' Body         | \$4 |
| 010603804                     | 'Old One Eye' Head         | \$3 |
| 010603805                     | 'Old One Eye' Small Claw 1 | \$1 |
| 010603806                     | 'Old One Eye' Small Claw 2 | \$1 |
| 010603807                     | 'Old One Eye' Left Leg     | \$4 |
| 010603808                     | 'Old One Eye' Right Leg    | \$4 |
| 010603809                     | 'Old One Eye' Left Claw    | \$5 |
| 010603810                     | 'Old One Eye' Right Claw   | \$5 |

## The Red Terror

|           |                              |     |
|-----------|------------------------------|-----|
| 010603501 | Red Terror Head              | \$5 |
| 010603502 | Red Terror Jaw               | \$2 |
| 010603503 | Red Terror Lower Body & Tail | \$3 |
| 010603504 | Red Terror Torso             | \$4 |
| 010603505 | Red Terror Left Arm          | \$3 |
| 010603506 | Red Terror Right Arm         | \$3 |
| 010603507 | Red Terror Tail              | \$3 |
| 010603508 | Red Terror Tail Spike        | \$3 |

## Metal Blitz & Plastic Sprues - Elites

|               |                    |     |
|---------------|--------------------|-----|
| <b>Lictor</b> |                    |     |
| 010603401     | Lictor Head        | \$3 |
| 010603402     | Lictor Flesh Hooks | \$1 |
| 010603403     | Lictor Body        | \$5 |
| 010603404     | Lictor Left Arm    | \$3 |
| 010603405     | Lictor Right Arm   | \$3 |
| 010603406     | Lictor Left Leg    | \$3 |
| 010603407     | Lictor Right Leg   | \$3 |

## Tyrant Warrior

|             |                            |     |
|-------------|----------------------------|-----|
| 99380106005 | Tyrant Warrior Sprue       | \$8 |
| 99380106004 | Tyrant Monstrous Arm Sprue | \$4 |
| 99380106003 | Tyrant Biomorph Sprue      | \$4 |

## Metal Blitz & Plastic Sprues - Troops

|               |                         |     |
|---------------|-------------------------|-----|
| <b>Gaunts</b> |                         |     |
| 99380106001   | Tyrant Hormagaunt Sprue | \$8 |
| 99380106002   | Tyrant Termagant Sprue  | \$8 |
| 99380106003   | Tyrant Biomorph Sprue   | \$4 |

## Genestealers

|             |                          |         |
|-------------|--------------------------|---------|
| 99389999051 | Tyrant Genestealer Sprue | \$10.50 |
|-------------|--------------------------|---------|

## Metal Blitz - Fast Attack

|                 |                       |        |
|-----------------|-----------------------|--------|
| <b>Gargoyle</b> |                       |        |
| 010603001       | Gargoyle Body 1       | \$3    |
| 010603002       | Gargoyle Body 2       | \$3    |
| 010603003       | Gargoyle Body 3       | \$3    |
| 010603004       | Gargoyle Body 4       | \$3    |
| 010603005       | Gargoyle Wings        | \$4    |
| 010603006       | Gargoyle Deathspitter | \$1.50 |

## Ravener

|           |                           |        |
|-----------|---------------------------|--------|
| 010602901 | Tyrant Right Scythe Arm 1 | \$3    |
| 010602902 | Tyrant Right Scythe 2     | \$3    |
| 010602903 | Ravener Head 1            | \$1    |
| 010602904 | Ravener Jaw 1             | \$1    |
| 010602905 | Tyrant Left Scythe 1      | \$3    |
| 010602906 | Tyrant Left Scythe Arm 2  | \$3    |
| 010602907 | Tyrant Head 2             | \$3    |
| 010602908 | Ravener Tail              | \$2    |
| 010602909 | Ravener Body              | \$3    |
| 010602910 | Ravener Right Arm         | \$2    |
| 010602911 | Ravener Left Arm          | \$1.50 |

## Metal Blitz - Heavy Support

### Carnifex

|           |                     |        |
|-----------|---------------------|--------|
| 010603301 | Carnifex Head       | \$4    |
| 010603302 | Carnifex Chest      | \$7    |
| 010603303 | Carnifex Lower Body | \$5    |
| 010603304 | Carnifex Tail       | \$3    |
| 010603305 | Carnifex Left Claw  | \$2    |
| 010603306 | Carnifex Right Claw | \$2    |
| 010603307 | Carnifex Left Leg   | \$5.50 |
| 010603308 | Carnifex Right Leg  | \$5.50 |

### Biovore

|           |                     |     |
|-----------|---------------------|-----|
| 010603601 | Biovore Body        | \$5 |
| 010603602 | Biovore Left Arm    | \$3 |
| 010603603 | Biovore Right Arm   | \$3 |
| 010603604 | Biovore Left Leg    | \$3 |
| 010603605 | Biovore Right Leg   | \$3 |
| 010603606 | Biovore Head        | \$3 |
| 010603701 | Acid Spore Mine 1   | \$2 |
| 010603702 | Acid Spore Mine 2   | \$2 |
| 010603703 | Acid Spore Mine 3   | \$2 |
| 010603704 | Frag Spore Mine 1   | \$2 |
| 010603705 | Frag Spore Mine 2   | \$2 |
| 010603706 | Frag Spore Mine 3   | \$2 |
| 010603707 | Poison Spore Mine 1 | \$2 |
| 010603708 | Poison Spore Mine 2 | \$2 |
| 010603709 | Poison Spore Mine 3 | \$2 |

### Zoanthrope

|           |                       |        |
|-----------|-----------------------|--------|
| 010602801 | Zoanthrope Body       | \$3.50 |
| 010602802 | Zoanthrope Head       | \$3.50 |
| 010602803 | Zoanthrope Carapace 1 | \$4.50 |
| 010602804 | Zoanthrope Carapace 2 | \$4.50 |

## Classic/Collector's Range

### Metal Blitz - HQ

|           |                                 |        |
|-----------|---------------------------------|--------|
| 010603201 | Hive Tyrant Head                | \$8.50 |
| 010603202 | Hive Tyrant Body                | \$6.25 |
| 010603203 | Hive Tyrant Upper Torso         | \$5.25 |
| 010603204 | Hive Tyrant Left Leg            | \$5.25 |
| 010603205 | Hive Tyrant Right Leg           | \$5.25 |
| 010603206 | Hive Tyrant Tail                | \$5.25 |
| 010603901 | Tyrant Guard Body 1             | \$1    |
| 010603902 | Tyrant Guard Body 2             | \$1    |
| 010603903 | Tyrant Guard R. arm w/ whip 1   | \$3    |
| 010603904 | Tyrant Guard R. arm w/ whip 2   | \$3    |
| 010603905 | Tyrant Guard R. claw 1          | \$2    |
| 010603906 | Tyrant Guard R. claw 2          | \$2    |
| 010603907 | Tyrant Guard L. arm w/ shield 1 | \$3    |
| 010603908 | Tyrant Guard L. arm w/ shield 2 | \$3    |
| 010603909 | Tyrant Guard Left Leg 1         | \$2    |
| 010603910 | Tyrant Guard Right Leg 1        | \$2    |
| 010603911 | Tyrant Guard Left Leg 2         | \$2    |
| 010603912 | Tyrant Guard Right Leg 2        | \$2    |

### Metal Blitz - Elites

|           |                    |     |
|-----------|--------------------|-----|
| 010603401 | Lictor Head        | \$3 |
| 010603402 | Lictor Flesh Hooks | \$1 |
| 010603403 | Lictor Body        | \$5 |
| 010603404 | Lictor Left Arm    | \$3 |
| 010603405 | Lictor Right Arm   | \$3 |
| 010603406 | Lictor Left Leg    | \$3 |
| 010603407 | Lictor Right Leg   | \$3 |

### Tyrant Warriors

|             |                            |         |
|-------------|----------------------------|---------|
| 99380106005 | Tyrant Warrior Sprue       | \$8     |
| 99380106004 | Tyrant Monstrous Arm Sprue | \$4     |
| 99380106003 | Tyrant Biomorph Sprue      | \$4     |
| 99389999051 | Tyrant Genestealer Sprue   | \$10.50 |
| 010602901   | Tyrant Right Scythe Arm 1  | \$3     |
| 010602902   | Tyrant Right Scythe 2      | \$3     |
| 010602903   | Ravener Head 1             | \$1     |
| 010602904   | Ravener Jaw 1              | \$1     |
| 010602905   | Tyrant Left Scythe 1       | \$3     |
| 010602906   | Tyrant Left Scythe Arm 2   | \$3     |
| 010602907   | Tyrant Head 2              | \$3     |
| 010602908   | Ravener Tail               | \$2     |
| 010602909   | Ravener Body               | \$3     |
| 010602910   | Ravener Right Arm          | \$2     |
| 010602911   | Ravener Left Arm           | \$1.50  |
| 010600711   | Warrior Head 1             | \$2.50  |
| 010600712   | Warrior Head 2             | \$2.50  |
| 010600717   | Warrior Body 2             | \$2.50  |



|           |                         |      |
|-----------|-------------------------|------|
| MO0431    | Hormagaunts (10 models) | \$50 |
| 010601201 | Ripper Swarm Head Sprue | \$1  |
| 010601202 | Ripper Swarm Body Sprue | \$2  |
| 010601203 | Ripper Swarm Twin Body  | \$2  |

### Metal Bitz - Troops

|           |                         |      |
|-----------|-------------------------|------|
| MO0431    | Hormagaunts (10 models) | \$50 |
| 010601201 | Ripper Swarm Head Sprue | \$1  |
| 010601202 | Ripper Swarm Body Sprue | \$2  |
| 010601203 | Ripper Swarm Twin Body  | \$2  |

### Termagants

|           |                         |      |
|-----------|-------------------------|------|
| MO0429    | Ripper Swarm (2 Bases)  | \$15 |
| 010601201 | Ripper Swarm Head Sprue | \$1  |
| 010601202 | Ripper Swarm Body Sprue | \$2  |
| 010601203 | Ripper Swarm Twin Body  | \$2  |

|           |                         |      |
|-----------|-------------------------|------|
| MO0429    | Ripper Swarm (2 Bases)  | \$15 |
| 010601201 | Ripper Swarm Head Sprue | \$1  |
| 010601202 | Ripper Swarm Body Sprue | \$2  |
| 010601203 | Ripper Swarm Twin Body  | \$2  |

### Metal Bitz - Fast Attack

|           |                       |        |
|-----------|-----------------------|--------|
| MO0430    | Gargoyles (10 models) | \$50   |
| 010601601 | Gargoyle Wings        | \$3.75 |
| 010601602 | Gargoyle Body 1       | \$3.75 |
| 010601603 | Gargoyle Body 3       | \$3.75 |
| 010601604 | Gargoyle Body 2       | \$3.75 |
| 010601605 | Gargoyle Body 4       | \$3.75 |
| 010601606 | Gargoyle Tail 3       | \$2.50 |
| 010601607 | Gargoyle Tail 4       | \$2.50 |

### Metal Bitz - Heavy Support

|           |                      |        |
|-----------|----------------------|--------|
| MO0341    | Brovore              | \$15   |
| MO0342    | Carnifex             | \$45   |
| MO0433    | Zoanthrope           | \$30   |
| 010601304 | Zoanthrope Left Leg  | \$5    |
| 010601307 | Zoanthrope Right leg | \$5    |
| 010601308 | Zoanthrope Left Arm  | \$2.50 |
| 010601309 | Zoanthrope Right Arm | \$2.50 |

### Metal Bitz - Tyrannid Classics

|                      |                          |        |
|----------------------|--------------------------|--------|
| Hunter Slayers       |                          |        |
| 72616-1              | Hunter Slayer 1          | \$3.75 |
| 72616-2              | Hunter Slayer 2          | \$3.75 |
| Genestealer Cultists |                          |        |
| 72557-1              | Genestealer Metal Arms 1 | \$1.25 |
| 72557-2              | Genestealer Metal Arms 2 | \$1.25 |

|           |                         |      |
|-----------|-------------------------|------|
| MO0431    | Hormagaunts (10 models) | \$50 |
| 010601201 | Ripper Swarm Head Sprue | \$1  |
| 010601202 | Ripper Swarm Body Sprue | \$2  |
| 010601203 | Ripper Swarm Twin Body  | \$2  |



### MAKING A LARGE MYCETIC SPORE

This scenery project began life as a concept sketch. The idea was to build a larger mycetic spore that the Tyrannids would use to land their bigger bio-constructs on a planet's surface.

1. Stack three 2" square foam squares on top of each other. Cut out three semi-circles of decreasing size out of insulation foam. Use white glue (or Liquid Nails) to stick all the pieces together as shown above and glue the assembly to a hardwood base.
2. Shape the pieces with a sanding block until you create a nice organic shape. Use the photos to the right as guides. Cut cracks into the prow of the spore with a hobby knife to represent fractures in the chitinous plates which split upon impact with the planet's surface.
3. Detail your spore's base with a combination of insulation foam cut offs, rocks, spackle, and Liquid Nails. You can build up "earth" around the front and sides of your spore to represent the point of impact. This plowed-up earth can also be used to hide any gaps in your spore. When the spore and base are dry, paint the entire piece with Chaos Black. Brush the paint on, as spray paint will eat into the foam.
4. Drybrush the spore's base with Dark Flesh, then Bubonic Brown, and then Bleached Bone. Of course, you can use different colors if you like. Many players like to use colors that match those on the surface of their gaming table.

5. Paint the spore in two parts. Basecoat the prow with Bestial Brown and drybrush with Bubonic Brown. Streak the front with Bleached Bone and then with Skull White to give the armored prow a bony, armored look.

6. Basecoat the cargo area with Scab Red and then drybrush with Blood Red followed by Fiery Orange. As a finishing touch stipple the top of the cargo area with Chaos Black and then Liche Purple. Apply wood glue to areas of the base and sprinkle static grass over top. Once your glue dries, you're ready to game on your large mycetic spore!!!





# CLASSIC RANGE



**Hive Tyrant  
Head 1**  
010600201



**Hive Tyrant Torso**  
010600202



**Hive Tyrant Legs**  
010600204



**Hive Tyrant  
Head 2**  
010600211



**Hive Tyrant  
Spine Plates**  
010600203



**Hive Tyrant Venom Cannon**  
010600205



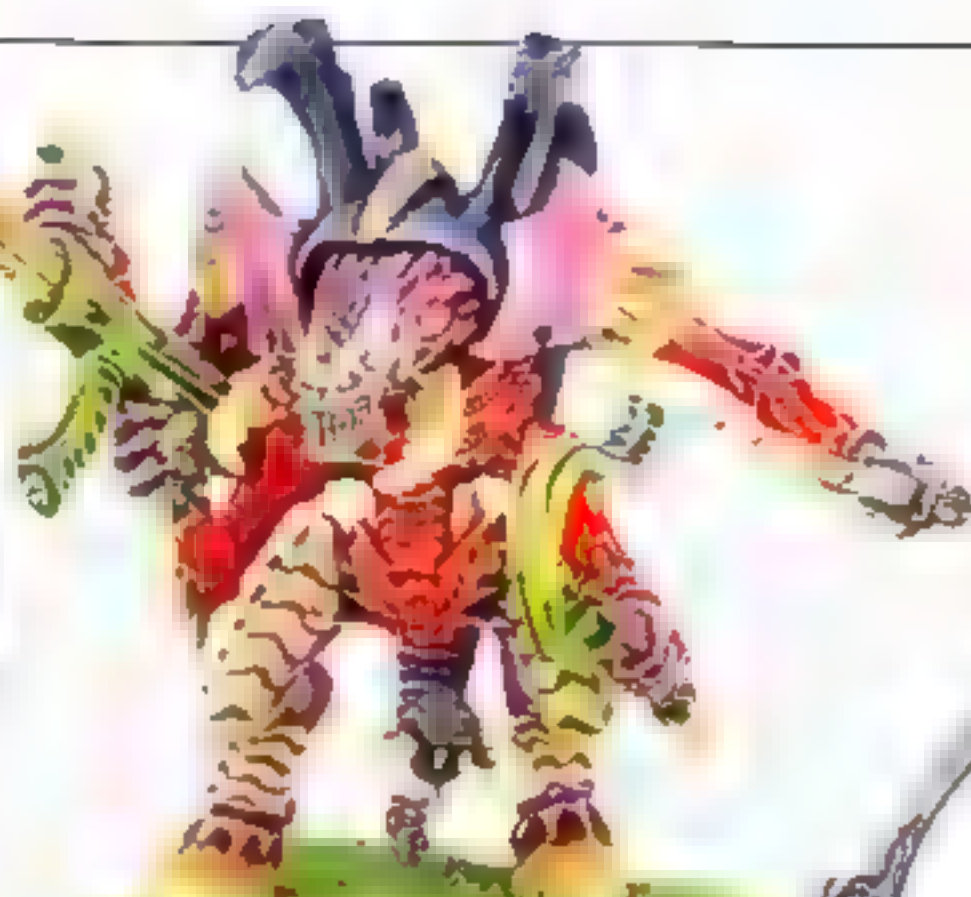
**Hive Tyrant  
Tail Claw**  
010600210



**Hive Tyrant  
Lash Whip arm**  
010600207



**Hive Tyrant  
Lash Whip**  
010600208



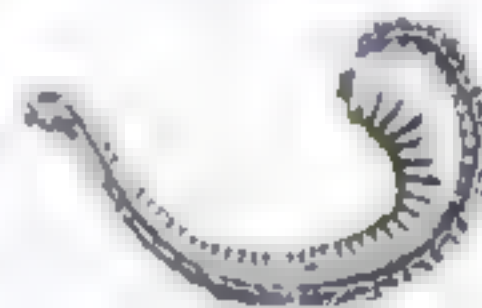
**Classic Hive Tyrant (1)**  
MO C433



**Hive Tyrant  
Bonesword arm**  
010600206

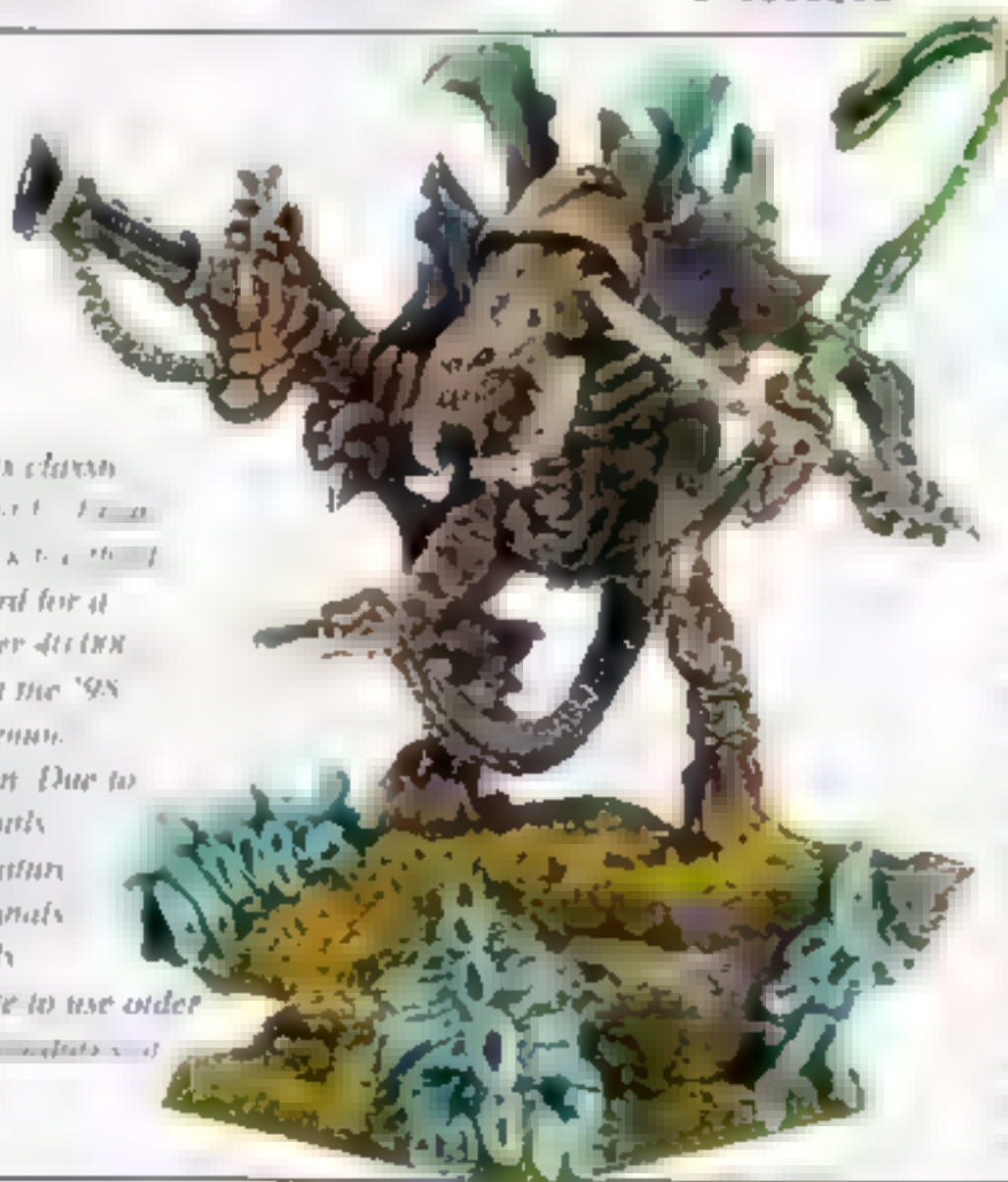


**Hive Tyrant Barbed Strangler**  
010600212



**Hive Tyrant Tail**  
010600209

Right. This classic  
Hive Tyrant (1) from  
Squad took the 1st  
place award for a  
Warhammer 40,000  
Monster at the '98  
Golden Demon  
competition. Due to  
the constantly  
evolving nature  
of the Tyrants  
it is entirely  
appropriate to use older  
1st edition illustrations  
where relevant.



Right. This classic  
Hive Tyrant (1) from  
Squad took the 1st  
place award for a  
Warhammer 40,000  
Monster at the '98  
Golden Demon  
competition. This model has  
many of the same  
features as the  
newer models.





# CLASSIC RANGE



**Classic Lictor (1)**  
MO 0340



**Lictor Upper Torso**  
010600301



**Lictor Head**  
010600303



**Lictor Spinal  
Blades**  
010600308



**Lictor Scythe Arm 1**  
010600302



**Lictor Lower Torso**  
010600305



**Lictor Right Leg**  
010600307



**Lictor Left Leg**  
010600308

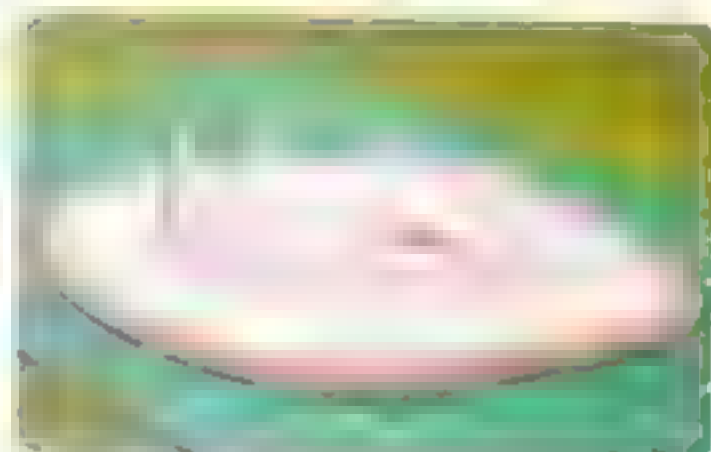


**Lictor Scythe Arm 2**  
010600304



## MAKING A RECLAMATION POOL

Reclamation pools are surprisingly simple to put together. The typical pool measures, at most, 9" across. A pool of approximately this size will give your foe a deadly obstacle to navigate when he sweeps toward your chitinous battle line! To make a reclamation pool, follow the simple instructions outlined below.

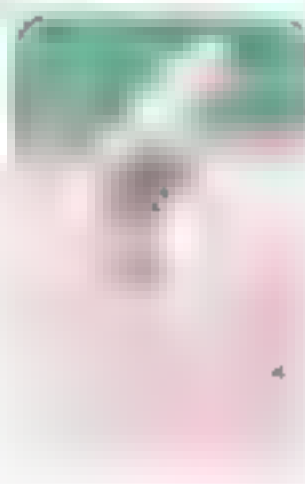


1. First, cut out a few thin strips of foam about 1/2" to 3/4" high. Feel free to use off-cuts and scraps, as it doesn't matter if the foundation you create with these strips is even.

2. Assemble these puzzle pieces together to form an ellipse and glue them down to a circle of hardboard. Let this assembly dry before you move on to the next step!

3. Once your foam has fully adhered to the hardboard, you can start shaping it with fine-grade sandpaper. Sand down the outer edges of the pool until they seem to merge with the wooden board. The join doesn't have to be seamless, though. You'll be concealing the joins with spackling to make one continuous surface. Also, round down the inside edges of the pool.

4. Finally, spackle the edges and add some details. Try making teeth-like shapes out of foam. Use spackle to create an organic "lip" to your pool. This example has two Rippers from the Tyranid Warrior sprue. They appear to be relaxing after a long, tough day of slaughtering Mankind!

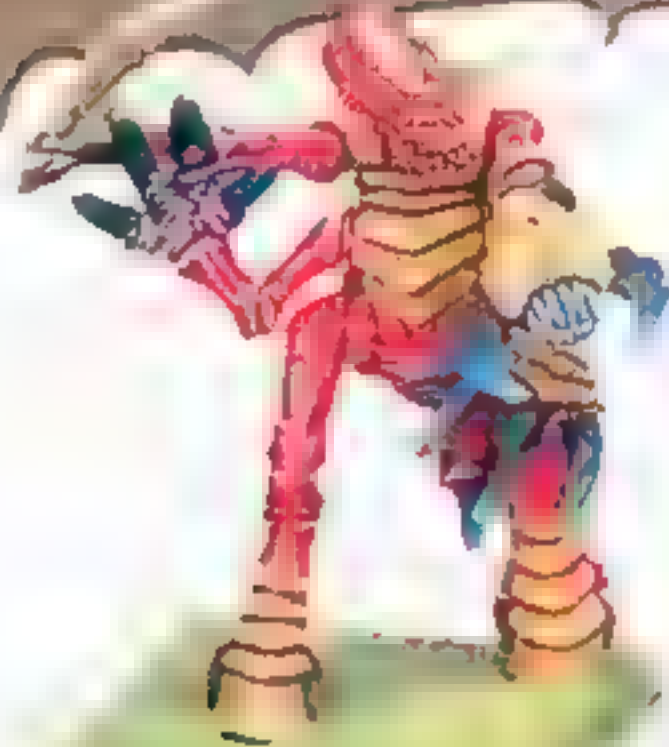


Across the heavens, the flotilla of bio-ships stretched out, impelled by instinct to hibernate again until new prey was found, and new resources could be plundered. In the wake of this fleet, a bare rock veined of every organic particle and stripped of all but the most basic elements slowly orbited its star. Nothing was left of the towering world of Languish III. There were no testaments to the armies who once ruled there. Now, all that was left was an airless asteroid, the unmarked death place of 3 million people.





# CLASSIC RANGE



Classic Tyrantid Warrior

*Note: Classic Tyrantid Warriors are not sold assembled out of the box on this page.*

Tyrantid Warrior  
Head 1  
010600701

Tyrantid Warrior  
Body 1  
010600702

Tyrantid Warrior  
Body 2  
010600717

Tyrantid Warrior  
Left Claw  
010600705

Tyrantid Warrior  
Right Claw  
010600705

Tyrantid Warrior  
Head 2  
010600716

Tyrantid Warrior  
Cannon Arm  
010600809

Tyrantid Warrior  
Whip Arm  
010600912

Tyrantid Warrior  
Spine Fist  
010600708

Tyrantid Warrior  
Right Arm  
Bonesword  
010600707

Tyrantid Warrior  
Right Arm  
Bonesword 2  
010600718

Tyrantid Warrior  
Left Arm  
Bonesword  
010600711

Tyrantid Warrior  
Lash Whip  
010600208

Tyrantid Warrior  
Left Leg  
010600703

Tyrantid Warrior  
Right Leg  
010600704

Tyrantid Warrior Devourer  
010600810

Tyrantid Warrior Venom Cannon  
010601014

Tyrantid Warrior Barbed Strangler  
010601115

## EVOLUTION OF THE TYRANIDS

The Tyranids have been a threat to the Warhammer 40,000 universe for more than 20 years now. As many of you proud defenders are encountering these critters for the very first time, the Inquisition has decided the time has come to bring you up to speed on the history and evolution of these foul bugs. The Tyrantid models that you can see now on battlefields near you have been slowly evolving since the very first time they were mentioned in a *Warhammer 40,000* magazine. These models are a quite different from the ones that first emerged from the fevered mind of the great *Warhammer 40,000* designer.

It all started on p. 200 of that forbidden tome *Warhammer 40,000 Rogue Trader* under the header *Tyrantids and the Hive Fleets*. Therein, Tyrantids were described as follows:

*They have a grotesque appearance with six spindly limbs. The front limbs have webbed appendages which serve as tentacles for reaching out to the creatures in the low gravity conditions aboard Hive Fleet ships. The front limbs are manipulative with double-thumbed hands, whilst the middle legs are hooped and form the primary locomotory legs. The rear legs are used for propulsion as a rule, although when moving slowly they tend to use any free limb to grip onto the irregular walls of the Hive Fleet ships. All Tyrantids have excellent vision afforded by their secondary eyes which are situated as a pair on their neck. These are often mistaken for ears by ignorant humans, but the Tyrantids are set in deep canals along the Tyrantids' necks. Having evolved in a low gravity, low density atmosphere, the Tyrantids' sense of hearing is extremely poor, but they are remarkably sensitive to changes in atmospheric pressure and vibration. Tyrantids are extremely vicious, extremely intelligent and totally merciless.*

The first Tyrantids had access to a wide range of advanced weaponry like lasguns and flak armor, and the only other troop type that was used in early battles were Zoats, a separate race that were enslaved by the Tyrantids. Clearly these Tyrantids were very different from the Tyrantids we now know and love. In fact, these early Tyrantids later became known as Tyrantid Hunter-Slayers and after that Termagants.



Hunter Slayer – 1987



Termagant – 1992



Termagant – 2001



The highly mobile Coati genus fulfill the role of the fox. They are normally equipped with the fleshborer weapon and species is regarded as cannon fodder and are expended by the thin mind merely to exhaust the defenders prior to a major assault.

# CLASSIC RANGE



**Termagant  
Fleshborer 3**  
010601403



**Termagant  
Fleshborer 4**  
010601404



**Zoanthrope Head**  
010601301



**Zoanthrope  
Mandibles**  
010601302



**Zoanthrope  
Body**  
(10x) 010601303



**Termagant  
Strangeweb 3**  
010606403



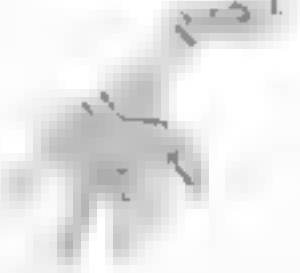
**Termagant  
Fleshborer 2**  
010601402



**Classic Zoanthrope (1)**  
MO 0430



**Zoanthrope  
Left Arm**  
010601308



**Zoanthrope  
Right Arm**  
010601309



**Termagant  
Spike Rifle 3**  
010601502



**Termagant  
Spike Rifle 4**  
010601501



**Zoanthrope  
Right Leg**  
010601307



**Zoanthrope  
Left Leg**  
(1x) 010601306



**Hormagaunt Body 1**  
010600602



**Hormagaunt Body 2**  
010600603



**Hormagaunt Body 3**  
010600601



**Classic Hormagaunt (10)**  
MO 0431

Hormagaunts are single minded in doing with the foe and exterminating him with the use of claws. Hormagaunts are fast constantly moving in swarms that seem to be made of nothing but ripping claws and ruled armor plates.



**Hormagaunt Left Forearm**  
010600605



**Hormagaunt Right Forearm**  
010600604



**Hormagaunt Rear Claws**  
010600606



# CLASSIC RANGE



**Classic Gargoyles (10)**  
MO 0430



**Gargoyle Body 1**  
010601602



**Gargoyle Body 2**  
010601603



**Gargoyle Body 3**  
010601604



**Gargoyle Body 4**  
010601605



**Gargoyle Wings**  
010601601



**Gargoyle Body 3**  
010601606



**Gargoyle Body 4**  
010601607



**Classic Biovore (1 and 2 Spore Mines)**  
MO 0341



**Biovore Body**  
010600501



**Biovore Forearms**  
010600502



**Biovore Right Leg**  
010600503



**Biovore Left Leg**  
010600504



**Classic Rippers (2 Bases)**  
MO 0429



**Ripper Body Sprue**  
010601202



**Ripper Head Sprue**  
010601201



**Ripper Twin Body**  
010601203

## EVOLUTION OF THE TYRANIDS - GENESTEALERS

The Genestealer was first introduced in the 1980s as a Rogue Trader and they were designed as a way to represent the Genestealer. They were first associated with Tyranids, yet and were described as follows:

The enigmatic monster originates from one of the moons of Yngart, but has spread throughout space and is threatening to become a real menace. In its native state it is blue, has two pairs of clawed arms, a long muscular tail and a tough leech-like body. Its head is a simple tube full of slopping tentacles and sharp inward-pointing teeth. What makes the Genestealer truly unique is its deadly and extremely rapid reproductive cycle. Genestealers are of a single gender and are incapable of reproducing among themselves. To reproduce they require another creature, any creature will suffice, of any gender.

For all the Genestealer requires is the basic genetic material which is contained in every living cell of the mate. A Genestealer implants its own genetic material in the form of an egg capsule, which is forced into the body of the host by an extendible ovipositor and which is normally secreted inside the host's head. The implantation does not kill the mate immediately, but the implanted egg quickly grows until ready to burst out as an immature Genestealer.

Needless to say, this kills the parent host. Interestingly enough, newly born creatures, although fundamentally Genestealers, will have characteristics inherited from the host parent. Thus a Genestealer human may have a vaguely humanoid head, or only two arms instead of the usual four, and perhaps its tail will be shortened or missing. A Genestealer of four or more generations of consistent human parentage would pass for a human on cursory inspection, although a closer look would reveal a bluish skin, sharp pointed teeth, and a rather disturbing stare. On their home world, Genestealers exploit a large leech-like creature called a Cxth which is the usual mate. Matings with





# CLASSIC RANGE



**Classic Carnifex (1)**  
MO 0342



**Carnifex Head**  
010600101



**Carnifex Lower Left Claw**  
010600107

**Carnifex Lower Right Claw**  
010600108



**Carnifex Upper Left Claw**  
010600106



**Carnifex Left Leg**  
010600104



**Carnifex Right Leg**  
010600105



**Carnifex Upper Body**  
010600102



**Carnifex Lower Body**  
010600103



**Carnifex Upper Right Claw**  
010600109

The Carnifex is a formidable  
of destruction evolved for use  
in shock assaults, space ship  
boarding and the most  
battles where it can smash  
through almost any obstacle. In  
the hands of a skilled player  
it can be a real terror.  
The Carnifex is a real terror  
primarily for its massive size  
and vehicles as well as  
children's toys.

# SHOWCASE



*Left: Marika Reimer's in second place in  
the Warhammer 40,000 Large Monster  
category at the 2003 Los Angeles Golden  
Dragon Painting Competition*



*Left: Frank  
Koch won third  
place in the  
Warhammer  
40,000 Large  
Monster  
category at the  
2003 Los  
Angeles  
Golden Dragon  
Painting  
Competition*





# COLLECTOR'S RANGE



**Hunter Sayer 1**  
72557-1

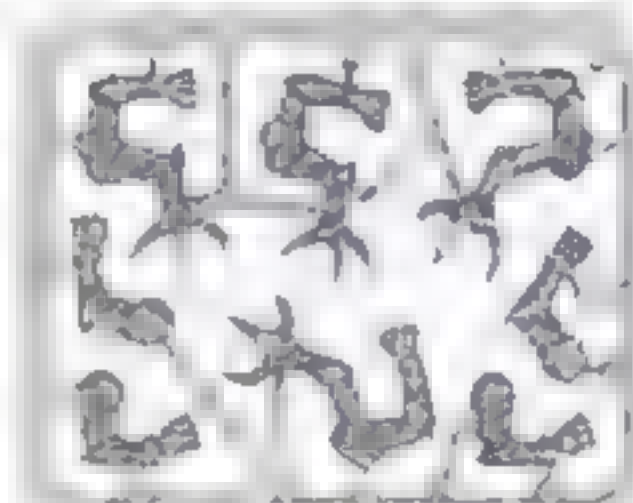


**Hunter Sayer 2**  
72557-2



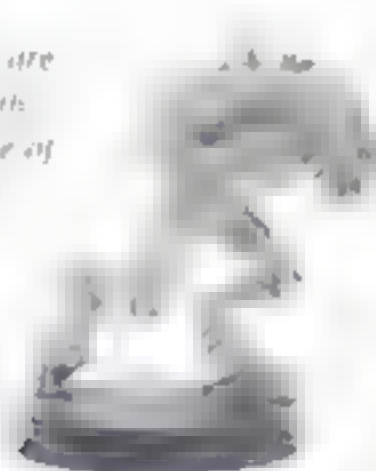
**Genestealer  
Metal Arms 1**  
72557-1

**Genestealer  
Metal Arms 2**  
72557-2



**Genestealer Arms Sprue**  
*(Please note that this sprue is  
not included in the main set)*

Note: Arms are  
included with  
the purchase of  
the Hybrids



**Genestealer  
Purestrain 1**  
72557-8



**Genestealer  
Hybrid 3**  
72557-12



**Genestealer  
Hybrid 5**  
72557-14



**Genestealer  
Hybrid 7**  
72557-16



**Genestealer  
Hybrid 8**  
72557-17



**Genestealer  
Hybrid 9**  
72557-18



**Genestealer  
Hybrid 10**  
72557-19



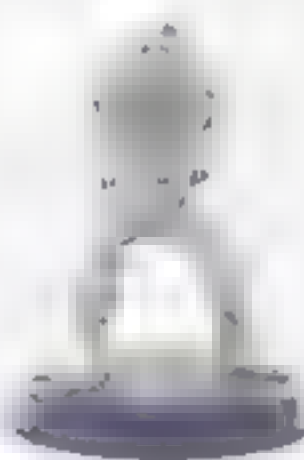
**Genestealer  
Hybrid 11**  
72557-20



**Genestealer  
Hybrid 12**  
72557-21



**Genestealer  
Hybrid 13**  
72557-22



**Genestealer  
Hybrid 14**  
72557-23



**Genestealer  
Hybrid 15**  
72557-24



**Genestealer  
Hybrid 16**  
72557-27



**Genestealer  
Hybrid 17**  
72557-25



COLLECTOR'S RANGE



Genestealer Hybrid 18  
72557-24



Genestealer Hybrid 19  
72557-29



Genestealer Hybrid 20  
72557-26



Genestealer Patriarch Right Arm  
72596-8



Genestealer Magus w/ Lasipistol  
72557-7



Genestealer Magus w/ Staff  
72596-1



Genestealer Patriarch Body  
72596-7



Genestealer Patriarch Left Arm  
72596-9



TYRANID BATTLETABLE

This gaming table was built by scenery guru Chad Mierzwa (it's not just any gaming table representing any old world however, but the fermenting pulsating interior of a Tyranid hive ship! The repeated spires that line the table took their inspiration from a human backbone. They were made from layers of insulation foam that was spackled and sanded until smooth. For added contrast, the table is dotted with spore clusters (shown to the left) that were made from balls of green stuff that first had the handle of a paintbrush pushed into them and then the edges smoothed out with a sculpting tool.





# COLORS OF WAR

Tyrannids don't wear uniforms like other armies. However, by using a limited palette of colors, you can still unify the look of your army. Here, you can see a selection of varied color schemes. You can paint your swarm in many different ways and can use natural colors, bright and dark colors, or contrasting colors.

## BRIGHT COLORS

Painting your swarm in bright colors is an excellent way of giving it a distinctive appearance on the battlefield. For all the Gaunts pictured here, we've listed the colors we used to paint them. Two colors overlapping means that we mixed those colors together.



- Sunburst Yellow
- Blood Red
- White undercoat



Unless noted otherwise, all models were undercoated with Chaos Black.

- Bright Green
- Snap Green

## NATURAL COLORS

One of the best places to get ideas on how to paint your Tyrannids is Mother Nature herself.

Go to your local Library or book store and take a look at insect reference books. You will find a plethora of color schemes, markings, and themes to inspire you.

Imagine a unit of Gaunts painted as hornets or Termagants painted in glowing reds like fire ants.



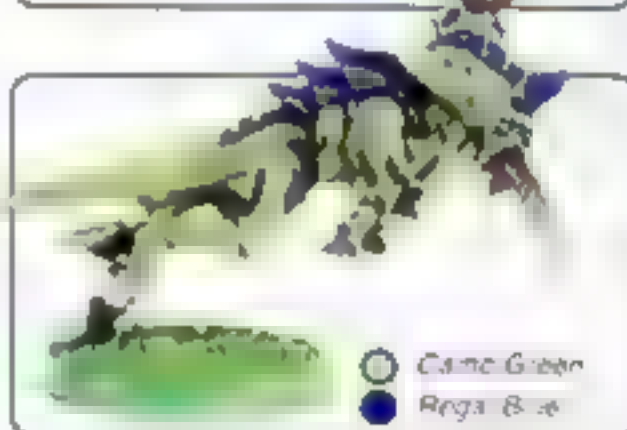
- Shadow Grey
- Skin White
- Bronzed Flesh
- White undercoat



- Lightning Bolt Blue
- Snakebite Leather



- Blazing Orange
- Scorched Brown



- Camo Green
- Regal Blue



- Sunburst Yellow
- Liche Purple



- Pallid Flesh
- Liche Purple
- White undercoat

## CONTRASTING COLORS

We've found that one of the best ways to create a two-color palette for your swarm is to use strong contrasting colors on the skin of the Tyrannids and their armor. This approach easily separates the two areas of the models to create a striking visual effect.

- Bleached Bone
- Dark Angels Green
- Bleached Bone



- Codex Grey
- Fortress Grey



- Goblin Green
- Dark Angels Green
- Bleached Bone



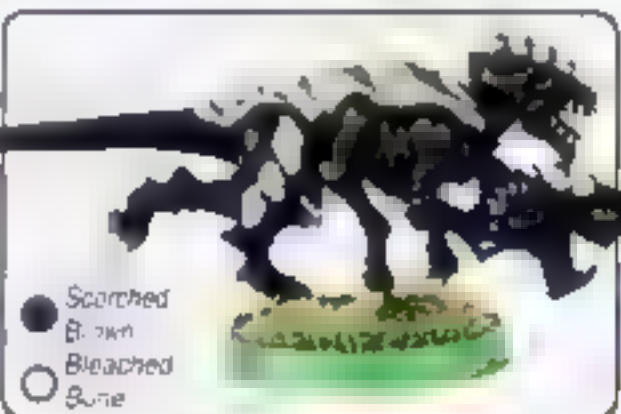
- Hawk Turquoise
- Blood Red



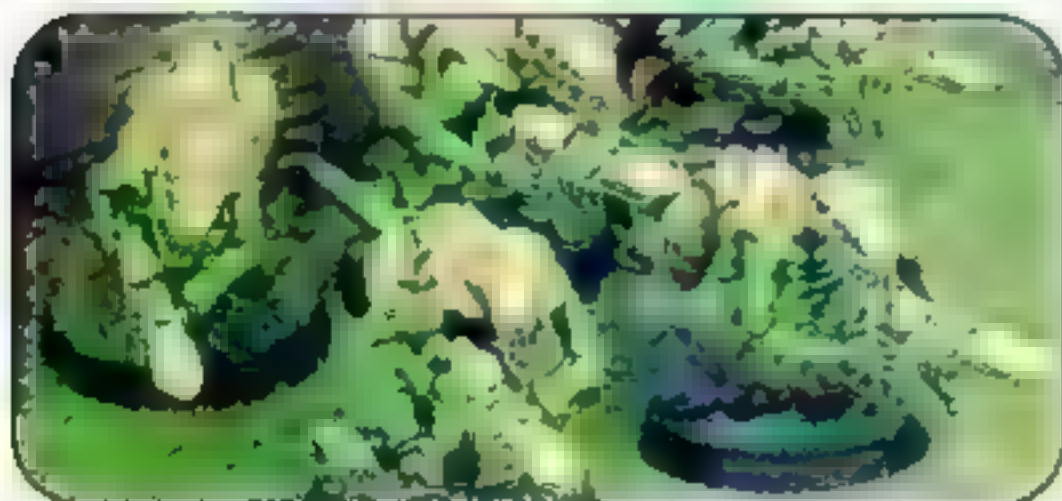
- Shadow Grey
- Red Gore



- Shadow Grey
- Fortress Grey



- Scorched Brown
- Bleached Bone
- Bone

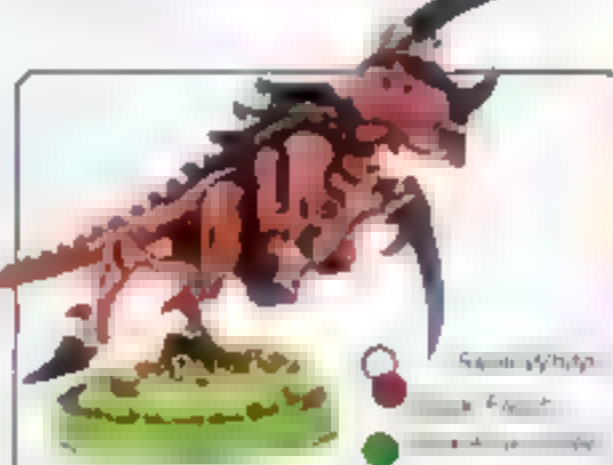






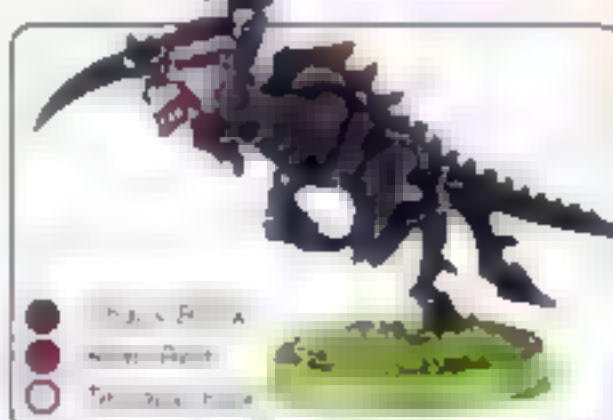
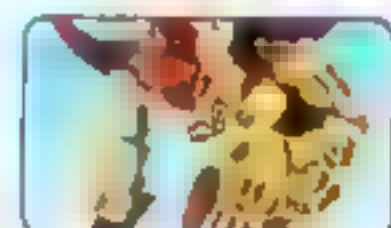
### NATURAL DRINK

Tyrannid Gaunts painted in a variety of colors based on those of real animals and lizards will help to give your swarm a naturalistic organic feel. You can get inspiration from reference books, nature programs, and the like.



### TYRANID BIOMORPHS

Here are some ideas for painting the biomorphs you can add to your Gaunts and Tyrannid Warriors. Biomorphs such as extra armor can be painted to match the color of the carapaces on your models.

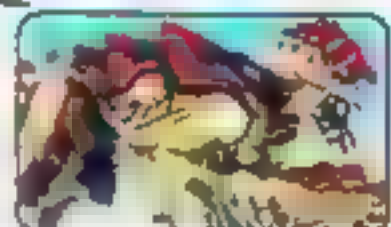


However, painting the biomorphs on your models with a strong contrasting color is an excellent way of making them really visible on the model, so you remember them when you're fighting a game. The toxin sacs on the Hornagaunt far below have been painted with Scorpion Green, which helps the biomorphs stand out from the red and white colors.



### DARK TITANS

These Gaunts have been painted in a variety of muted, dark colors. These colors give the swarm a darker, more menacing appearance and serve to underscore the danger of the Tyrannid broods. These colors are also easy to apply and can be painted extremely quickly, which may be a good reason to choose these colors for your swarm.





# CODEX: ARMAGEDDON

*Armageddon, a world whose name is known across the Imperium. Armageddon, a world whose name has become a byword for war and destruction on a massive scale. Armageddon, where the fate of a thousand worlds hangs in the balance.*

—Lord Commander Solar Eugenic

## A Global Campaign

In the summer of 2000, Games Workshop attempted the first of its hugely successful Worldwide Gaming Campaigns with the Third War for Armageddon. Ork Warlord Ghazghkull Thraka's second Waaagh! against the vital planet of Armageddon. Supporting the mass of hobby activity around the world were two key elements, *Codex: Armageddon* and the campaign web site ([www.armageddon3.com](http://www.armageddon3.com)).

*Codex: Armageddon* set the scene for the campaign and provided the background about the vital Imperial planet of Armageddon as well as four variant Army lists (lists that normally use other Codices as their base) detailing some of the forces fighting over Armageddon.

## What the Campaign Meant for the 40K Galaxy

During an 8-week period, over 50,000 games were registered across 14 warzones. Each country or region across the globe was assigned a particular warzone on Armageddon, and players from those regions had the honor of defending the Imperial strongholds or the pleasure of tearing them down.

After the dust settled, Armageddon was still locked in a stalemate of epic proportions. The invading Orks had developed a strong foothold in a few areas of the planet but had failed to oust the Imperium from their battered hive cities. To this day, the Imperial armies encamped on Armageddon fight running battles with the now deeply entrenched Ork hordes.

## The Armies Found in the Codex

The four army list variants in *Codex: Armageddon* cover the forces fighting on Armageddon, the Black Templar and Salamander Space Marine Chapters, the Armageddon Steel Legion, and the Ork Speed Freaks. You must have the "parent" Codex to use these variant lists: *Codex: Space Marines* for the Black Templars and Salamanders, *Codex: Imperial Guard* for the Steel Legion, and *Codex: Orks* for Speed Freaks.



This 52-page rulebook contains background information on the Third War for Armageddon, including four variant army lists and lots of great ideas for challenging games of Warhammer 40,000.

**Codex: Armageddon**

40-03-60

ISBN

- The Black Templar Space Marines are one of the two Chapters derived from the Imperial Fists Legion after the Horus Heresy. In order to prove their loyalty to the Emperor, they embarked on a great Crusade that has lasted for 10,000 years.

- The Salamander Space Marines are one of the First Founding Chapters and, as such, are among the most respected fighters in the Imperium. They are noted for their stoic character and pragmatic approach to warfare.

- The most common type of company found in Imperial Guard Regiments raised on Armageddon are Mechanized Infantry Companies. Armageddon is one of the main manufacturing planets for Chimeras, and the infantry units of Armageddon are routinely issued with these AFVs.

- The only thing that Orks love more than speed is fighting. The perfect match for Orks is something that gets them to the fighting faster like trucks, buggies, and bikes. Many Orks fall under the spell of the revving engine and the feel of wind in their hair squig.

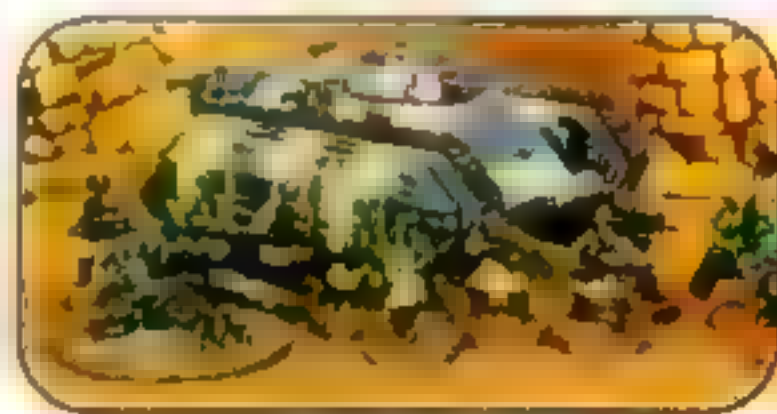
Models for all of these armies can be found in the appropriate section (listed under their parent Codex).



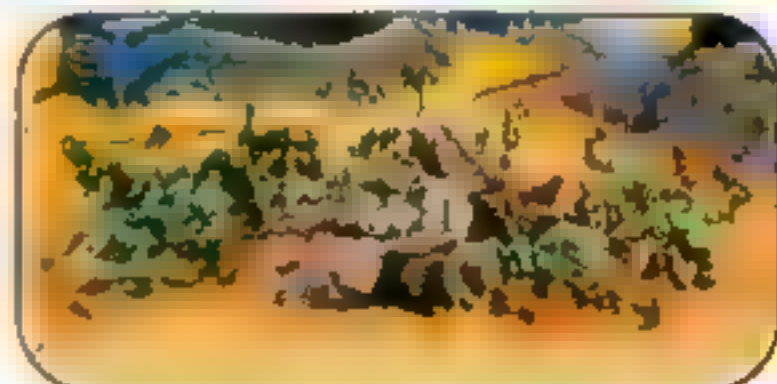
*Above: The Black Templars Chapter of Space Marines is perhaps the most devout organization in the Imperium. Their fanatical zeal drives them into dangerously frenzied assaults.*



*Above: The thoughtful approach of the Salamanders Chapter has marked them as a stoic force to be reckoned with. The fires of their homeworld have prepared them for Armageddon.*



*Above: Due to the caustic nature of Armageddon's Ash Wastes, the bulk of its Planetary Defense Forces are organized as Mechanized Infantry, the famous Armageddon Steel Legion.*



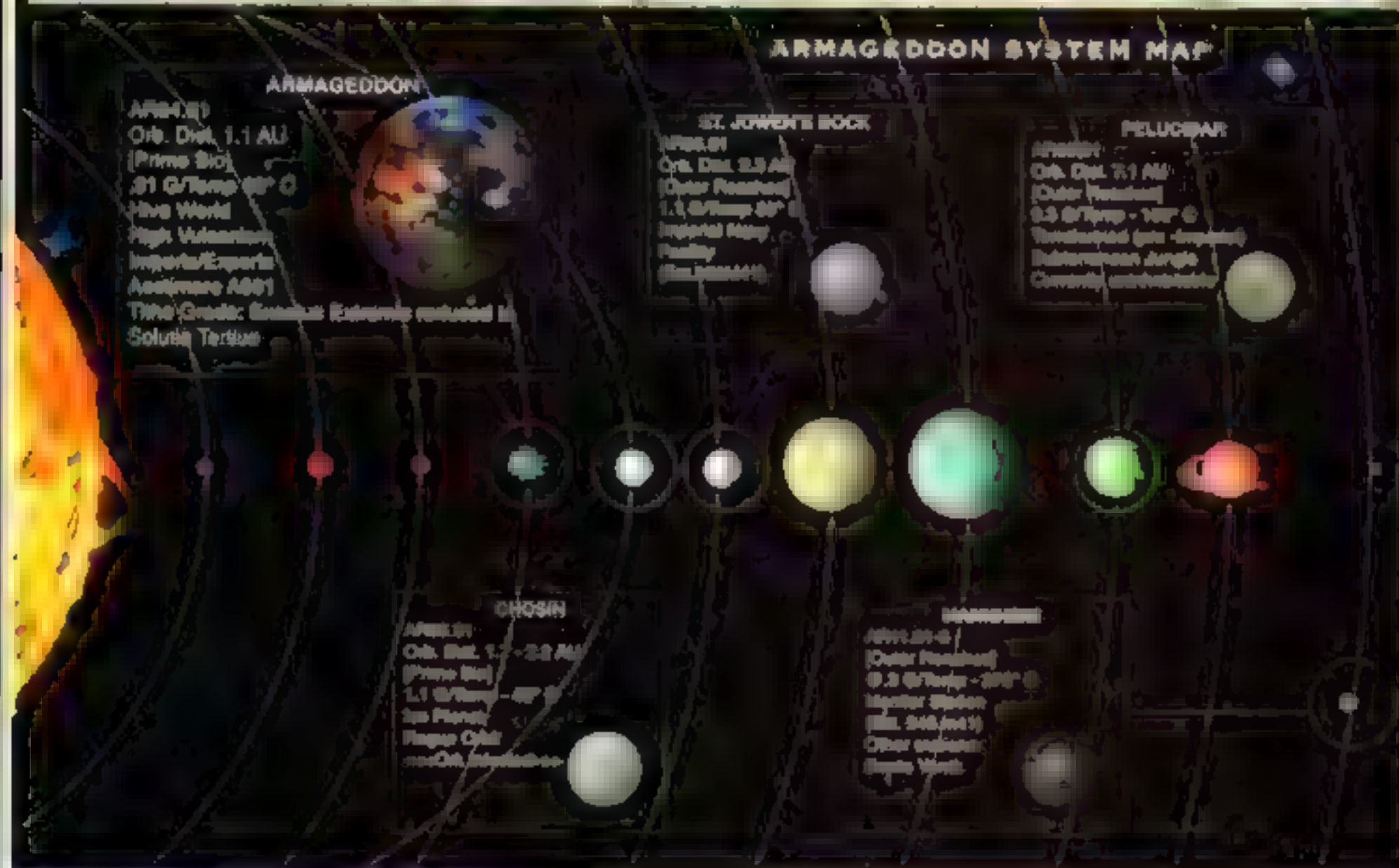
*Above: With the Ash Wastes of Armageddon spread before it, Ghazghkull Thraka's army took to trucks and buggies. These mighty Speed Freaks terrorized Imperial forces throughout the campaign.*



# THE ARMAGEDDON LAND WAR



## ARMAGEDDON SYSTEM MAP





# CODEx BATTLEZONE: CITYFIGHT

*The floor shook, and plaster fell from the ceiling like rain as the artillery barrage crept closer. Sergeant Tobias would have to hustle his squad from their temporary shelter very soon, but where would they go? The inhuman flesh eaters were stalking the tight alleyways of this hab-district. In these close confines, his men stood little chance against the combat skills of the mercenary Kroot. For the fifth time that minute, the Sergeant eyed the door to the basement. Against orders, they could escape to this ruined city's sanitation system, and he could save the lives of his men...*

*...the platoon whistle blew, and his squad headed for the street before he could call them back.*

*Codex Battlezone: Cityfight* is the first of a planned series of books that will cover a wide variety of environments in which you can fight your games of Warhammer 40,000. The purpose of these books is to expand the scope of your Warhammer 40,000 games beyond that described in the basic rulebook and into specific and highly evocative settings. Of course, *Codex Battlezone: Cityfight* details the gritty arena of urban warfare. The Codex presents adaptations to the core rules to represent more accurately the terror of fighting in the close confines of an urban hellhole. It also presents scenarios an Attackers' and Defenders' Armory containing new items for use in the scenarios, and bonus special rules for each army, which refine the way it operates in a Cityfight situation.

## Fighting Style

The chief adaptations for fighting in an urban environment include squad coherency, the effect of template, blast, and ordnance weapons, and the ferocity of close combat. These changes have been made to take into account the close and often uneven terrain on which static models must be placed and the added vertical element of fighting from multi-story buildings. The changes found within *Codex Battlezone: Cityfight* take your games into a nightmare world of all-or-nothing assaults and devastating explosions, all of which is played at a faster pace than regular games of 40K. The claustrophobic alleys and roadways of many cities galaxy wide await your attack!





This 80-page rulebook contains rules for fighting in the nightmarish environs of a

WARHAMMER 40,000  
CITYFIGHT

Warhammer 40,000

**Codex Battlezone: Cityfight**

40-05-60

\$20.00

Below

WARHAMMER 40,000  
CITYFIGHT

## Modeling Terrain

The most important thing to get before you start building your city is to construct a city to fight in. From a ruined pumping station to a destroyed hab block, there are endless possibilities for your city. Although the book *Codex Battlezone: Cityfight* takes place over devastated Imperial cities, we've attempted to present an idea of the cities of each race in the *Ta-Ao-Loo*. Regardless of the path you choose to tread, you will need quite a lot of materials, tools, and glue to build your city.

Games Workshop sells a variety of plastic pieces that you can use to build your city. These are perfect for building and will get you on your way. *Codex Battlezone: Cityfight* contains many more ideas for building and provides excellent advice on building your buildings. To get you started on your journey, we've included a step-by-step guide to building a Imperial building, perfect for a Cityfight.

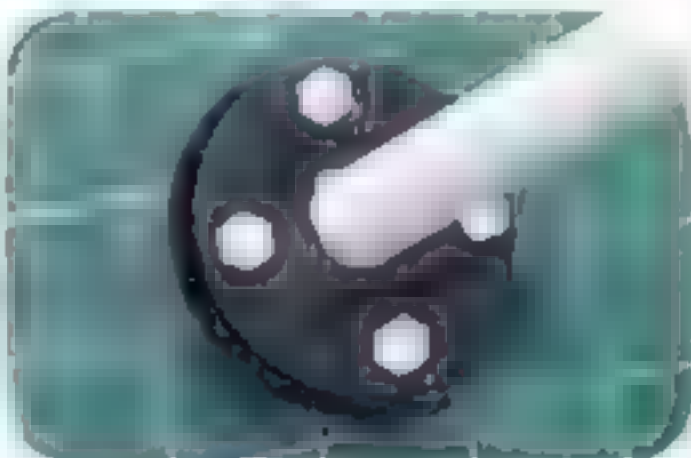
## LIGHTING THE STREETS OF THE IMPERIUM



With a few simple bits and a little bit of painting, you can make your own light poles. You can use bits like the scanners from the Imperial Guard's *Imperial Guard* for your light poles.



Trim the scanner and glue them onto a T-junction piece, available at hobby stores that sell plastic tubing.



Round bases are ideal for the bases of light poles. Just detail them with bits cut from hexagonal plastic rods and bits of the plastic rods, spears, or lances.



Your light poles will add that extra level of realism to the detailed scene.



# CREATING A CITYFIGHT BUILDING

**Step One** Carefully measure and cut out the sides and second floor of the building from thick foamcore board (available from most craft stores or large office supply stores)

**Step Two** Measure and cut out a rectangular base from hard board. Use pieces of insulation foam to make the angular base of the building. Use hot glue to assemble the walls and floor. Don't attach the building to the base at this time.

**Step Three** (not shown) Glue rubble and sand to the base and upper level. Paint any exposed foam with wood glue to protect it from the spray primer. Once the glue dries, poke small pieces of bent paper clip into the ruined walls to represent reinforcing rods. Use hot glue to attach strips of plasticard to the walls at appropriate points.

**Step Four** Spray the building and base with Chaos Black primer. Next, lightly spray the building with Blood Angels Red and Shadow Grey.

**Step Five** Finally, use a large brush to drybrush the entire building with Fortress Grey. Apply Chestnut Ink to the bent metal posts to make them look rusty and to add weathered texture to the building. As a last step, glue the building onto the base.

## FINISHING TOUCHES

To take your ruined building one step further, you could add signs and posters to personalize it or identify its former role in the city's life.



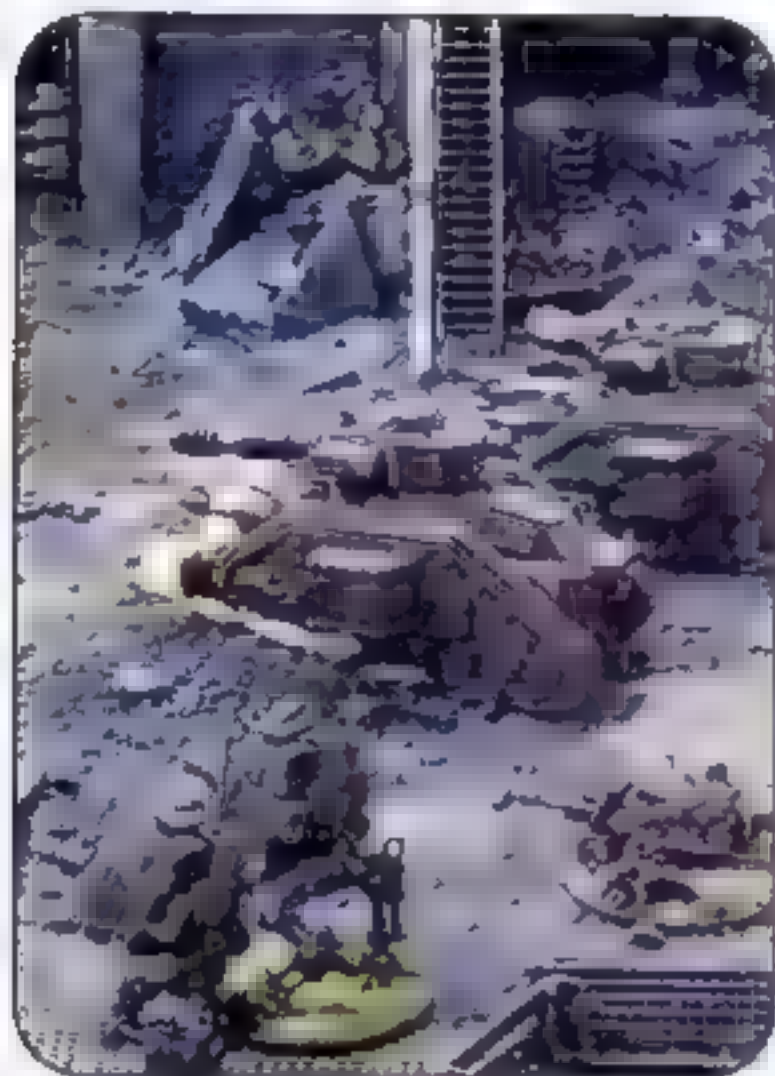
*Above: Former inhabitants try to shield itself from enemy fire while Imperial Guardsmen cover the approach of the building.*



*Right: This spectacular table was built initially for use in the Dawn of the Dead 40k Battle Report at White Dwarf 281, but it also formed the basis for the Battle of the Blood Angels at the 2001 Games Day 2001.*



# SHOWCASE



Above: Damage to Hatter's building is a result of a tank's attack on the building during the battle.

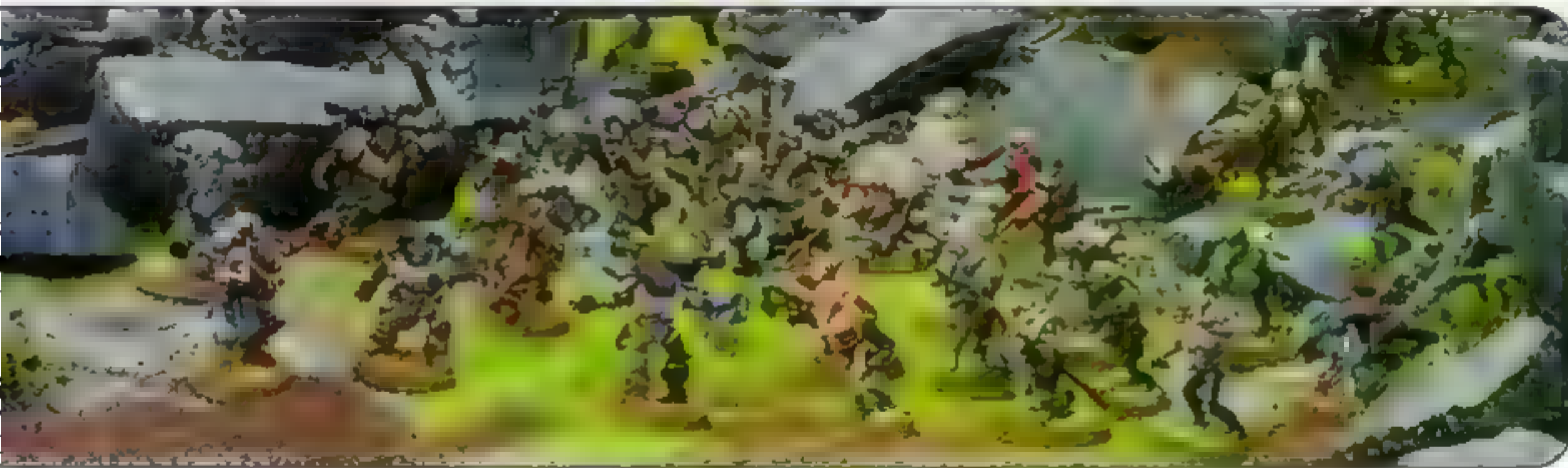


Above: The tank's attack on the building during the battle.





10-11 years ago. Nothing has been heard from him either before the recent return to thwart the forces of Order. Over the years, the 13th company's history of its victory, that period ended the mysterious power of the Western world the 13th company was supposed to be the end of the world.





- The Farseers of the Lithwé Craftworld have always averted disaster for their race. The ske ns of the future wove a pattern the Psykers could not ignore. Now, their light Strike Forces attack from within the Eldar webway.
- Most numerous among the followers of the Chaos powers are the Heretics, Traitors, and Mutants. The Lost and the Damned have never gathered before in such numbers

Called by their Dark Lords, these scum have risen to overthrow Imperial rule from within. Models for these armies can be found in the appropriate section (as listed by their "parent" Codex). Many models found in the Lost and the Damned list will require conversions from other ranges. Feel free to go crazy, as long as the models you build clearly represent their troop type.



*Above: The Cadion Shock Troops list revived some troop types that haven't been seen in the Imperial Guard lists for some time, like Sanctioned Psykers and Whiteshields – also known as Cadion Youth squads.*



*Above: The Lithwé Strike Force list represents the defenders of the Eldar Craftworld of Lithwé who use the webway to launch lightning raids on the enemies of this ancient race.*



*Above: The Lost and the Damned list is designed to echo the types of armies found in novels penned by the likes of Dan Abnett. Hordes of foul Traitors and even fouler Mutants, led by Chaos Space Marines and capable of summoning Daemons, spill forth from the depths of hive cities in the very heart of the Imperium.*

*Left: The Space Wolves 13th Great Company has been lost for many millennia only to emerge from the Eye of Terror hot on the heels of the Despoiler.*

## CONVERTING HORDES OF MUTANTS

The Lost and the Damned list gives you a great excuse to convert your own Mutant models. The insane hobbyists who built these creations constructed their models by combining parts from a wide variety of plastic sprues.





SCALUS SUBSECTOR



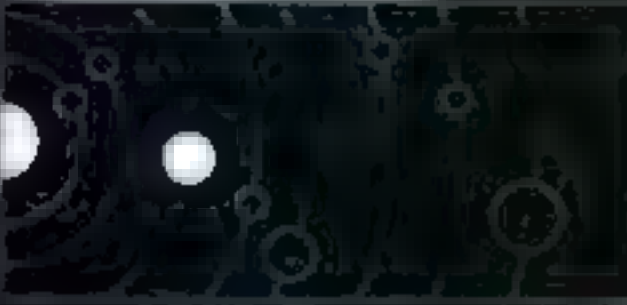
NEOMAN SUBSECTOR



CALIBAN SUBSECTOR



THRACIAN PRIMARIS SYSTEM



The planetary capital of the Helion subsector, Thracian Primaris is defended by five Flotilla class starships and has a POP of over 8 million.

SCALUS SECTOR



THRACIAN PRIMARIS

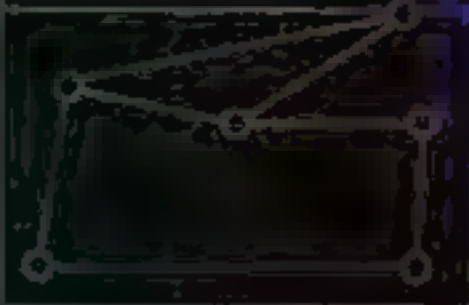


CHINCHARE SYSTEM



Chinchare is an asteroid locked in a figure-eight orbit around a binary star.

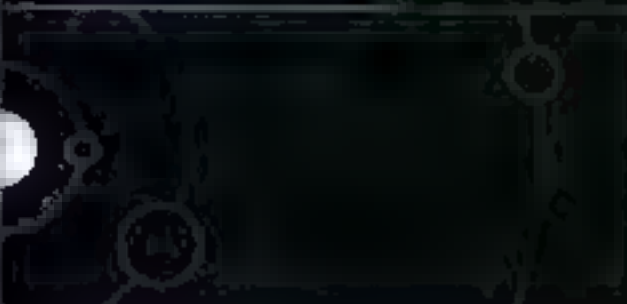
CHINCHARE SUBSECTOR



CHINCHARE



HYDRA CORDATUS SYSTEM

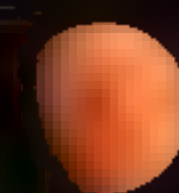


This collection of lighted worlds has remained quarantined for many centuries after the discovery of some crystals buried beneath their surfaces.

SENTINEL WORLDS



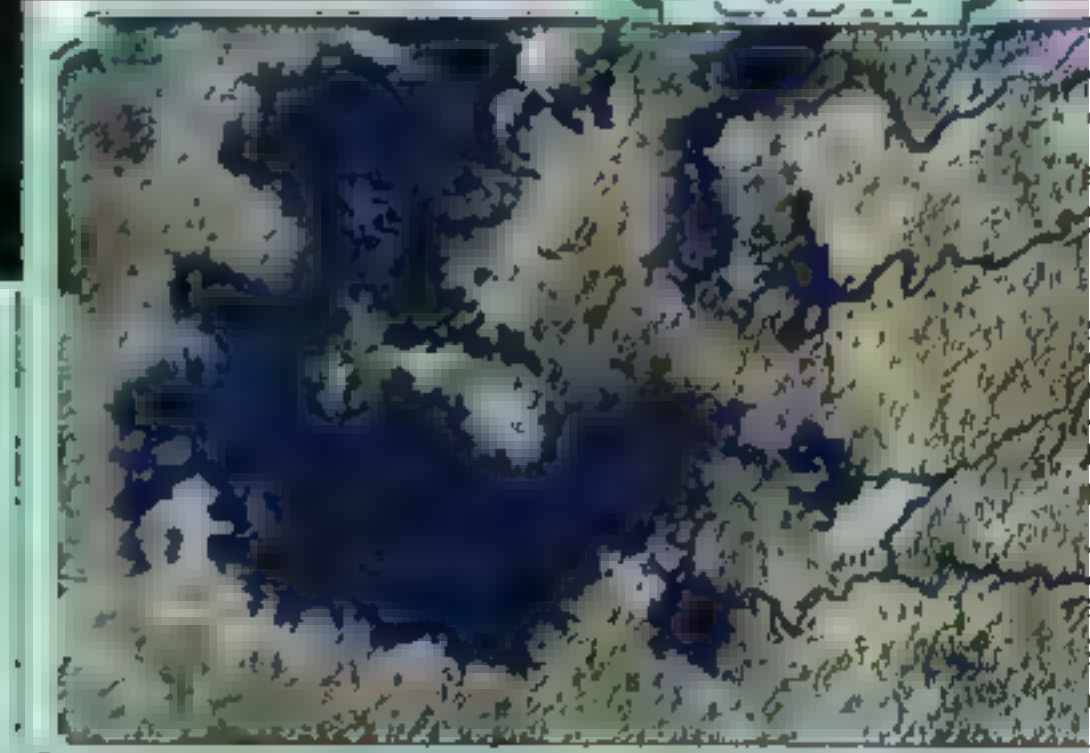
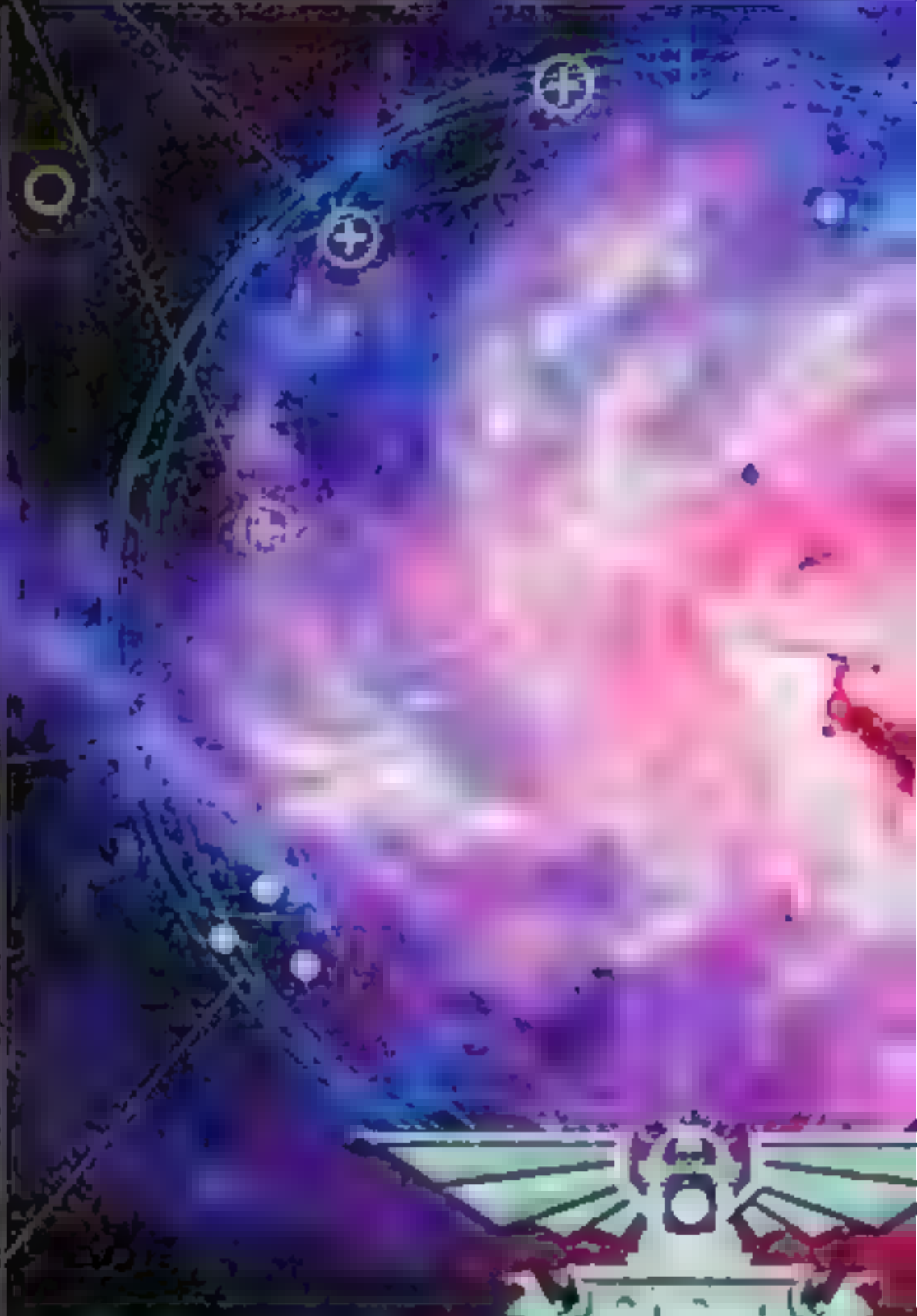
HYDRA CORDATUS



CADIAN SYSTEM



Cadia is a fortress world, the guardian of the one stable route from the Eye of Terror. Its entire population is geared for war, and its fortifications, weapons, and tanks are a prodigious sight.











# WARHAMMER

*Mighty armies advance; arrows darken the sky; war machines sweep death across the fields; and magic surges at the fingertips of powerful sorcerers. The din of battle is broken by the thunderous roars of monstrous creatures and the wailing of the wounded. The struggle tilts back and forth, with both sides seeking to gain the upper hand.*

## Bring It onto Your Tabletop

Warhammer is the game that allows you to bring all the excitement of fantastic battles right onto your tabletop. You take command of rank after rank of battle-hardened warriors and maneuver them to victory.

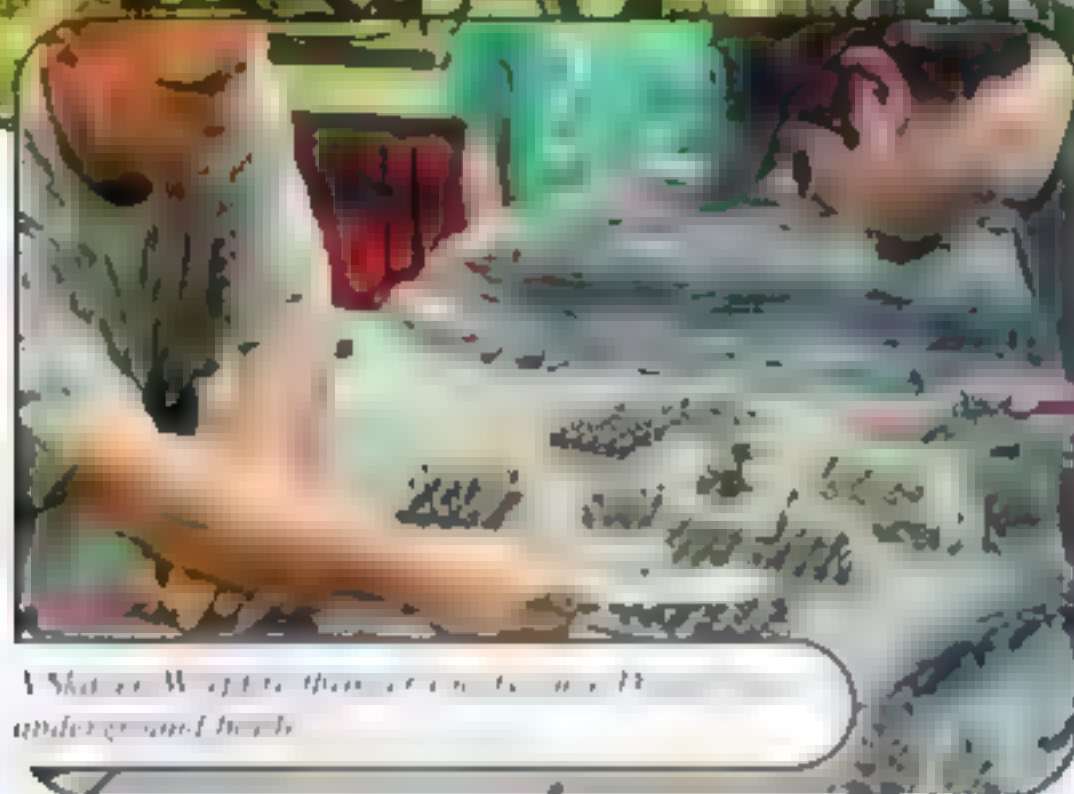
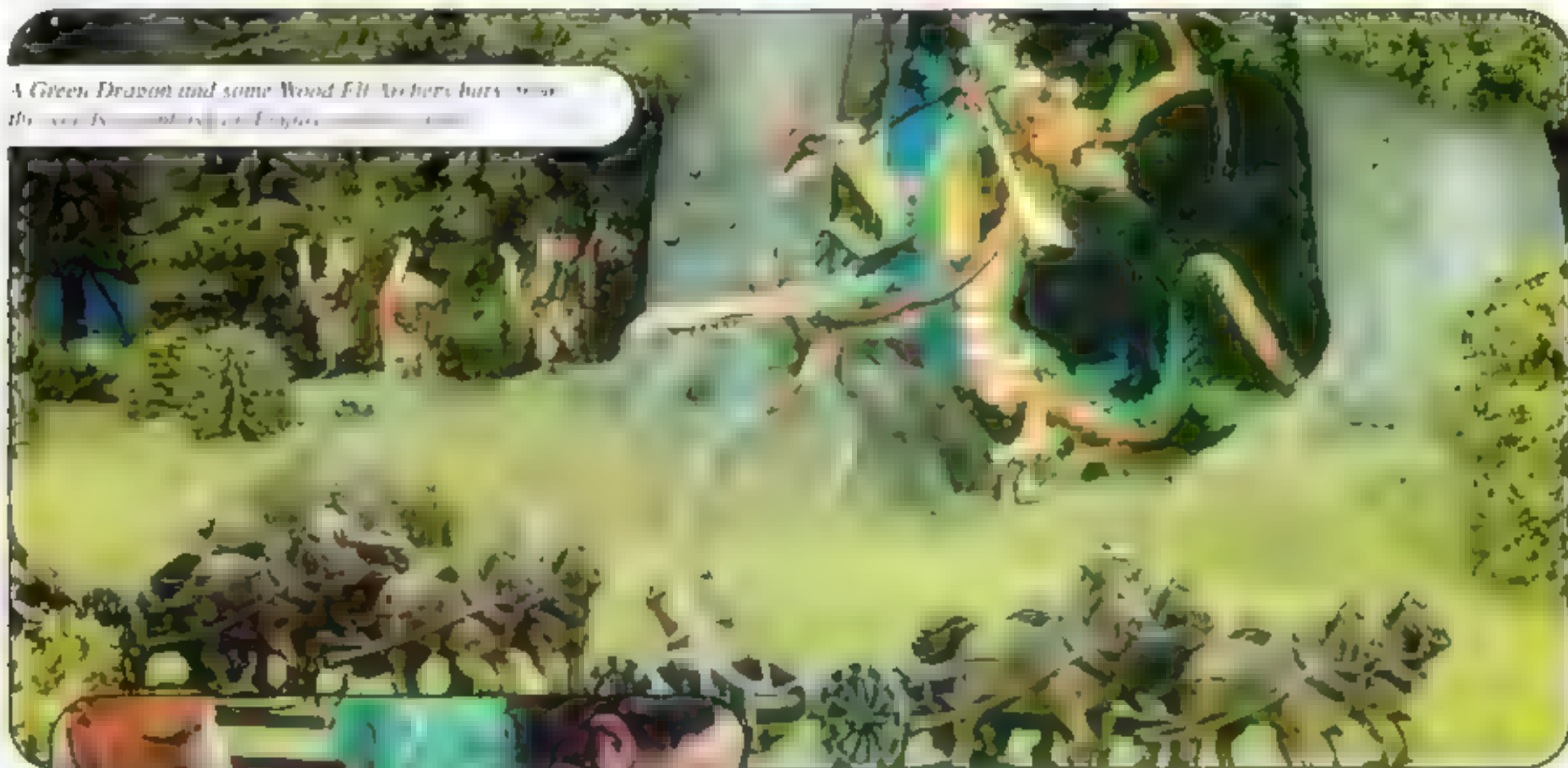
There are over a dozen different kinds of armies, from the hordes of the rat-like Skaven to the shambling Undead

who rise from the grave to fight again. Every army has different abilities, troop types, and access to a vast assortment of unique monsters, magic, war machines, and more. Keen-eyed Wood Elf archers defend the forest, while cold-blooded Lizardmen try to reclaim their world with the aid of enormous reptile monstrosities. Even better, even the same army type can be assembled in countless different ways. One Dwarf army may rely on well-armored infantry, while another tries for a rage of war machines. In the end, the battle is won by the general who makes the best moves on the tabletop.

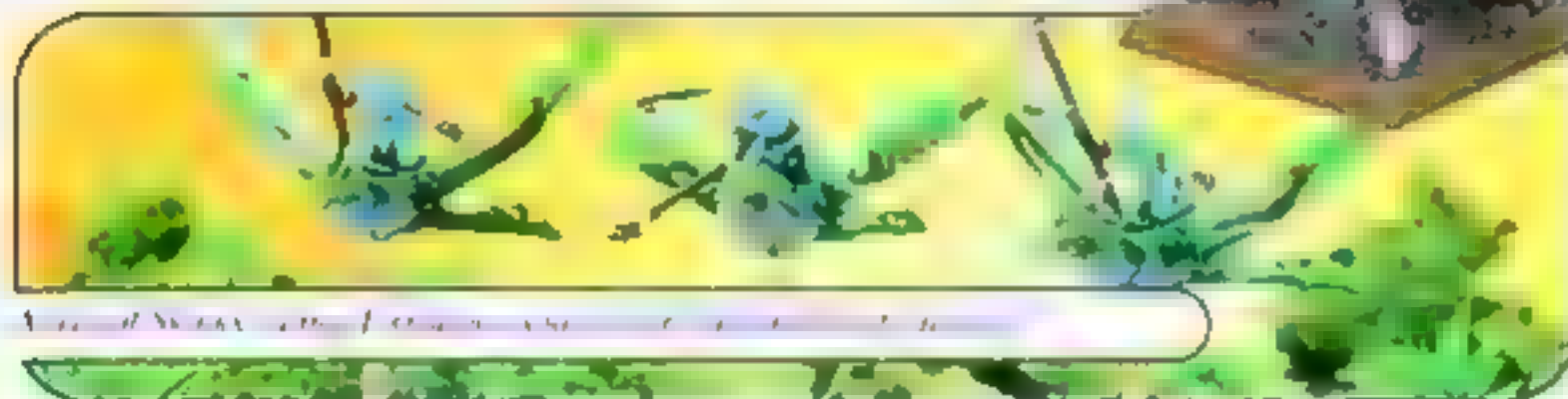




A Green Dragon and some Wood Elf Archers busy with the war in the forest of Erynbor.



A Skaven Warlord that controls the underground hordes.



A group of Orcs and Goblins in the forest of Erynbor.

## More Than a Game

Warhammer is not just a challenging game to test your tactics but also an entire hobby. Players can build armies, paint models, create new terrain, devise scenarios or special missions to play, and get involved in an ongoing league or campaign. Some hobbyists get involved in all the different aspects, while others settle on a few or even just one particular part. The following pages are all about getting started with the game and building your army.

There is nothing like playing a game with your own army. Over a period of time, each model has been collected, painted, and assembled into units to become the mighty force that now lies before you. Now, it is time to assume the role of general and lead your forces to victory (or curse the luck of the dice that betray you to bitter loss!). Win or lose, Warhammer is always fun.



An Undead horde is summoned and shuffles forward to the battle.



## Getting Started

The best introduction for newcomers to the hobby is the Warhammer boxed game. This massive box contains the start of two armies (Orcs and Empire) along with the 288 page rulebook, dice, rules, templates, and a piece of starter terrain.

With the quick Getting Started rules, you can be playing some small games of Warhammer as soon as you've assembled your models. Before you know it, you'll be flipping to the advanced chapters like those detailing magic, war machines, and more.



In a quick and easy package the Warhammer boxed set contains everything you need to get started. What's in it?

The Warhammer set contains the rulebook, 35 Orc Warriors, 1 Orc Warboss on a Boar, 1 Orc Chieftan, 38 Empire Soldiers, 1 Empire General on Warhorse, 1 Great Cannon, 1 Rained Building, Range Rulers, Templates, and Dice.

**Warhammer  
Boxed Game**  
80-01-60  
\$75.00



## Warhammer Rulebook

Some players want to get started with Warhammer but aren't interested in collecting the models in the Warhammer box. For these more experienced players, the 288-page Warhammer rulebook is available separately. This book has all the rules needed as well as loads of hobby tips.

**Warhammer Rulebook**  
80-02-60  
\$30.00



## Warhammer Skirmish

The Warhammer Skirmish rulebook is a quick and easy guide to playing Warhammer. It's a perfect introduction to the hobby, linked with larger battle rules. The book is a great reference for players.

**Warhammer Skirmish**  
0128  
\$3.95



## Warhammer Chronicles

Warhammer Chronicles is an annual compilation of Warhammer articles along with revised or previously unpublished material. Here you will find the latest rules, work-in-progress gaming articles, FAQs, and additional gaming material.

**Warhammer Chronicles 2004**  
80-03-60  
\$25.00





### The General's Compendium

This 176-page book is all about different ways to play Warhammer. In addition to loads of new terrain and hobby projects, the book focuses on campaigns, naval battles, sieges, and city sacking and comes with a poster-sized campaign map.

**The General's Compendium**  
80-05-60  
\$29.95

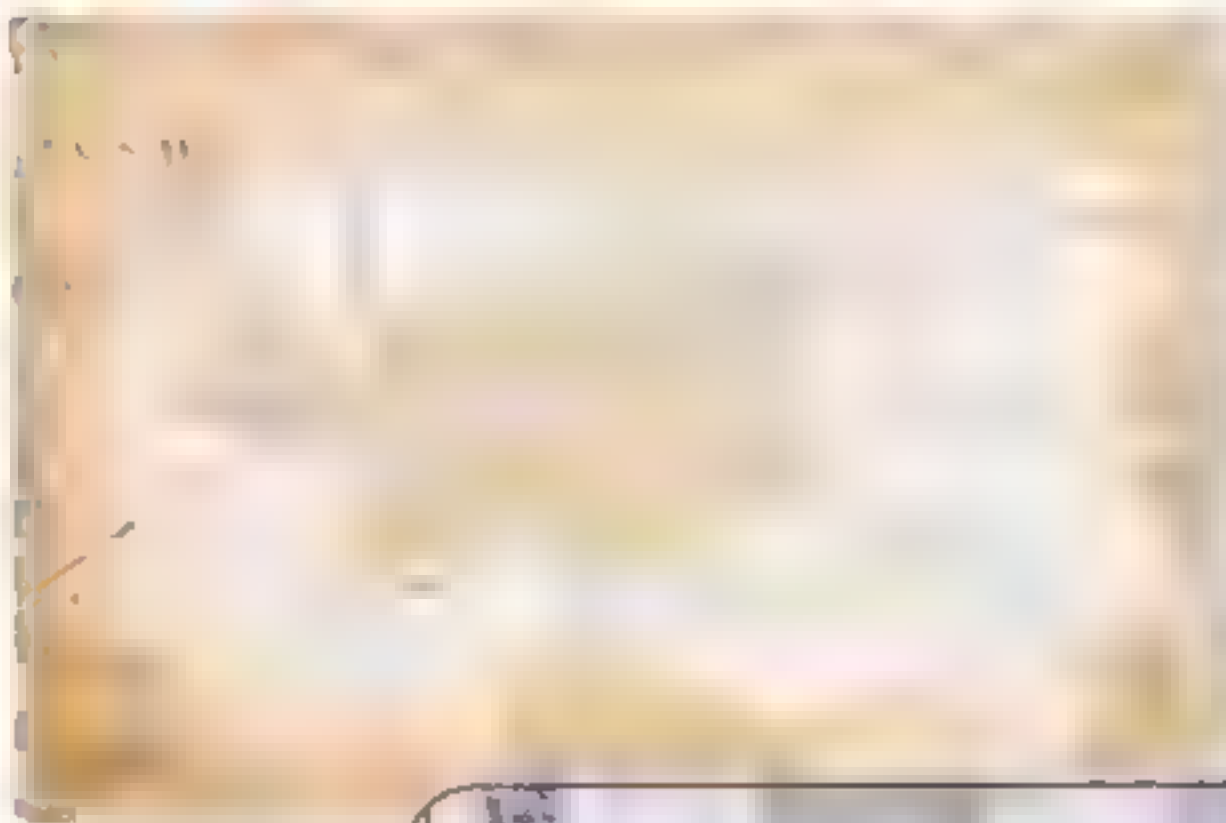
The Empire General believes that the Chaos forces are a continuous and unfamiliar threat.



## All Levels of Gaming

The Warhammer rules allow a great scope for gaming. Games can range in length from a quick half an hour skirmish with a dozen or so models per side to massive battles between dozens of players, each commanding his own sizable army. The objectives of each game can be as simple as "wipe out the other side" to complicated scenarios or ongoing campaigns that last days, weeks, or even years.

Players can build "official" armies with the Warhammer Armies books, or they can happily design or "make up" their own additional rules, models, monsters, and more. The only real limit is your imagination and the amount of hobby time you can find.



Left: A map of the Warhammer world. The Chaos forces are a continuous and unfamiliar threat. As the Chaos forces, a map of the world is shown. When a game is played, the Chaos forces are a continuous and unfamiliar threat.

Below: Players are shown in a game session, with a Chaos warrior visible in the foreground.



Skaven emerge out of a wall to attack an Empire Champion.





# CHOOSING AN ARMY

*The first step in becoming a justly feared warlord and well respected tabletop genius is to get yourself an army to command. There are over a dozen armies to choose from, and each one has countless varieties. How can a beginning player make a decision and get started?*

## Is There a Right Way to Choose an Army?

Before we get too deep into the prospect of selecting an army, it is worth noting that there is no single right way to choose an army. Pretty much anyway you end up with an army is a right way, and the only wrong way to collect an army is when you don't end up with a force you can play with!

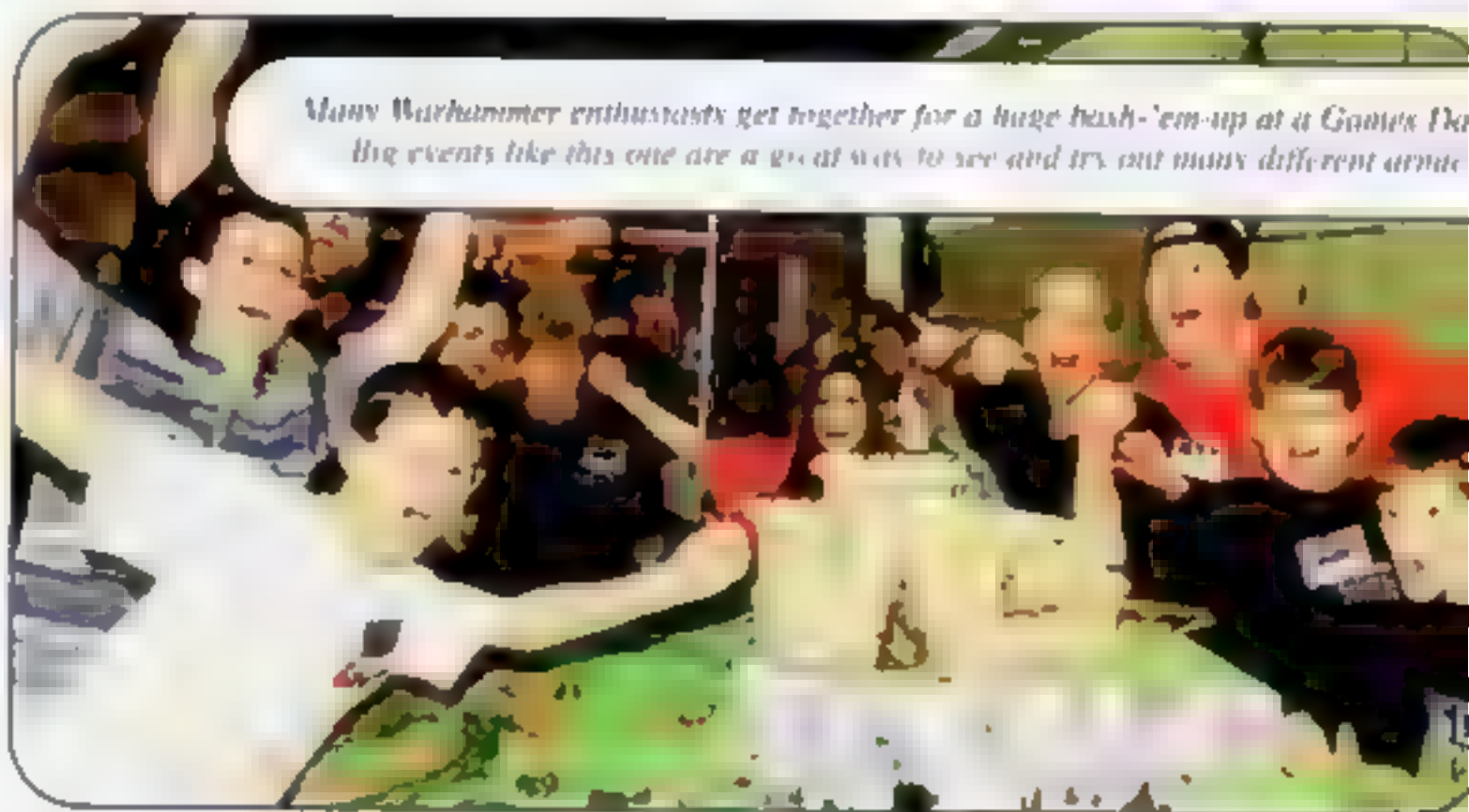
However, the following advice may help players who can't make up their minds.

## Getting Started

Some lucky players know which army they want to collect immediately. Perhaps they have seen some games in action or spoken with an experienced friend, or maybe the gaming club they hope to join has no representatives for a certain army type. Other prospective players have no idea or perhaps have ruled out a few choices but are no closer to making an selection. This page and the next can help you reach a decision about which army to start.

Getting all the information you can about the armies that you find appealing is always a good first step. This catalog is an excellent start, and the Games Workshop web site is a so a valuable resource.

There may be a number of criteria for player's choosing their armies, but here are some of the ones we talk about most often: style of play, background, and the miniatures. Each of these topics deserves closer inspection.



Many Warhammer enthusiasts get together for a huge bash-'em-up at a Games Day. Big events like this one are a great way to see and try out many different armies.

## Style of Play

Each army in Warhammer is different and will be better at different things on the tabletop. Matching up the army's style with what a player enjoys most is the goal. If no-holds-barred blitzing offense sounds good to you perhaps a mortal Chaos army would fit? If lots of magic and raising Undead sounds appealing, then Vampire Counts may be for you. Superior numbers, back-stabbing, and nefarious war machines are deep in the black heart of any Skaven General!

It is possible to achieve some or even all of these tactics with the same army, but every force has strengths and weak points.

As an example, an Orc & Goblin army can be very diverse and may be built around infantry (Big 'Uns and Black Orcs), cavalry (Wolf Riders and Boar Boyz), war machines (Rock Lobbers, Chanots, and Bolt Throwers), magic (spells of the Big Waaagh! are very potent), wacky special weaponry (Night Goblin Fanatics), and more. Some wily commanders even choose several of these options when assembling their force. No matter what the greenskin warlord chooses, it tends to be a bit unreliable. Orcs & Goblins suffer from Animosity and low Leadership.

In this catalog, players can find out more by reading the *Fighting Style* section listed with each army.

## Background

Warhammer has a rich and well developed background. Each army has its own history, realm, and goals. Many players can't get into an army unless they think the background is equally cool. In a sense, the Warhammer world is like an ongoing story, and players can get involved in the tale by playing games.

For example, the Dwarfs used to be a very prolific and powerful race. After a long (and some would say misguided) war against the High Elves, a great eruption of Chaos overcame the lands. The earthquakes and volcanoes damaged or destroyed many of the Dwarfen mountain realms, and still more were invaded by tunneling bands of Skaven and Night Goblins. All these calamities dealt the Dwarfs a blow from which they have never recovered. Although still powerful in certain strongholds, the Dwarfen race has but a shadow of its former glory.

Still, glimmers of hope remain, and the fire of revenge burns brightly in every Dwarf. Revenge, loyalty, and bitterness are all common themes to a Dwarf! One by one, the Dwarfs ancestral homes will be reclaimed, or so the Dwarfs vow.

Each section that details a Warhammer army in this catalog begins with some background information that will give players a taste of what the army is all about.



## MINIATURES

Many players can see a miniature based game in the look of the model, a good one looking and painting miniatures. The Warhammer Fantasy miniature is a testament to what is possible. After all, the more you like and enjoy the things the more you have fun in the game. The painting and modeling aspects of the hobby.

This is a good thing for players to enjoy the game and enjoy the models in each army.

## FINDING OUT MORE

Once you've selected an army, you can find out more about your chosen army. The Warhammer Fantasy miniature is a testament to what is possible. After all, the more you like and enjoy the things the more you have fun in the game. The painting and modeling aspects of the hobby.

Finding and taking the time to find out more about your chosen army is always a good idea. After all, the more you know about the army, the more you can enjoy the game. The Warhammer Fantasy miniature is a testament to what is possible. After all, the more you like and enjoy the things the more you have fun in the game. The painting and modeling aspects of the hobby.

## The Army Book

Once you've selected an army, the Army Book is the next step. The Army Book is a book that contains all the information you need to know about your chosen army. It includes the names of the units, their stats, and the rules for how they fight. The Warhammer Fantasy miniature is a testament to what is possible. After all, the more you like and enjoy the things the more you have fun in the game. The painting and modeling aspects of the hobby.

Each Army Book contains a complete army list, with descriptions of every unit, war machine, and magical item available to that army. Additional background and history are also included. The Warhammer Fantasy miniature is a testament to what is possible. After all, the more you like and enjoy the things the more you have fun in the game. The painting and modeling aspects of the hobby.



## Collecting Models

This is a good idea for players to find out more about their chosen army. The Warhammer Fantasy miniature is a testament to what is possible. After all, the more you like and enjoy the things the more you have fun in the game. The painting and modeling aspects of the hobby.

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## CHOOSING TROOPS

The Warhammer Fantasy miniature is a testament to what is possible. After all, the more you like and enjoy the things the more you have fun in the game. The painting and modeling aspects of the hobby.

| Army Points Value | Core Units | Special Units | Rare Units |
|-------------------|------------|---------------|------------|
| 1000              | 10         | 1             | 1          |
| 2000              | 20         | 2             | 2          |
| 3000              | 30         | 3             | 3          |
| 4000              | 40         | 4             | 4          |
| 5000              | 50         | 5             | 5          |
| 6000              | 60         | 6             | 6          |
| 7000              | 70         | 7             | 7          |
| 8000              | 80         | 8             | 8          |
| 9000              | 90         | 9             | 9          |
| 10000             | 100        | 10            | 10         |

## Lord & Heroes Core Special Rare

The Warhammer Fantasy miniature is a testament to what is possible. After all, the more you like and enjoy the things the more you have fun in the game. The painting and modeling aspects of the hobby.

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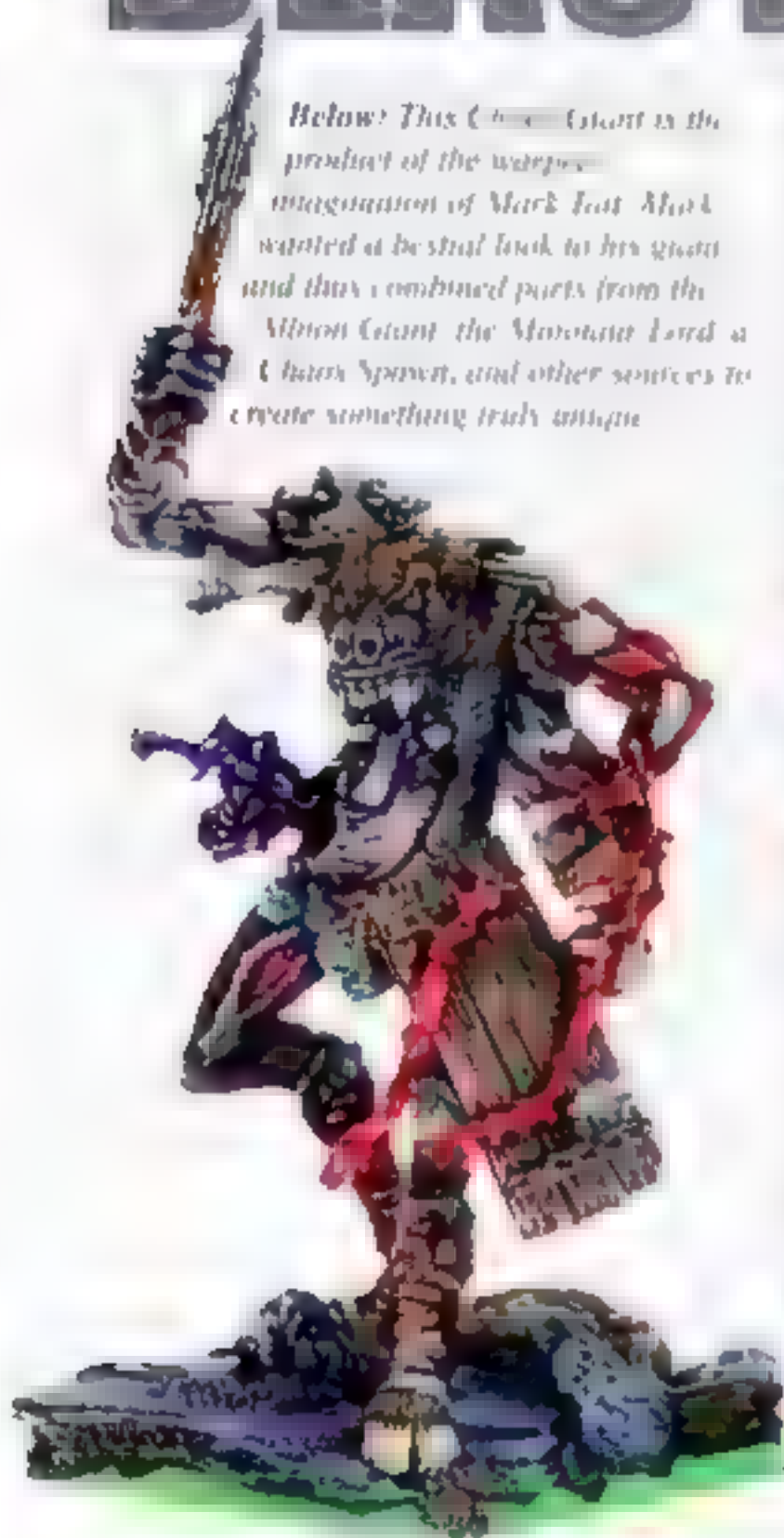
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# BEASTS OF CHAOS

Below: This Chaos Giant is the product of the warped imagination of Mark Tait. Mark wanted a beast that took to his giant and thus combined parts from the Albion Giant, the Mountain Lord, a Chaos Spawn, and other sources to create something truly unique.



Riding at the head of the column, Captain Schmidt cursed his bad luck and scanned the still forest for signs of trouble. Like a clerk checking off his inventory, Schmidt ran down his list of troubles: the merchant convoy was late on its journey from Middenheim to Hochland, he and his men were in a particularly black part of the Drakwald forest; and the air was bitterly cold, making the trek even more unpleasant. To make things bleaker still, small flurries of snow fell from an ever-darkening sky.

Rising above the growing wind, the stamp of horses, and the huddled talk of worried merchants, a horn braved from the forests, its unwholesome sound echoing through the woods. To the front, Schmidt could pick out dark figures working their way quickly through the forest. From the rear of the column came the sounds of steel on steel, panicked shouts, and the bestial grunts of inhuman opponents. There was no time to set up a formation, and already the foe was among the horses and baggage.

"Beastmen ambush! Draw your swords and form up on the road," shouted Captain Schmidt. Something immense was hurtling through the forest, uprooting great trees, and cracking through vast branches as it came ..

Deep within the dark heart of the most twisted and dangerous forests of the Old World reside the countless hordes of Beastmen, the true children of Chaos. These wild herds are made up of beast-headed and bloodthirsty creatures. Striking without warning, the barbarous beasts are a plague on the civilized world. Who knows what evil eyes watch from the dark woods, and who knows when the next murderous raid will be launched?

## Fighting Style

The Beasts of Chaos is a varied army with some powerful (and disturbing) units at their disposal. With fearsome abilities in close combat and few missile troops, the goal

of every Beasts of Chaos army is to close quickly with the enemy. Special Ambush rules and deployment allow some units to enter from any table edge – always a worrying factor for your opponent. But even if the Beasts of Chaos are not advancing upon flanks or rear, the army moves quickly (Movement 5 at the worst!) and

Below: This converted Beastlord by Adam Laloriet won second place in the Warhammer single miniature category at the 2003 Canadian Golden Dragon painting competition.



Right: This interesting Chaos army is John Dale's creative vision. Beasts of Chaos army. John used pieces from Games Workshop, as well as a 30k Army and a 40k Army. The conversion John's army was awarded 1st Place at the 2003 Best Army competition.





with the *Raiders* special rule, may easily navigate through terrain without penalty. You can't hide behind terrain or in the woods against an army that flows through scenery as quickly as the Beasts of Chaos do. Once in combat, the Beasts of Chaos are tough and are supported by a hard-hitting and gruesome creatures like Chaos Trots, Centigors, Minotaurs, Dragon Ogres, and more. Swift Tuskgor Chanots and Warhounds of Chaos are ideal for menacing flanks, or they can be the first to charge for frontal assaults.

## Collecting a Beasts of Chaos Army

For players intent on building a Beasts of Chaos army, the best starting place is a Beast Herd. Not only does this unit fulfill one of the minimum number of Core troops for an army, but Beast Herds are also the mainstay of the army. For additional Core choices, players may choose from Warhounds of Chaos (speedy flanking units), Tuskgor Chanots (very hard-hitting), or a Bestigor Herd (limited to the number of Beast Herds). Larger Beasts of Chaos armies will also want more Beast Herds, as the more of these invaluable troops you have the more that can *Ambush*. The other requirement besides Core troops is a leader. Beasts of Chaos may go with Beastmen Lords or Heroes, Doomblows (a Minotaur Hero) or Beastmen Shamans.

When expanding a Beasts of Chaos force, there are a number of fantastic options. Centigors are fast and make ideal flanking units. Small but

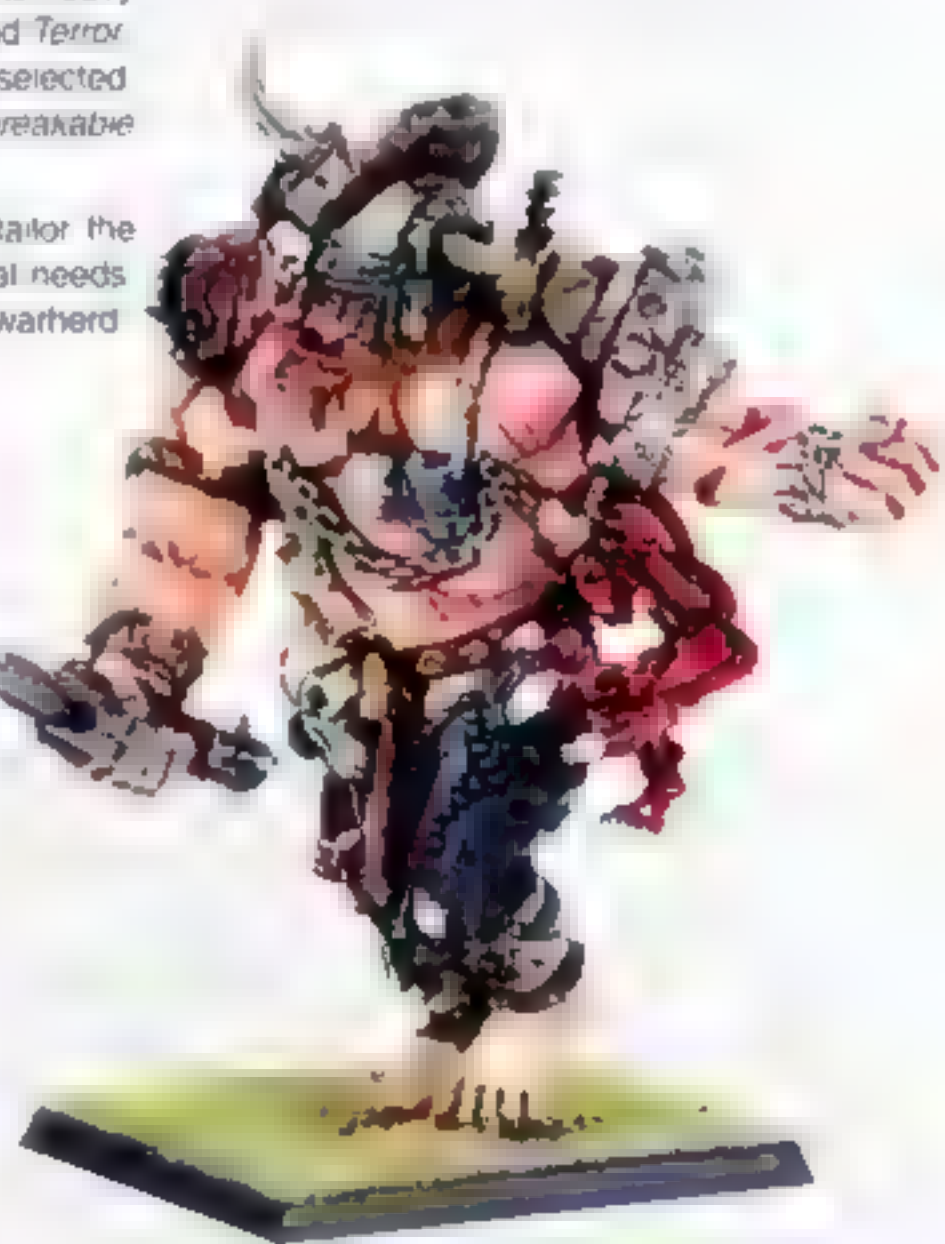
brutish units of Chaos Trots, Chaos Ogres, Dragon Ogres, and Minotaurs can all deliver potent and relatively speedy charges. The ancient Dragon Ogre Shaggoth is extremely points-heavy but is its own maelstrom of destructive and *Terror* causing power. Chaos Giants may be selected and Spawn make interesting and *Unbreakable* options as well.

There are many options and ways to tailor the Beasts of Chaos for your specific tactical needs so sound the Brayhorn and gather your warherd.

*Above: This Pestigor unit by White Dwarf Graphic Designer John Shaffer took top honors at the 2003 Stuff Golden Demon competition.*



*Right: This Dwarf Lord by John Shaffer uses one tin and some bits from a Bloodthirster head from the Chaos Dwarf Great Toad and horns from Dark Elf Rascals.*



*Above: This lumbering monstrosity is the handiwork of Andy Brown. Andy used a variety of components to make it appear as though a Chaotic creature was bursting through the flesh of the Chaos Giant.*



# GETTING STARTED



Warhammer  
Armies  
Beasts of Chaos  
81-01-60



# SHOWCASE



## UTTER CHAOS!

Right



# LORDS AND HEROES



**Gorthor the Beastlord  
and Chariot Box (1)**  
81-08

**Gorthor Chariot  
Tuskgor Jaw**  
020108414



**Gorthor Chariot  
Tuskgor Head 1**  
020108413



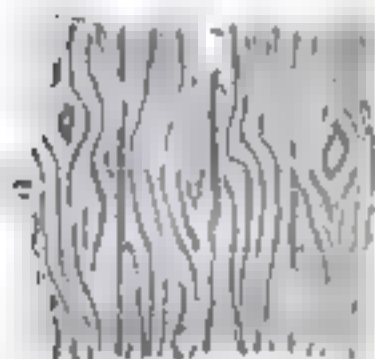
**Gorthor  
Chariot Skull**  
020108409



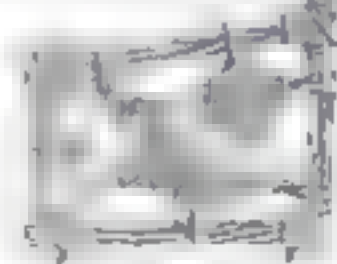
**Gorthor Chariot  
Tuskgor Horns**  
020108416



**Gorthor Chariot  
Tuskgor Head 2**  
020108415



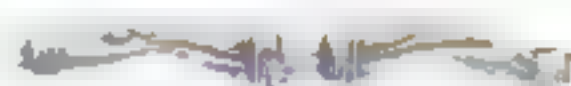
**Gorthor Chariot Base**  
020108410



**Gorthor Chariot  
Side 2**  
020108412



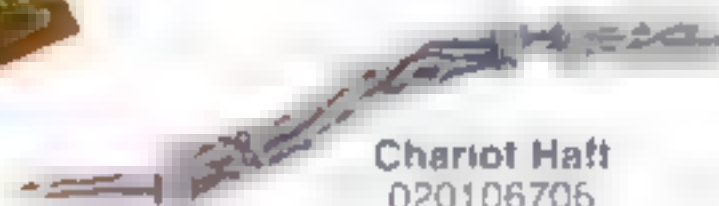
**Gorthor Chariot  
Side 1**  
020108411



**Chariot Yoke**  
020106705



**Gorthor Beastlord  
Trophy Rack**  
020108404



**Chariot Haft**  
020106706



**Chariot Crew 2**  
020115003



**Gorthor  
Beastlord  
Spear**  
020108403



**Bray Shaman 1**  
020100401



**Bray Shaman 2**  
020100402

**Chariot  
Driver  
Spear**  
020115004

**Bray Shaman Blister (Random 1)**  
81-36





## LORDS AND HEROES



**Morphur Body**  
020116902



**Morphur Right Arm**  
020116903



**Morphur Left Arm**  
020116901



**Morphur, the  
Master of Skulls Blister (1)**  
81-40



**Khazrak the  
One Eye Blister (1)**



**Khazrak Head**  
020116801



**Khazrak Whip**  
020116802



**Khazrak the One Eye**  
020108001



**Old Khazrak Head**  
020108002

*Note: These components are from  
the old Khazrak model and are  
now part of the Classic Range.*



**Old Khazrak Whip**  
020108003



**Chaos Beastlord 2**  
020116104



**Chaos Beastlord 1**

**Chaos Beastlord Blister (Random 1)**  
81-35



**Beastlord 1 Body**  
020116102



**Beastlord 1 Left Axe**  
020116101



**Beastlord 1 Right Axe**  
020116103



# LORDS AND HEROES



**Minotaur Lord Blister (1)**  
81-42

**Minotaur Lord Jaw**  
020104502



**Minotaur Lord Left Arm**  
020104506



**Minotaur Lord Legs**  
020104505



**Minotaur Lord Body**  
020104503



**Minotaur Lord Head**  
020104501



**Minotaur Lord Shoulder**  
020104504



**Minotaur Lord Right Arm**  
020104507

## PAINTING BEASTMEN FLESH



Begin with a Bestial Brown undercoat. Paint and drybrush the fur in your desired colors. Next, mix up a 75/25 mix of Bestial Brown and Bleached Bone. Apply this mix over the majority of the skin but leave a slight amount of the Bestial Brown showing through in the most recessed areas. For the next highlight make a 50/50 mix of Bestial Brown and Bleached Bone and apply the highlight a bit more sparingly than the previous coat. The final highlight is a 25/75 mix of Bestial Brown and Bleached Bone. This highlight should be applied only to the most raised ridges and pronounced muscles.



Apply a basecoat of a 50/50 mix of Liche Purple and Tanned Flesh. This basecoat will yield an interesting color for your flesh. Apply a highlight of straight Tanned flesh. Leave the basecoat color in the most recessed areas. Apply a second highlight of straight Dwarf Flesh. Again, make sure a hint of the previous highlight color shows on the flesh areas. Apply the final highlight of Elf Flesh on top of the Dwarf Flesh you just painted. Paint thin lines to suggest musculature and blend the highlight color on the larger areas (like pectoral muscles/shoulders) for added realism.



Start with a Chaos Black undercoat. The first highlight should be a 50/50 mix of Scorched Brown and Codex Grey. Add more Codex Grey for successive highlights. The final highlight should be straight Codex Grey. This approach will produce dramatic shading that will look great on the tabletop.

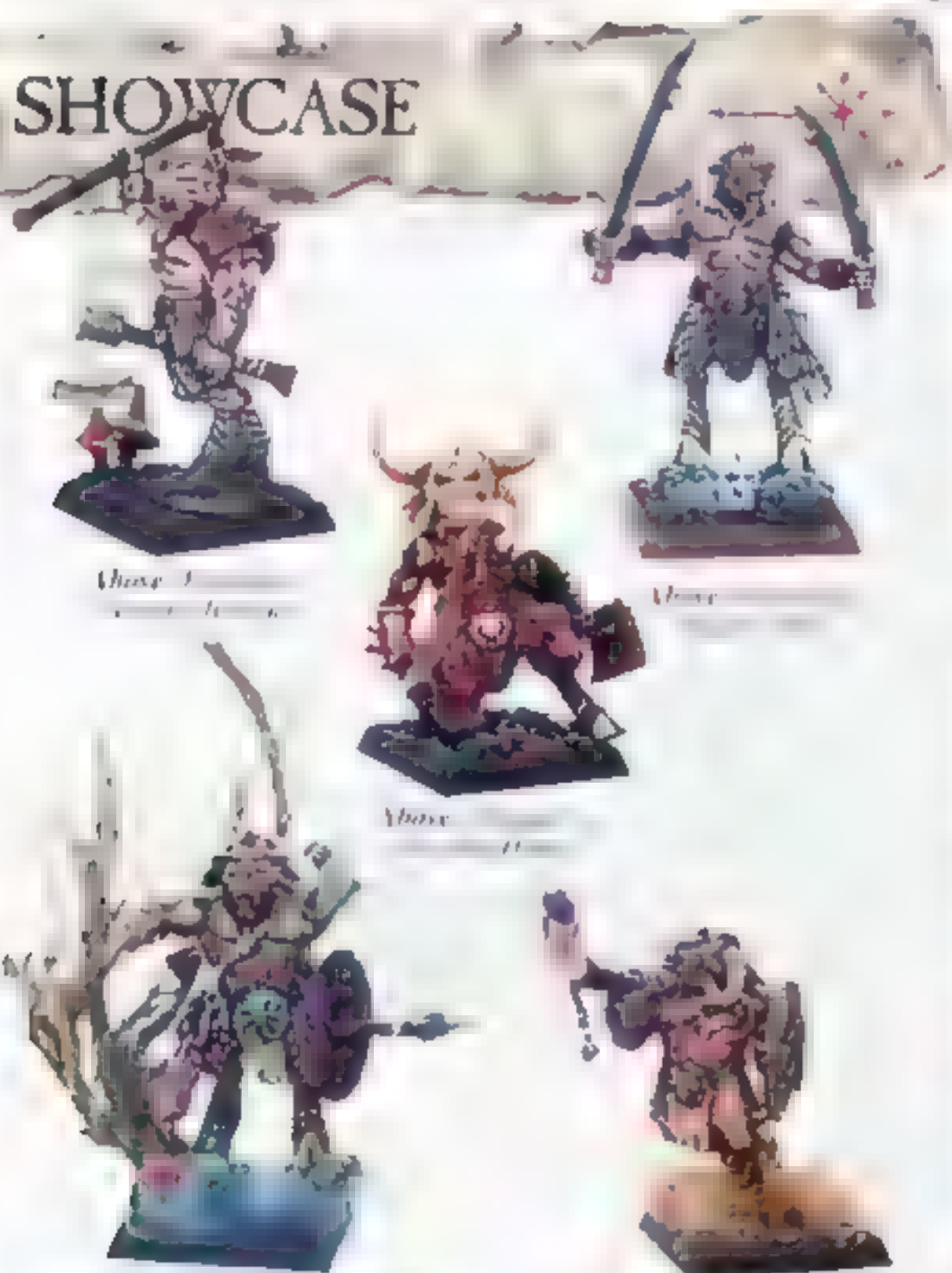


## CORE UNITS



Chaos Beastman Regiment Box (20)

## SHOWCASE



Beastman Regiment Sprue  
99380201013



# CORE UNITS

## PAINTING HORNS



Here's a rather quick way to paint horns. Begin by drybrushing the entire model Scorched Brown. Next, paint the horns Bubonic Brown. Apply a Chestnut Ink wash over the horns to give depth. Paint Bubonic Brown on the raised parts of the horns. Highlight with Bleached Bone on the lips of the raised areas.



This method takes a more time but has an attractive, rich appearance. Drybrush the entire model Scorched Brown. Paint the horns Bestial Brown but leave the recessed areas dark. Mix up equal parts of Bestial Brown and Bubonic Brown and paint the raised areas. Add Bleached Bone to your mixture from step 2, and paint the raised areas. Highlight with Bleached Bone on the lips of the horns.



For cracked, weathered horns, try this method. Drybrush the model Scorched Brown. Paint horns Bestial Brown. Decide where your cracks will be. They can be put anywhere except for raised areas. Follow your pattern with Bubonic Brown but leave a small amount of Bestial Brown showing. Highlight the Bubonic Brown areas with Bleached Bone.

*Note: The Tuskgor Chariot also comes with the following components (shown on p. 53)*

**Chariot Haft**  
020106706

**Chariot Driver**  
020115003

**Chariot Yoke**  
020106705

**Chariot Driver Spear**  
020115004

**Tuskgor Chariot Box (1)**  
81-07

**Chariot Side 1**  
020106707

**Chariot Base**  
020115005

**Chariot Crew 1**  
020115001

**Chariot Side 2**  
020106708

**Tuskgor 1 Head**  
020106710

**Tuskgor 2 Horns**  
020106712

**Chariot Crew 1 Axe**  
020115002

**Tuskgor 1 Jaw**  
020106711

**Tuskgor 2 Head**  
020106713

**Classic Chariot Side 3**  
020106709



## MODELING FLESHY BANNERS OUT OF PUTTY

Roll chunks of green stuff into cylinders place them inside a plastic bag and smash them flat between two books. Next take a hobby knife and segment the surface so it appears like pieces of flesh sewn together. Drawing lines with a sharp stippling motions will yield the results.

After the putty has dried, remove the flattened pieces of green stuff and draw out your banner shape with a magic marker. Use the lines as a guide and cut out the shape with a hobby knife.

To attach, drill holes through the banners into the banner pole with a pin vise. Glue a section of paper clip to the banner with super glue on the back of the banner pole hole then slip the banner over the paper clip.

Painting the flesh sections different shades will help strengthen the patchwork appearance. Runes, markings and hand prints can then be painted inside each section.

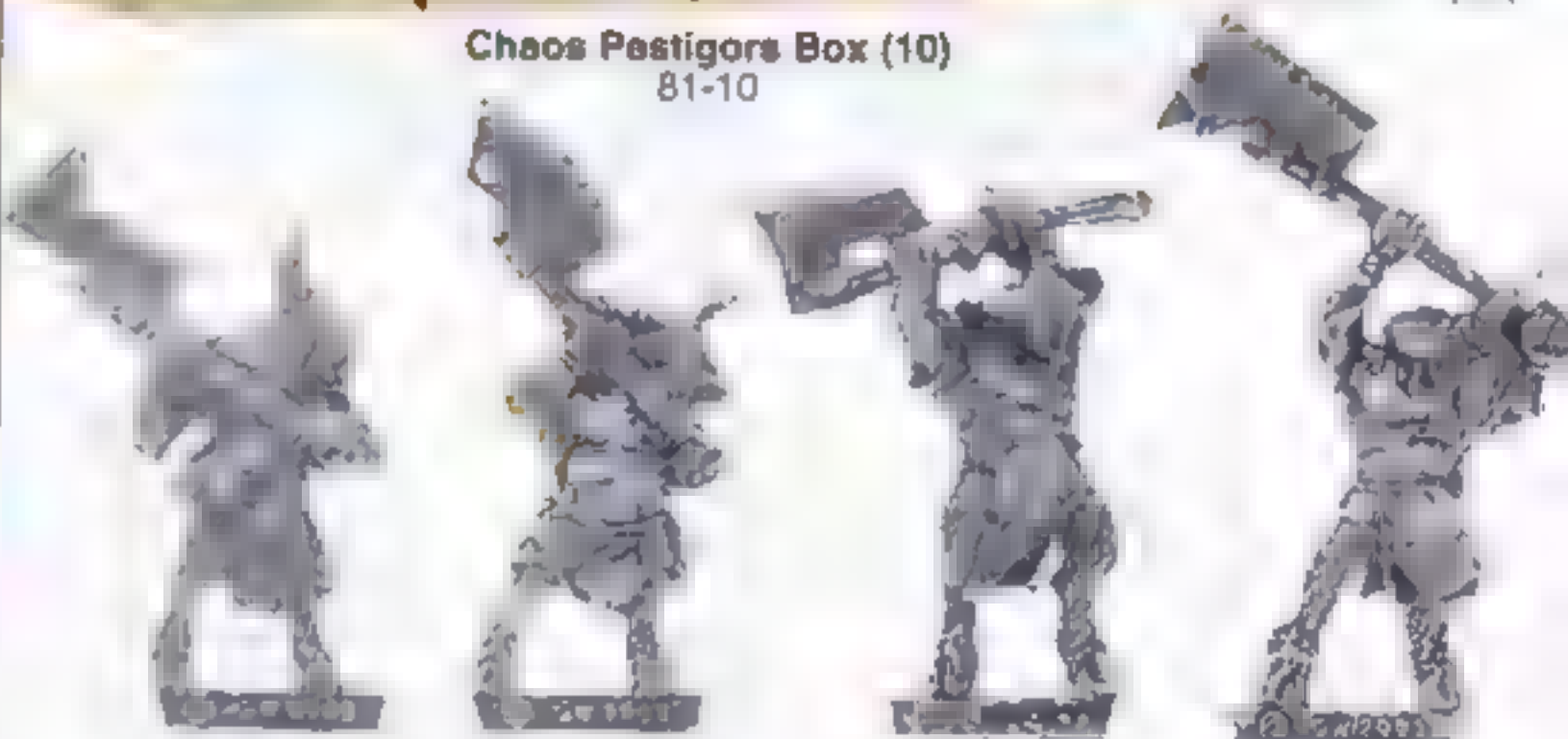
For an extra level of detail.

## CHOS UNITS



**Pestigor Champion Blister (1)**  
81-48  
020114801 (Bit)

**Chaos Pestigors Box (10)**  
81-10



**Pestigor 1**  
020114901

**Pestigor 2**  
020114902

**Pestigor 3**  
020114903

**Pestigor 4**  
020114904



**Pestigor Standard Top**  
020116502

**Pestigor Standard Bearer**  
020116501

**Pestigor Musician**  
020116503 (Bit)

**Pestigor Musician and Standard Bearer Blister (2)**  
81-53



# CORE UNITS



**Khorngor  
Standard Bearer**  
020116701



**Khorngor Champion  
Blister (1)**  
81-46  
020115501 (Bit)



**Khorngor Standard Bearer  
and Musician Blister (2)**  
81-54



**Khorngor Musician**  
020116703 (Bit)



**Chaos Khorngors Box (10)**  
81-11



**Chaos  
Khorngor Standard**  
020116702



**Khorngor 2**  
020115402



**Khorngor 3**  
020115403



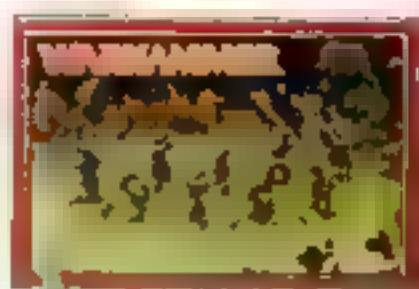
**Khorngor 1**  
020115401



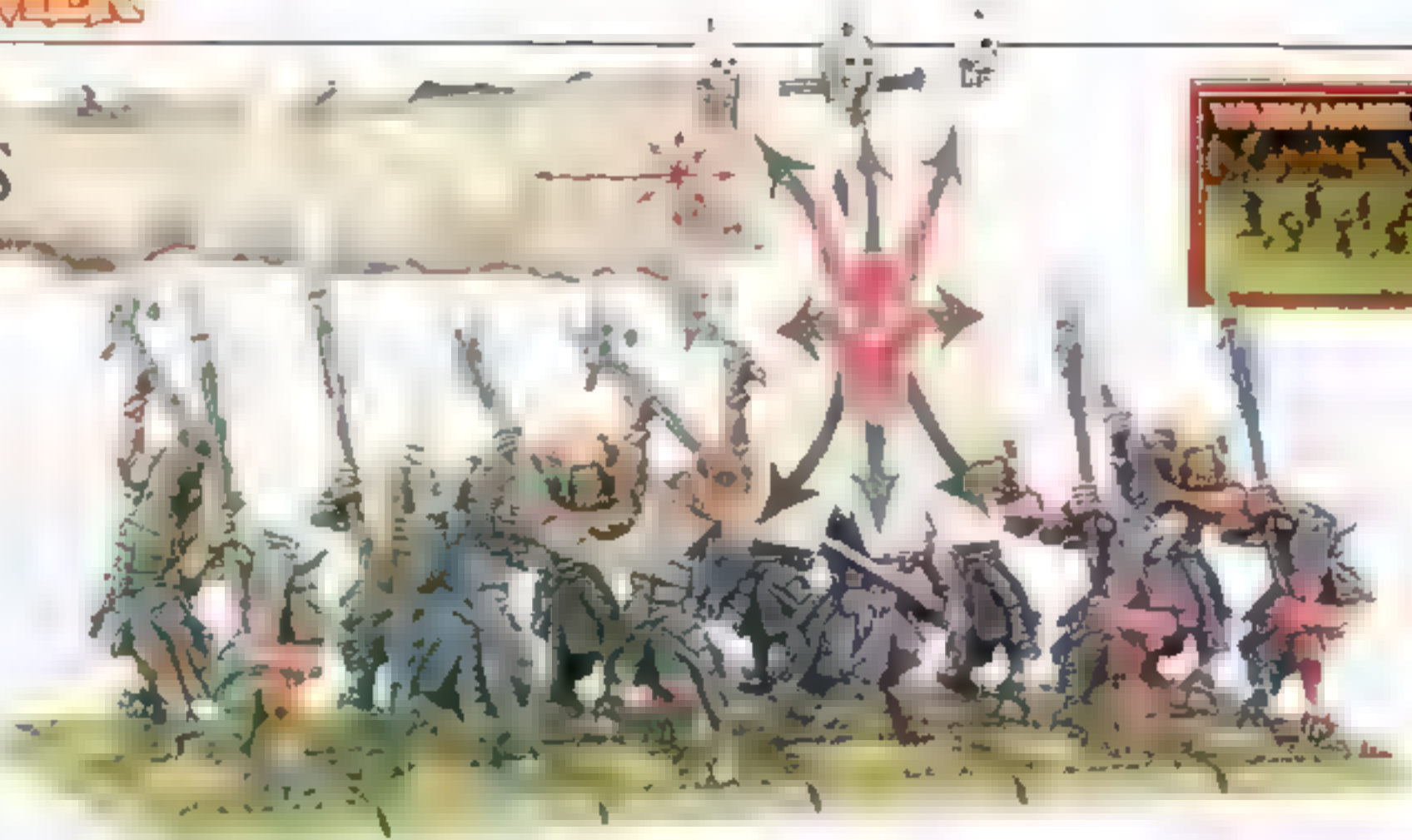
**Khorngor 4**  
020115404



# CORE UNITS



**Beastmen  
Champion 1**  
020105401



**Bestigor Regiment Box (10) & Bestigor Command Blister (3)**  
81-14 81-37



**Bestigor  
Standard Bearer**  
020105403



**Bestigor  
Standard Top**  
020105404



**Bestigor Musician**  
020105401



**Bestigor 1**  
020105301



**Bestigor 2**  
020105302



**Bestigor 3**  
020105303

# SHOWCASE

*Below the Core Units, the Bestigor units are shown in a battle formation, with the Bestigor units in the front line, and the Bestigor units in the back line. The Bestigor units are shown in a battle formation, with the Bestigor units in the front line, and the Bestigor units in the back line.*





# SPECIAL UNITS



**Chaos Troll Blister (Random 1)**  
81-47



**Chaos Troll Head 1**  
020115301



**Chaos Troll Head 2**  
020115302



**Chaos Troll Head 3**  
020115303



**Chaos Troll Left Arm 3 (Club)**  
020115309



**Chaos Troll Right Arm 3 (Hand Axe)**  
020115312



**Chaos Troll Left Arm 2 (Sword)**  
020115308



**Chaos Troll Left Arm 1 (Axe)**  
020115307



**Chaos Troll Right Arm 1 (Great Axe)**  
020115310



**Chaos Troll Right Arm 2 (Sword)**  
020115311



**Chaos Troll Body 1**  
020115304

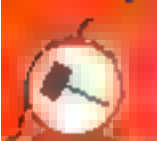


**Chaos Troll Body 2**  
020115305



**Chaos Troll Body 3**  
020115306





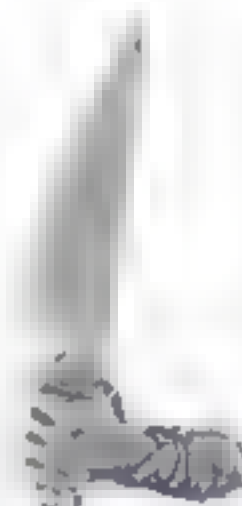
## SPECIAL UNITS



Minotaur with Two Hand Weapons Blister (Random 1)  
81-43



Minotaur with  
Additional Hand  
Weapon Left Arm 1  
020104310



Minotaur with  
Additional Hand  
Weapon Left Arm 2  
020104311



Minotaur with  
Additional Hand  
Weapon Left Arm 3  
020104312



Minotaur with  
Additional Hand  
Weapon Right Arm 1  
020104307



Minotaur with  
Additional Hand  
Weapon Body 1  
020104331



Minotaur with  
Additional Hand  
Weapon Body 2  
020104332



Minotaur with  
Additional Hand  
Weapon Body 3  
020104333



Minotaur with  
Additional Hand  
Weapon Right Arm 2  
020104308



Minotaur with  
Additional Hand  
Weapon Right Arm 3  
020104309



Minotaur with  
Additional Hand  
Weapon Head 1  
020104304



Minotaur with  
Additional Hand  
Weapon Head 2  
020104305



Minotaur with  
Additional Hand  
Weapon Head 3  
020104306







**Minotaur with Great  
Weapon Blister (Random 1)**  
81-56



**Minotaur with  
Two Handed  
Weapon Body 1**  
020104201



**Minotaur with  
Two Handed  
Weapon Body 2**  
020104202



**Minotaur with  
Two Handed  
Weapon Body 3**  
020104203



**Minotaur with  
Two Handed  
Weapon Body 1**  
020104209



**Minotaur with  
Two Handed  
Weapon Body 2**  
020104210



**Minotaur with  
Two Handed  
Weapon Arms 3**  
020104211



**Minotaur with  
Two Handed  
Weapon Head 2**  
020104207



**Minotaur with  
Two Handed  
Weapon Head 3**  
020104208



**Minotaur with  
Two Handed  
Weapon Head 1**  
020104205



**Minotaur with  
Two Handed  
Weapon Leg**  
020104204



**Minotaur with  
Two Handed  
Weapon Head 1 Jaw**  
020104206



**Minotaur Standard  
Bearer Banner Arm**  
020107204



**Minotaur Standard  
Bearer Banner Top**  
020107205



**Minotaur Standard  
Bearer Blister (1)**  
81-57



**Minotaur Standard  
Bearer Body**  
020107201



**Minotaur Standard  
Bearer Head**  
020107202

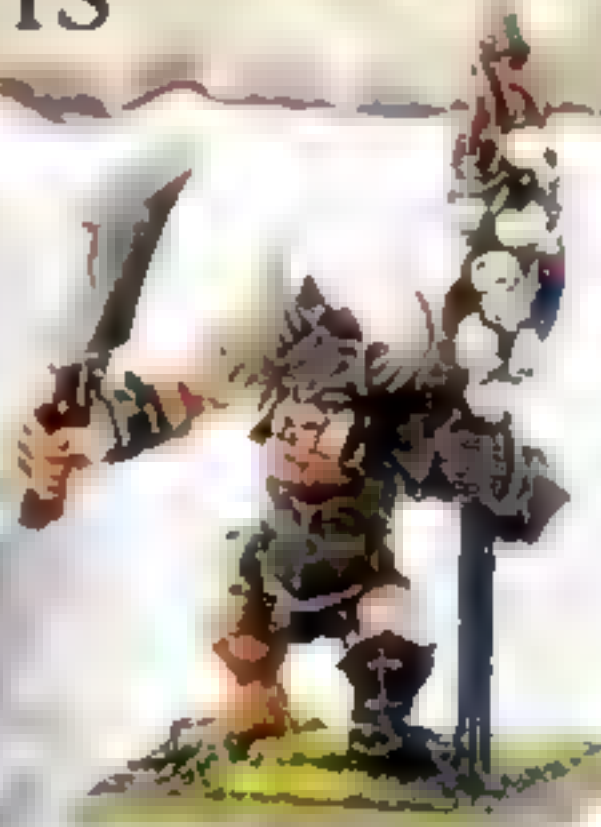


**Minotaur Standard  
Bearer Weapon Arm**  
020107203





## SPECIAL UNITS



**Chaos Ogre Command Box (3)**  
81-13



**Chaos Ogre  
Body 1**  
020115205



**Chaos Ogre  
Body 2**  
020115206



**Chaos Ogre  
Body 3**  
020115204



**Chaos Ogre  
Right Arm 1**  
020115207



**Chaos Ogre  
Right Arm 2**  
020115208



**Chaos Ogre  
Right Arm 3**  
020115209



**Chaos Ogre  
Champion Mace**  
020115212



**Chaos Ogre  
Left Arm 1**  
020115211



**Chaos Ogre  
Left Arm 2**  
020115210



**Chaos Ogre Blister  
(Random 1)**  
81-50

**Chaos Ogre  
Standard**  
020115213



**Chaos Ogre  
Musician Horn**  
020115214



**Chaos Ogre  
Head 1**  
020115201



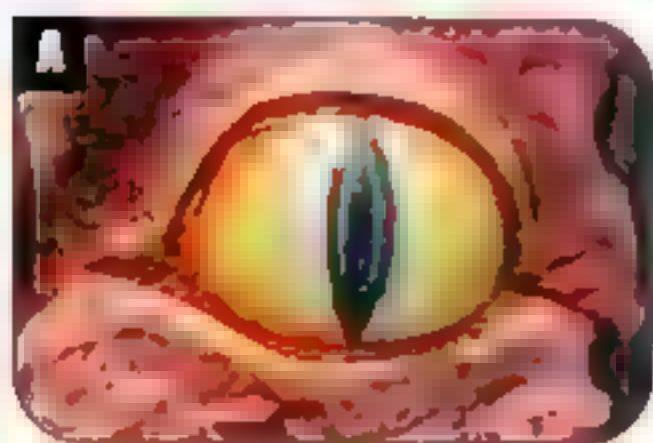
**Chaos Ogre  
Head 2**  
020115202



**Chaos Ogre  
Head 3**  
020115203



## SHOWCASE



- A. The first of the three is a small, yellow, cylindrical object with a red, glowing, circular light on its side. It is set against a dark, textured background.
- B. The second of the three is a small, yellow, cylindrical object with a red, glowing, circular light on its side. It is set against a dark, textured background.
- C. The third of the three is a small, yellow, cylindrical object with a red, glowing, circular light on its side. It is set against a dark, textured background.
- D. A small, yellow, cylindrical object with a red, glowing, circular light on its side, set against a dark, textured background.
- E. A small, yellow, cylindrical object with a red, glowing, circular light on its side, set against a dark, textured background.



- A. The first of the three is a small, yellow, cylindrical object with a red, glowing, circular light on its side. It is set against a dark, textured background.
- B. The second of the three is a small, yellow, cylindrical object with a red, glowing, circular light on its side. It is set against a dark, textured background.
- C. The third of the three is a small, yellow, cylindrical object with a red, glowing, circular light on its side. It is set against a dark, textured background.
- D. A small, yellow, cylindrical object with a red, glowing, circular light on its side, set against a dark, textured background.
- E. A small, yellow, cylindrical object with a red, glowing, circular light on its side, set against a dark, textured background.





## CONVERTING CHAOS CENTIGORS



Begin by snipping the buckler forearms off of the Centigor's left side behind the wristband. Next, cut the forearm from a left arm off of the plastic Beastman

sprue. Pin the arm in place and smooth the join with modeling putty.

Simply glue a plastic Beastman shield to the plastic arm. You can leave the shield off until painting is complete. The shield should hide any rough cutting done to remove the Centigor buckler arm in the previous step.



Kroot accessories are great additions to your Centigors. The knives in particular are an easy way to model the throwing axe upgrade available to the unit.

An example of a completed conversion.



## SPECIAL UNITS



Chaos Centigor Regiment Box (5)  
81-12

Chaos Centigor Blister (Random 1)  
81-52



Centigor Left Body 1  
020116601



Centigor Left Body 2  
020116602



Centigor Left Body 3  
020116603



Centigor Right Body 1  
020116604



Centigor Right Body 2  
020116605



Centigor Right Body 3  
020116606



Centigor Standard  
020116608



Centigor Spear 1  
020116610



Centigor Spear 3  
020116612



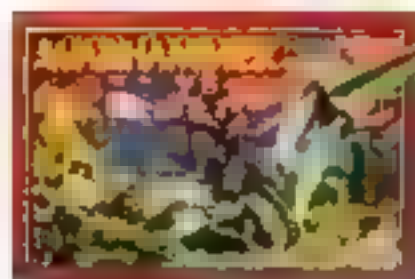
Centigor Spear 2  
020116611



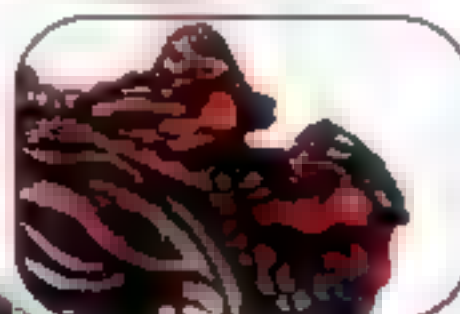
Centigor Champion Spear  
020116607



## RARE UNITS



Chaos Dragon  
Ogre Shaggoth Box (1)  
81-09



Shaggoth Right Leg  
020114705



Shaggoth Left Claw  
020114702



Shaggoth Right Claw  
020114703



Shaggoth Body  
020114704



Shaggoth Horns  
020114701

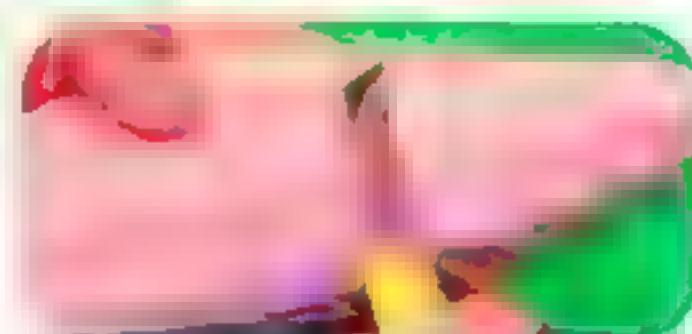


Shaggoth Base  
020114706

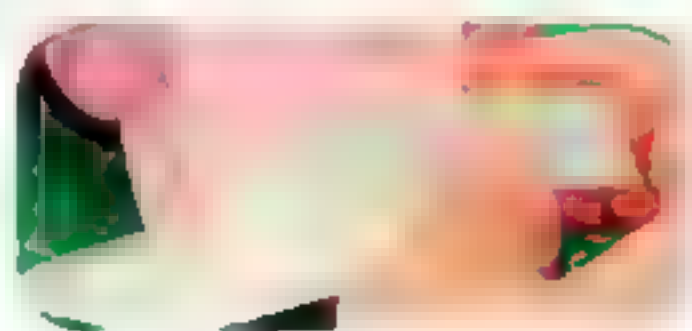
## BUILDING A HERDSTONE



Begin with by gluing three equal-sized pieces of insulation foam together with white glue. Toothpicks pushed through the layers should hold the pieces together while the glue dries.



When the glue dries, shape the foam with a hobby knife. Cut away from yourself and change the direction of your cuts often to make an interesting shape.



Glue the foam to a foamcore base and fill the gaps with spackle. To simulate rocky texture, paint the piece with textured paint and then drybrush the herdstone with your colors of choice. Greys work well.



Adorn the base of your herdstone with trophies, skulls, weapons, and other bits. You may want to paint these separately and then glue them on after you've painted the herdstone. For added detail, you could paint runes and hand prints along the bottom of the herdstone to represent the devotional markings Beastmen would make on their monolith.







## RARE UNITS



**Dragon Ogre  
Torso A1**  
020100504



**Dragon Ogre  
Torso B1**  
020100506



**Dragon Ogre  
Torso C1**  
020100514



**Dragon Ogre Blister (Random 1)**  
83-38



**Dragon Ogre  
Leg 1**  
02010J502



**Dragon Ogre  
Torso A2**  
020100512



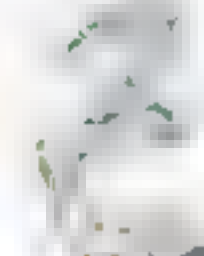
**Dragon Ogre  
Torso B2**  
020100513



**Dragon Ogre  
Torso C2**  
020100508



**Dragon Ogre  
Claw 1**  
020100503



**Dragon Ogre  
Leg 2**  
02010J515



**Dragon Ogre  
Arm A**  
020100505



**Dragon Ogre  
Arm B**  
020100507



**Dragon Ogre  
Arm C**  
020100509



**Dragon Ogre  
Claw 2**  
020100511

Note: 1 = 1, 2 = 2



**Dragon Ogre  
Body 1**  
020100501



**Dragon Ogre  
Body 2**  
020100510





**Getting Started**81-01-60 *Warhammer Armies: Beasts of Chaos* \$20**Boxed Sets & Blister Packs – Lords and Heroes**81-42 Minotaur Lord ..... \$20  
Blister includes 1 model81-35 Chaos Beastlord ..... \$9  
Blister includes 1 model81-40 Morghur the Master of Skulls ..... \$13  
Blister includes 1 model81-08 Gorthor the Beastlord ..... \$35  
Box includes Gorthor, Chariot, and driver81-36 Bray Shaman ..... \$8  
Blister includes 1 model81-39 Khazrak the One Eye ..... \$10  
Blister includes 1 model**Boxed Sets & Blister Packs – Core**81-06 Chaos Beastmen Regiment ..... \$30  
Box includes 20 models81-37 Bestigor Command Group ..... \$13  
Blister includes 2 models81-14 Bestigors ..... \$35  
Box includes 10 models81-07 Beastman Chariot ..... \$25  
Box includes Chariot and 2 crew81-10 Chaos Pestigors ..... \$40  
Box includes 10 models81-48 Chaos Pestigor Champion ..... \$8  
Blister includes 1 model81-53 Chaos Pestigor Musician and Std. Bearer ..... \$9  
Blister includes 2 models81-11 Chaos Khomgors Regiment ..... \$40  
Box includes 10 models81-46 Chaos Khomgor Champion ..... \$8  
Blister includes 1 model81-54 Chaos Khomgor Musician and Std. Bearer ..... \$9  
Blister includes 2 models83-29 Chaos Warhounds ..... \$40  
Box includes 10 models**Boxed Sets & Blister Packs – Special**81-52 Chaos Centigors ..... \$9  
Blister includes 1 model81-12 Chaos Centigor Regiment ..... \$40  
Box includes 5 models81-47 Chaos Trolls ..... \$15  
Blister includes 1 model81-58 Minotaurs with Great Weapon ..... \$15  
Blister includes 1 model81-43 Minotaurs with Two Weapons ..... \$15  
Blister includes 1 model81-57 Minotaur Standard Bearer ..... \$15  
Blister includes 1 model81-60 Chaos Ogres ..... \$15  
Blister includes 1 model81-13 Chaos Ogre Command Box ..... \$40  
Box includes 3 models**Boxed Sets & Blister Packs – Rare**81-09 Chaos Dragon Ogre Shaggoth ..... \$40  
Box includes 1 model83-38 Dragon Ogres ..... \$15  
Blister includes 1 model83-14 Spawn of Chaos ..... \$20  
Box includes 1 model89-16 Giant ..... \$40  
Box includes 1 model**Metal Blitz & Plastic Sprues – Lords and Heroes****Minotaur Lord**

020104501 Minotaur Lord Head ..... \$2

020104502 Minotaur Lord Jaw ..... \$1

020104503 Minotaur Lord Body ..... \$5

020104504 Minotaur Lord Shoulder ..... \$2

020104505 Minotaur Lord Legs ..... \$5

020104506 Minotaur Lord Left Arm ..... \$3

020104507 Minotaur Lord Right Arm ..... \$3

**Chaos Beastlord**

020116101 Beastlord Left Axe ..... \$1

020116102 Beastlord Body 1 ..... \$8

020116103 Beastlord Right Axe ..... \$1

020116104 Beastlord Body 2 ..... \$10

**Bray Shaman**

020100401 Bray Shaman 1 ..... \$9

020100402 Bray Shaman 2 ..... \$9

**Morghur the Master of Skulls**

020116901 Morghur Left Arm ..... \$3 75

020116902 Morghur Body ..... \$11 25

020116903 Morghur Right Arm ..... \$3 75

**Gorthor the Beastlord**

020108401 Gorthor Beastlord Body ..... \$6

020108402 Gorthor Beastlord Head ..... \$3

020108403 Gorthor Beastlord Spear ..... \$2

020108404 Gorthor Beastlord Trophy Rack ..... \$3

020108405 Gorthor Beastlord Skull ..... \$2

020108410 Gorthor Beastlord Base ..... \$4

020108411 Gorthor Beastlord Side 1 ..... \$2 50

020108412 Gorthor Beastlord Side 2 ..... \$2 50

020108413 Gorthor Chariot Tuskgor Head 1 ..... \$2 50

020108414 Gorthor Chariot Tuskgor Jaw ..... \$0 50

020108415 Gorthor Chariot Tuskgor Head 2 ..... \$1 50

020108416 Gorthor Chariot Tuskgor Horns ..... \$1 40

020115003 Beastmen Chariot Crew 2 ..... \$5

020115004 Beastmen Chariot Spear Arm ..... \$1

020106705 Chariot Yoke ..... \$2

020106706 Chariot Haft ..... \$2

99389999017 Boar Head ..... \$1

99389999009 Boar Body ..... \$2

**Khazrak the One Eye**

020108001 Khazrak Body ..... \$8

020116801 Khazrak Head (New) ..... \$2

020116802 Khazrak Whip (New) ..... \$2

**Metal Blitz & Plastic Sprues – Core****Beastmen Regiment**

99380201013 Chaos Beastmen Sprue ..... \$10

**Chaos Pestigors**

020114901 Pestigor 1 ..... \$4

020114902 Pestigor 2 ..... \$4

020114903 Pestigor 3 ..... \$4

020114904 Pestigor 4 ..... \$4

**Chaos Pestigor Champion**

020114801 Pestigor Champion ..... \$10

**Chaos Pestigor Musician and Standard Bearer**

020116501 Pestigor Standard Bearer ..... \$5

020116502 Pestigor Standard Top ..... \$2

020116503 Pestigor Musician ..... \$5

**Chaos Khomgors**

020115501 Khomgor Champion ..... \$10

020116701 Khomgor Standard Bearer Body ..... \$6

020116702 Khomgor Standard ..... \$2

020116703 Khomgor Musician ..... \$6

020115401 Khomgor 1 ..... \$4

020115402 Khomgor 2 ..... \$4

020115403 Khomgor 3 ..... \$4

020115404 Khomgor 4 ..... \$4

**Chaos Centigors**

020116601 Centigor Left Body 1 ..... \$5

020116602 Centigor Left Body 2 ..... \$5

020116603 Centigor Left Body 3 ..... \$5

020116604 Centigor Right Body 1 ..... \$4

020116605 Centigor Right Body 2 ..... \$4

020116606 Centigor Right Body 3 ..... \$4

020116607 Centigor Champion Spear ..... \$2

020116608 Centigor Standard ..... \$4

020116609 Centigor Musician Horn ..... \$2

020116610 Centigor Spear 1 ..... \$2

020116611 Centigor Spear 2 ..... \$2

020116612 Centigor Spear 3 ..... \$2

**Bestigor Command Group**

020100301 Beastmen Champion 1 ..... \$4

020105401 Bestigor Horn Blower Body ..... \$4

020105402 Bestigor Horn Blower Arm ..... \$1

020105403 Bestigor Standard Body ..... \$4

020105404 Bestigor Standard Top ..... \$1

**Bestigors**

020105301 Bestigor 1 ..... \$5 25

020105302 Bestigor 2 ..... \$5 25

020105303 Bestigor 3 ..... \$5 25

**Beastmen Chariot**

020115001 Beastmen Chariot Crew 1 ..... \$6

020115002 Beastmen Chariot Axe ..... \$1

020115003 Beastmen Chariot Crew 2 ..... \$5

020115004 Beastmen Chariot Spear Arm ..... \$1

020115005 Beastmen Chariot Base ..... \$2

020106705 Chariot Yoke ..... \$2

020106706 Chariot Haft ..... \$2

020106707 Chariot Side 1 ..... \$2

020106708 Chariot Side 2 ..... \$2

020106710 Tuskgor 1 Head ..... \$2 50

020106711 Tuskgor Head 1 Jaw ..... \$0 50

020106712 Tuskgor 2 Horns ..... \$1 50

020106713 Tuskgor 2 Head ..... \$1 50

**Metal Blitz & Plastic Sprues – Special****Minotaurs with 2-Handed Weapons**

020104201 Minotaur w/ 2-Handed Weapon Body 1 ..... \$8

020104202 Minotaur w/ 2-Handed Weapon Body 2 ..... \$8

020104203 Minotaur w/ 2-Handed Weapon Body 3 ..... \$10

020104204 Minotaur w/ 2-Handed Weapon Leg ..... \$2

020104205 Minotaur w/ 2-Handed Weapon Head 1 ..... \$2 50

020104206 Minotaur w/ 2-Handed Weapon Jaw ..... \$0 50

020104207 Minotaur w/ 2-Handed Weapon Head 2 ..... \$3

020104208 Minotaur w/ 2-Handed Weapon Head 3 ..... \$3

020104209 Minotaur w/ 2-Handed Weapon Arm 1 ..... \$3

020104210 Minotaur w/ 2-Handed Weapon Arm 2 ..... \$3

020104211 Minotaur w/ 2-Handed Weapon Arm 3 ..... \$3

**Minotaurs with Additional Hand Weapons**

020104301 Minotaur w/ Add'l Hand Weapon Body 1 ..... \$10

020104302 Minotaur w/ Add'l Hand Weapon Body 2 ..... \$10

020104303 Minotaur w/ Add'l Hand Weapon Body 3 ..... \$10

020104304 Minotaur w/ Add'l Hand Weapon Head 1 ..... \$3

020104305 Minotaur w/ Add'l Hand Weapon Head 2 ..... \$3

020104306 Minotaur w/ Add'l Hand Weapon Head 3 ..... \$3

020104307 Minotaur w/ Add'l Hand Weapon R Arm 1 ..... \$3

020104308 Minotaur w/ Add'l Hand Weapon R Arm 2 ..... \$3

020104309 Minotaur w/ Add'l Hand Weapon R Arm 3 ..... \$3

020104310 Minotaur w/ Add'l Hand Weapon L Arm 1 ..... \$3

020104311 Minotaur w/ Add'l Hand Weapon L Arm 2 ..... \$3

020104312 Minotaur w/ Add'l Hand Weapon L Arm 3 ..... \$3

**Minotaur Standard Bearer**



## CREATING A POSSESSED TREE



This Nurgle tree by Chad Mierzwa starts with a whiffle ball attached to a sanded foam hill. Make the limbs and roots by wrapping wire around and through the ball so the limbs look natural and random.

The next step involves covering the entire surface of the tree with a two-part modeling compound. This putty will hide the armature and make the piece look more natural and organic.



When the first layer of compound dries, add a face and more anatomical features like the distended gut and pectoral muscles. When this layer dries, carve into the surface with a Dremel tool to make the bark-like texture.

At this stage, texture the base, prime the piece, and paint it as desired. Try adding details like mushrooms, hanging corpses, lichen, and the like.



## PRICE LIST

|           |  |      |
|-----------|--|------|
| 020107201 | Minotaur Standard Bearer Body          | \$10 |
| 020107202 | Minotaur Standard Bearer Head          | \$2  |
| 020107203 | Minotaur Std. Bearer Body Weapon Arm   | \$3  |
| 020107204 | Minotaur Std. Bearer Body Standard Arm | \$3  |
| 020107205 | Minotaur Std. Bearer Standard Crossbar | \$2  |

### Chaos Ogres

|           |                                |      |
|-----------|--------------------------------|------|
| 020115201 | Chaos Ogre Head 1              | \$2  |
| 020115202 | Chaos Ogre Head 2              | \$2  |
| 020115203 | Chaos Ogre Head 3              | \$2  |
| 020115204 | Chaos Ogre Body 3              | \$10 |
| 020115205 | Chaos Ogre Body 1              | \$10 |
| 020115206 | Chaos Ogre Body 2              | \$12 |
| 020115207 | Chaos Ogre Right Arm 1         | \$3  |
| 020115208 | Chaos Ogre Right Arm 2         | \$3  |
| 020115209 | Chaos Ogre Great Weapon        | \$4  |
| 020115210 | Chaos Ogre Left Arm 2          | \$3  |
| 020115211 | Chaos Ogre Left Arm 1          | \$3  |
| 020115212 | Chaos Ogre Champion Mace       | \$3  |
| 020115213 | Chaos Ogre Standard Bearer Arm | \$5  |
| 020115214 | Chaos Ogre Musician Horn       | \$4  |

### Metal Bitz & Plastic Sprues - Rare

#### Chaos Trolls

|           |                         |      |
|-----------|-------------------------|------|
| 020115301 | Chaos Troll Head 1      | \$2  |
| 020115302 | Chaos Troll Head 2      | \$2  |
| 020115303 | Chaos Troll Head 3      | \$2  |
| 020115304 | Chaos Troll Body 1      | \$13 |
| 020115305 | Chaos Troll Body 2      | \$13 |
| 020115306 | Chaos Troll Body 3      | \$13 |
| 020115307 | Chaos Troll Left Arm 1  | \$2  |
| 020115308 | Chaos Troll Left Arm 2  | \$2  |
| 020115309 | Chaos Troll Left Arm 3  | \$2  |
| 020115310 | Chaos Troll Right Arm 1 | \$2  |
| 020115311 | Chaos Troll Right Arm 2 | \$2  |
| 020115312 | Chaos Troll Right Arm 3 | \$2  |

#### Chaos Dragon Ogre Shaggoth

|           |                         |      |
|-----------|-------------------------|------|
| 020114701 | Shaggoth Horns          | \$1  |
| 020114702 | Shaggoth Left Claw      | \$2  |
| 020114703 | Shaggoth Right Claw     | \$5  |
| 020114704 | Shaggoth Body           | \$15 |
| 020114705 | Shaggoth Tail/Right Leg | \$10 |
| 020114706 | Shaggoth Base           | \$5  |
| 020114707 | Shaggoth Axe            | \$5  |

#### Dragon Ogres

|           |                      |     |
|-----------|----------------------|-----|
| 020100501 | Dragon Ogre Body 1   | \$6 |
| 020100502 | Dragon Ogre Leg 1    | \$2 |
| 020100503 | Dragon Ogre Claw 1   | \$2 |
| 020100504 | Dragon Ogre Torso A1 | \$6 |
| 020100505 | Dragon Ogre Arm A    | \$2 |
| 020100506 | Dragon Ogre Torso B1 | \$6 |
| 020100507 | Dragon Ogre Arm B    | \$2 |
| 020100508 | Dragon Ogre Torso C2 | \$6 |
| 020100509 | Dragon Ogre Arm C    | \$2 |
| 020100510 | Dragon Ogre Body 2   | \$6 |
| 020100511 | Dragon Ogre Claw 2   | \$2 |
| 020100512 | Dragon Ogre Torso A2 | \$6 |
| 020100513 | Dragon Ogre Torso B2 | \$6 |
| 020100514 | Dragon Ogre Torso C1 | \$6 |
| 020100515 | Dragon Ogre Leg 2    | \$2 |

### Classic/Collector's Range

#### Metal Bitz & Plastic Sprues - Lords and Heroes

##### Banebeast

|           |                  |  |
|-----------|------------------|--|
| 020103402 | Beastlord Axe    |  |
| 020103403 | Beastlord Banner |  |

#### Character Bitz

|           |                            |     |
|-----------|----------------------------|-----|
| 020108407 | Gothor Charioteer          |     |
| 020108408 | Gothor Charioteer Whip Arm | \$4 |
| 020108402 | Khazrak Head               | \$4 |
| 020108003 | Khazrak Whip               | \$4 |
| 020108004 | Red Maw Body               | \$4 |
| 020108005 | Red Maw Bark Leg           | \$4 |
| 020108006 | Red Maw Front Leg          | \$4 |

### Metal Bitz & Plastic Sprues - Core

#### Beastmen Gor

|           |                            |        |
|-----------|----------------------------|--------|
| 020100203 | Beastmen Standard Bearer 1 | \$4    |
| 020100204 | Beastmen Standard Bearer 2 | \$4    |
| 020100205 | Beastmen Banner Top 1      | \$4    |
| 020100206 | Beastmen Banner Top 2      | \$4    |
| 020100207 | Beastmen Hornblower 1      | \$3.50 |
| 020100208 | Beastmen Hornblower 2      | \$3.50 |
| 020100302 | Beastmen Champion 1        | \$4    |
| 020102801 | Beastmen 1                 | \$3.50 |
| 020102802 | Beastmen 2                 | \$3.50 |
| 020102803 | Beastmen 3                 | \$3.50 |
| 020102804 | Beastmen 4                 | \$3.50 |
| 020102805 | Beastmen 5                 | \$3.50 |
| 020102806 | Beastmen 6                 | \$3.50 |
| 020102807 | Beastmen 7                 | \$3.50 |
| 020102808 | Beastmen 8                 | \$3.50 |
| 020102809 | Large Round Shield Sprue   | \$1    |

#### Classic Chariot Crow & Bitz

|           |                                   |     |
|-----------|-----------------------------------|-----|
| 020106701 | Gor Crowman w/ Two-Handed Axe     | \$4 |
| 020106702 | Gor Crowman with Whip             | \$3 |
| 020106703 | Gor Crowman with Whip & Round Arm | \$1 |
| 020106704 | Chariot Base                      | \$3 |
| 020106705 | Chariot Side 3                    | \$2 |

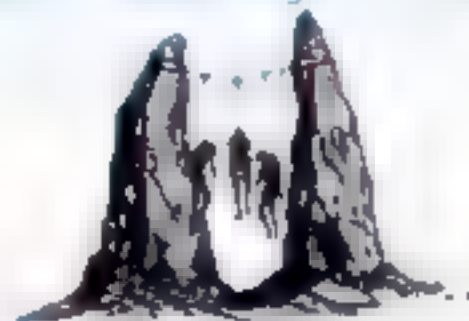
#### Beastmen Ungor

|           |                           |        |
|-----------|---------------------------|--------|
| 020104001 | Ungor w/ Spear 1          | \$3    |
| 020104002 | Ungor w/ Spear 2          | \$3    |
| 020104003 | Ungor w/ Spear 3          | \$3    |
| 020104004 | Ungor w/ Spear 4          | \$3    |
| 020104005 | Ungor w/ Spear 5          | \$3    |
| 020104006 | Ungor w/ Spear 6          | \$3    |
| 020104007 | Ungor w/ Spear 7          | \$3    |
| 020104008 | Ungor w/ Spear 8          | \$3    |
| 020104009 | Ungor w/ Spear 9          | \$3    |
| 020104101 | Ungor w/ Spear Hornblower | \$3.50 |
| 020104102 | Ungor Standard Bearer 1   | \$3.50 |
| 020104103 | Ungor Standard Bearer 2   | \$3.50 |
| 020104104 | Ungor Standard Top        | \$1.50 |
| 020104105 | Small Round Shield Sprue  | \$1    |

### Metal Bitz & Plastic Sprues - Special

#### Minotaurs

|           |                               |     |
|-----------|-------------------------------|-----|
| 020104401 | Minotaur Body 1               | \$4 |
| 020104402 | Minotaur Body 2               | \$4 |
| 020104403 | Minotaur Body 3               | \$4 |
| 020104404 | Minotaur Head 1               | \$4 |
| 020104405 | Minotaur Head 2               | \$4 |
| 020104406 | Minotaur Horns                | \$0 |
| 020104407 | Minotaur Jaw                  | \$0 |
| 020104408 | Minotaur Head 3               | \$4 |
| 020104409 | Minotaur Right Arm w/ Cleaver | \$4 |
| 020104410 | Minotaur Right Arm w/ Axe     | \$4 |
| 020104411 | Minotaur Right Arm w/ Sword   | \$4 |



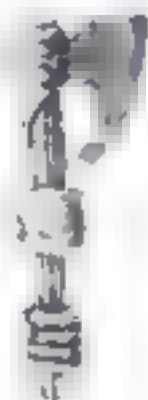




**Classic  
Banebeast**



**Beastlord  
Body**  
020103901



**Beastlord Axe**  
020103902



**Beastlord  
Banner**  
020103903

## CLASSIC RANGE



**Gorthor  
Charioteer**  
020108407



**Gorthor  
Charioteer Whip**  
020108408

*Note: These components are from the classic Gorthor Tuskgor Chariot Charioteer. Although this Gor model can no longer be the driver for a Tuskgor Chariot, it still can be used as a Gor with two hand weapons in a Beast Herd.*



**Khazrak's Hound Red Maw**



**Red Maw Rear Leg**  
02018005



**Red Maw Front Leg**  
02018006



**Red Maw Body**  
02018004

## SHOWCASE



*Left: These models are from John Dale's (left pair) and John Shatter's (right pair) Beasts of Chaos Armies. These conversions show the diversity that can be achieved with some minor modifications to the models in the casting range.*







## CLASSIC RANGE



**Beastmen  
Hornblower 1**  
020100207



**Beastmen  
Hornblower 2**  
020100208



**Beastmen  
Champion 2**  
020100302



**Beastmen Banner  
Top 1**  
020100205



**Beastmen Banner  
Top 2**  
020100206



**Beastmen  
Standard  
Bearer 1**  
020100203



**Beastmen  
Standard  
Bearer 2**  
020100204



**Beastmen 1**  
020102801



**Beastmen 2**  
020102802



**Beastmen 3**  
020102803



**Beastmen 4**  
020102804



**Beastmen 5**  
020102805



**Beastmen 6**  
020102806



**Beastmen 7**  
020102807



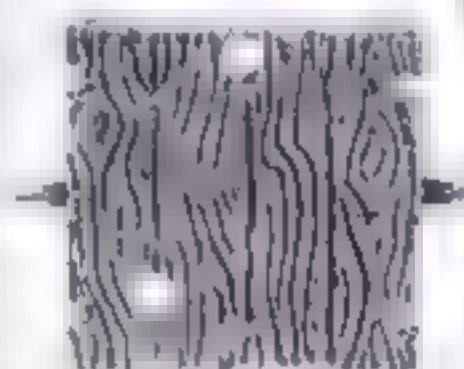
**Beastmen 8**  
020102808



**Gor Crewman  
w/ Whip**  
020106702



**Gor Crewman  
w/ Whip  
Sword Arm**  
020106703



**Chariot Base**  
020106704

*Note: These components  
are from the classic  
Tasker Chariot. The  
Chariot base is not required  
to build a Tasker Chariot  
specific crewman.*



**Gor Crewman  
w/ Two-  
Handed Axe**  
020106701

*Note: Beastmen 1 & 2 use the Large Round Shield sprue (0201000000000000).*



Note: Ungors use the *Storm-Rider* statline.

## CLASSIC RANGE



**Ungor  
Standard Top**  
020104104



**Ungor  
Standard  
Bearer 1**  
020104102



**Ungor  
Standard  
Bearer 2**  
020104103



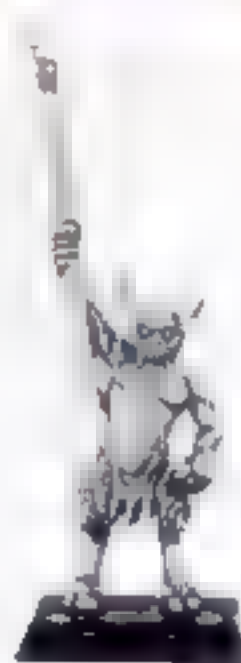
**Ungor  
Hornblower**  
020104101



**Ungor 1**  
020104001



**Ungor 2**  
020104002



**Ungor 3**  
020104003



**Ungor 4**  
020104004



**Ungor 5**  
020104005



**Ungor 6**  
020104006



**Ungor 7**  
020104007



**Ungor 8**  
020104008



**Ungor 9**  
020104009

## SHOWCASE



*Left: John Shaffer used a variety of classic archaic Mordheim and Blood Bowl models to convert these Gorgs which are part of a Beast Herd in his *Savage Beasts of Chaos* army.*





## CLASSIC RANGE



**Minotaur Body 1**  
020104401



**Minotaur Body 2**  
020104402



**Minotaur Body 3**  
020104403



**Minotaur Right Arm  
w/ Cleaver**  
020104409



**Minotaur Right Arm  
w/ Axe**  
020104410



**Minotaur Head 1**  
020104404



**Minotaur Head 2**  
020104405



**Minotaur Head 3**  
020104408



**Minotaur Right Arm  
w/ Sword**  
020104411



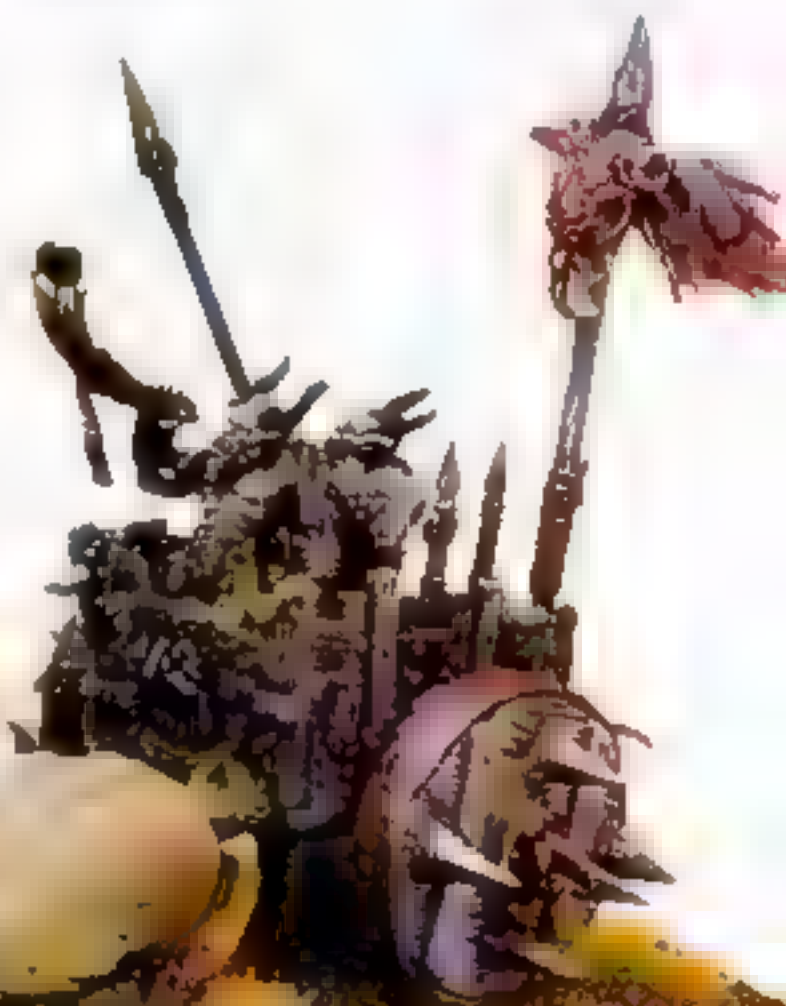
**Minotaur Horns**  
020104406



**Minotaur Jaw**  
020104407

## SHOWCASE

*Right: This creative Nurgle Beastsman Chariot is the product of master modeler Chad Mier, who Chad wanted more of a Nurgle feel for the beasts that would pull his Chariot, and so he created small monsters from bits from the Beast of Nurgle, an archive Chaos Spawn, and real sea shells! The Chariot itself is made from an Orc plastic Chariot and is decorated with writhing tentacles, mold lichen, and other signs of rot and age befitting a Chariot marked by the Lord of Decay.*



*Left: Solon Wong received an honorable mention for this Beastlord at the 2003 Canadian Golden Demon painting competition.*



# COLORS OF WAR



Dwarf Flesh mixed with Skull White  
Chaos Black & Codex Grey



Vornur Brown, Chaos Black Stripes  
& Regal Blue



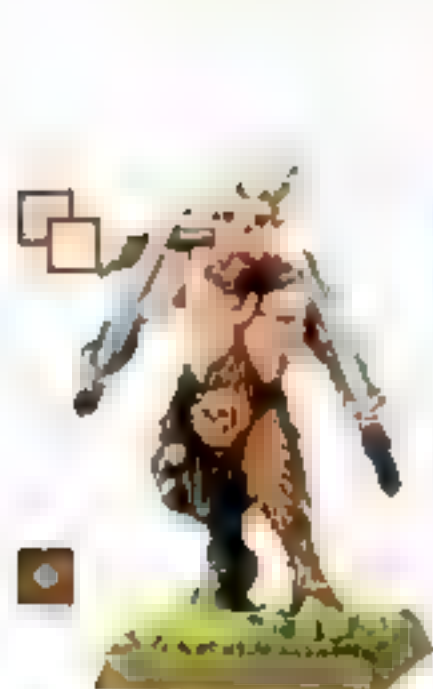
Snakebite Leather & Vornur  
Brown mixed with Blazing Orange



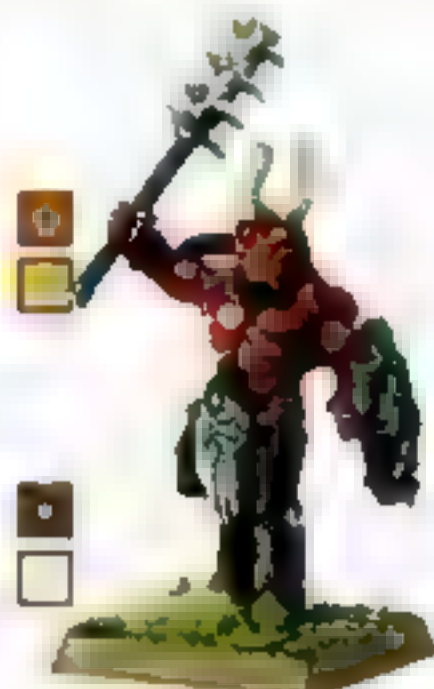
Bestial Brown & Vornur Brown



Scorched Brown mixed with Chaos Black  
Chaos Black & Codex Grey



Dwarf Flesh mixed with Bleached Bone  
Bestial Brown



Vornur Brown & Vornur Brown  
Scorched Brown & Bleached Bone



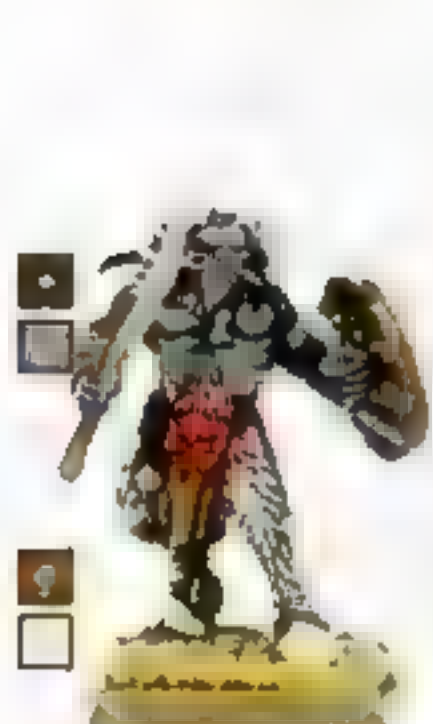
Dark Angels Green mixed with  
Shadow Grey & Rotten Flesh  
Snakebite Leather & Rotten Flesh



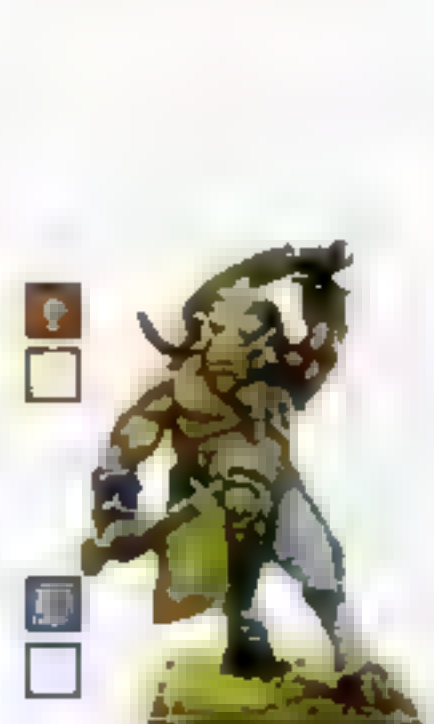
Scorched Brown & Dark Flesh mixed  
with Blood Red  
Bestial Brown & Bubonic Brown



Dwarf Flesh & Scorched Brown  
Chaos Black & Codex Grey



Scorched Brown & Codex Grey  
Bestial Brown & Bleached Bone  
by Chris Frosin



Bestial Brown & Bleached Bone  
Shadow Grey & Skull White



Vornur Brown & Dwarf Flesh  
Scorched Brown & Bestial Brown



Shadow Grey mixed with Bubonic  
Brown, Scab Red & Skull White



Scorched Brown & Bleached Bone  
Scab Red & Brown Ink





# BRETONNIANS



Baron Pierre d'Artaud's heart swelled with pride as the various Knights of the Realm gathered under his war banner. These noble and honorable warriors were duty-bound to defend this land. They had heeded his warning of the invasion and had mustered from the surrounding villages and keeps. If the invading Orcs were to enter this realm, they would do so here where the hills opened up into fertile farmland. And here is where the Baron's forces would meet them.

The morning breeze ruffled multicolored heraldry, and the bright pennants danced in wind. Two dozen Knights were forming up into three equal-sized units. On the flank, the young Knights Errant paced, impatient for the day's glory. It was with less pride that the Baron's eyes fell upon the Men-at-Arms, although they still held some honor in their house livery and stout shields. Still worse, gathering at the back, the peasant Bowmen shuffled into their place in the battle line, and the Baron thought their demeanor and carriage rather disheartening. The more he looked at the Bowmen, the more the Baron felt quite sure that some of these same scruffy men were the ones who had been pottering game from his lands.

But the momentary rage left him. Their trespasses were forgiven, for they too had answered the summons to battle. No one could invade Bretonnia and live to tell the tale. Today was not a day for recriminations, but for glory...

Bretonnia is a human realm second only in size to their eastern neighbors, the Empire. Bretonnia is most famous for the quality and nobility of its Knights, and indeed, these powerful warriors form the basis of most Bretonnian armies. While the manners, grace and gallantry of the Knights are legendary, so too are the ignorance and general dirtiness of the common peasants and simple farmers.

## Fighting Style

Not surprisingly, a Bretonnian army is almost always organized around its units of Knights. These powerful units are fast and hard-hitting and have an armor save that is the envy of almost every other army in the game. A Bretonnian army wants to send as many Knights galloping toward the foe as it can. Some enemies may have a few war machines, magic items, or elite troops that can regularly dent the heavy armor of the Knights, but few foes can field enough of these Knight-slayers to account for more than a unit or two. So take more than a few units' Grail Knights are the hardest hitting. Pegasus Knights are the most mobile, and the Knights of the Realm and Knights Errant cost the fewest points. Protected by the Lady of the Lake and their sacred vows, Bretonnian Knights aim to ride over anything that dares to stand in front of them.

While the majority of the strike force is invariably made of Knights of some form, the Peasant Bowmen and Men-at-Arms also

serve a useful (if secondary) purpose. Guarding flanks, peppering the enemy with missile fire, and the like are the roles of these more lowly warriors. Other more specialized units, like the Mounted Yeomen or the Battle Pilgrims with their Grail Reliquae, can perform admirably on the battlefield as well. And don't leave out the devastating peasant-crewed Field Trebuchet, which can give Bretonnia's foes something besides Knights to worry about. But remember, these non-Knight units can be useful, but they'll never replace a lance charge by a beautifully painted unit of Knights!

## Collecting a Bretonnian Army

Core units are always the way to start collecting an army, and with Bretonnians, that leaves you with quite a few choices. Knights are an essential to any up-and-coming Bretonnian Duke, and most players will want a few of these valorous units at the minimum. There are many levels of Knights, each with its own advantages. Knights Errant are the unproven youth seeking to earn their honor in battle and are slightly lower in points costs but still a valuable unit. Knights of the Realm are more proven and have a higher weapon skill and Leadership value than the more *Impetuous* Knights Errant. As Knights Errant and Knights of the Realm are both Core choices, it is possible to field lots of these potent units.

After lining up a few Core choices, many

choices still remain. Questing Knights are harder-hitting still, and at the top of the chart are the mighty Grail Knights, whose thunderous charge can break any enemy unit. One unit of Pegasus Knights may also be selected, and this unit adds the mobility of flying to the awesome offensive powers of the Knights' Leave room (but just a little) for some supporting cast of Men-at-Arms and Peasant Bowmen. They are sometimes effective and they'll make your Knights look even better!

## New Army!!!

The Bretonnian Army book is the latest in the Warhammer Armies series of books. The Army book and the associated rules supplement are scheduled for release through the beginning of 2004. For the sake of being THF comprehensive (and of course, during the Games Workshop hobby, all models and their component bits are shown here in this catalog). What this means to you is that some models depicted may not be available for some time. So, to keep you up to date, we'll be posting new Bretonnians. Keep an eye on White Dwarf magazine and the Games Workshop Online Store or give the ever helpful Mail Order Trolls a call. In addition to being a resource for last month's new releases, White Dwarf magazine will also be checked for Bretonnian hobby goodness in the future.

*Top Left: This battle scene pitting a Bretonnian Knight against an Orc won Anthony Bush a Brown Golden Demon at the 2000 UK competition.*





Warhammer Armies:  
Bretonnia  
82-01 60



Bretonnian  
Battalion  
82-10

1. Bretonnian Battalion  
2. Bretonnian Battalion  
3. Bretonnian Battalion  
4. Bretonnian Battalion  
5. Bretonnian Battalion  
6. Bretonnian Battalion  
7. Bretonnian Battalion  
8. Bretonnian Battalion  
9. Bretonnian Battalion  
10. Bretonnian Battalion



# Getting Started







## Lords & Heroes



**Bretonnian Duke  
Blister (Random 1)**  
82-37



**Mounted  
Damsel**  
020308901

**Bretonnian  
Damsels Blister (2)**  
82-46



**Damsel  
on Foot**  
020308902



**Duke 1  
Body**  
020308701



**Duke 1  
Pack**  
020308703



**Duke 1  
Sprue**  
020308702



**Battle Standard  
Bearer Body**  
020309201



**Battle Standard  
Bearer Arm**  
020309202



**Battle Standard  
Bearer Standard**  
020309203



**Duke 2  
Body**  
020308704



**Duke 2  
Sprue**  
020308705



**Duke 2  
Pack**  
020308706



**Battle Standard  
Bearer Legs**  
020309205



**Bretonnian Battle Standard  
Bearer Blister (1)**  
82-40





# Lords & Heroes



**Bretonnian Horse  
Head (Random)**  
99380299007



**Bretonnian Horse  
Body (Random)**  
99380299006



**Medieval Horse  
Body (Random)**  
99389999003



**Medieval Horse  
Head (Random)**  
99389999013

*Right: Felipe Rodriguez, Dominguez, earned the Slayer Sword at the 2001 Spanish Golden Demon competition with this beautifully converted version of Morgiana le Fay.*

# Showcase



## PAINTING SHIELDS

One of the most common features tying a Bretonnian army together is the use of shields. Almost every model in the army could potentially have a shield, and those who do not will usually have some sort of icon or trinket that resembles a small shield. As such, you can use a common shield motif to bring your army together. Here are some tips for painting Bretonnian shields.

1. Prime the shield with Skull White spray primer and paint one half Golden Yellow and the other half Snot Green. Paint the Golden Yellow first. If you make a mistake, Snot Green will cover over the Golden Yellow easier than Golden Yellow will cover Snot Green.



2. Highlight the edge of the green side with a 50/50 mix of Snot Green and Scorpion Green. Highlight the edge of the yellow side with a 50/50 mix of Golden Yellow and Skull White.

3. Apply final highlights of straight Scorpion Green and Skull White.



4. Finally, paint the metal rim of the shield Chaos Black and then Chainmail. Leave a small line of Chaos Black showing to provide some definition between the face and the rim of the shield. Finally, add heraldic devices.



1. Here's another way to paint a shield with different colors. Start with a shield primed Skull White. Paint the top half Blood Red and the bottom half Enchanted Blue.



2. Highlight the red area with Blazing Orange and the blue area with a 75/25 mix of Enchanted Blue and Skull White.



3. Add final highlights of Fiery Orange for the red half and a 50/50 mix of Enchanted Blue and Skull White to the blue half of the shield.



4. Paint the rim of the shield as described for the example above. Next, paint the heraldic device. For a more complex or larger device, draw your design on a piece of paper first or even on the shield itself to get an idea of how you want to design and paint the symbol.





# Lords & Heroes



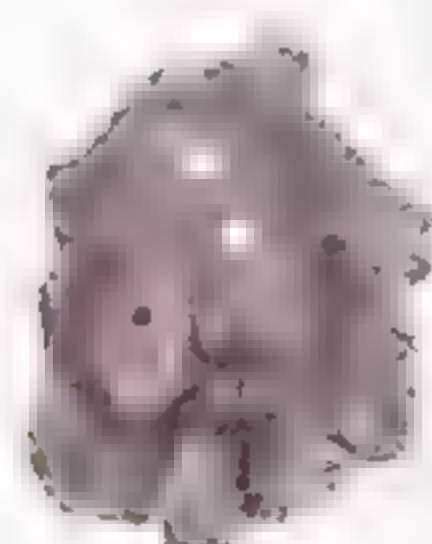
**Louen Leoncoeur on  
Hippogriff Box (1)**  
82-08



**Leoncoeur  
Hippogriff Left Side**  
020308508



**Leoncoeur  
Hippogriff Right Side**  
020308509



**Leoncoeur  
Box**  
020308510



**Leoncoeur  
Body**  
020308501



**Leoncoeur  
Head Sprue**  
020308502



**Leoncoeur  
Arm Sprue**  
020308503



**Leoncoeur  
Lance Sprue**  
020308505



**Leoncoeur  
Cloak**  
020308504



**Leoncoeur  
Hippogriff Head**  
020308506



**Leoncoeur  
Hippogriff Left Claw**  
020308507



**Bretonnian  
Pegasus Wings**  
99380299008

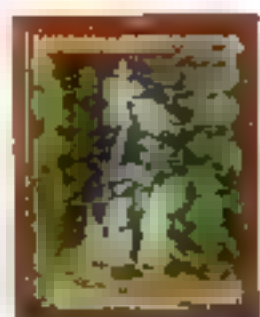




# Lords & Heroes



**Green Knight  
Box (1)**  
82-17



**Green Knight  
Pennant Poles**  
020302802



**Green Knight  
Shield**  
020302803



**Green Knight  
Legs**  
020302804



**Green Knight  
Body**  
020302801



**Green Knight  
Horse Head**  
020302807



**Green Knight  
Horse Right Side**  
020302805



**Green Knight  
Horse Left Side**  
020302806



**Fey Enchantress Body/  
Unicorn Left Body**  
020309701



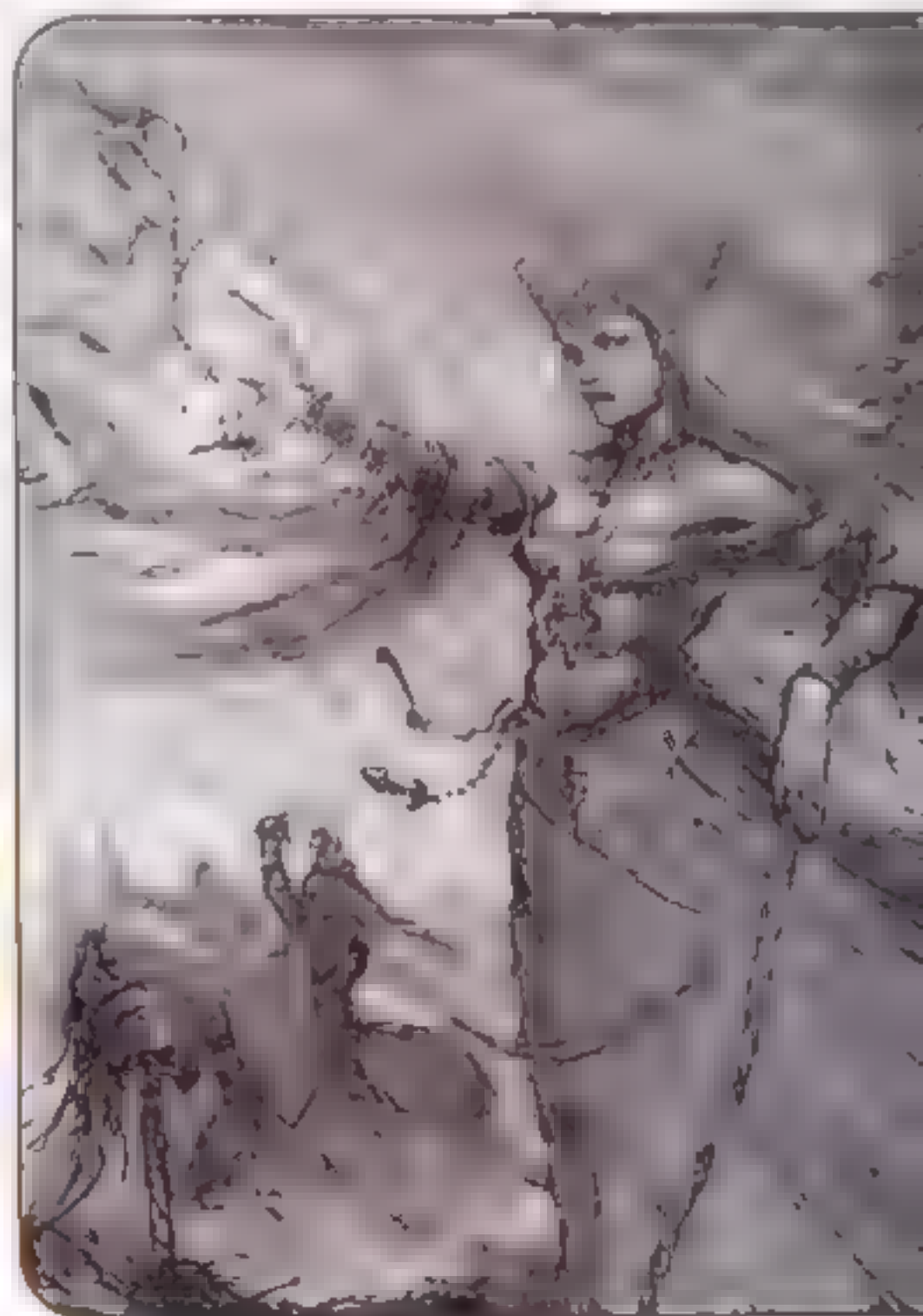
**Fey Enchantress  
Unicorn Right Body**  
020309702



**Fey Enchantress  
Base**  
020309703



**Fey Enchantress Box (1)**  
82-19



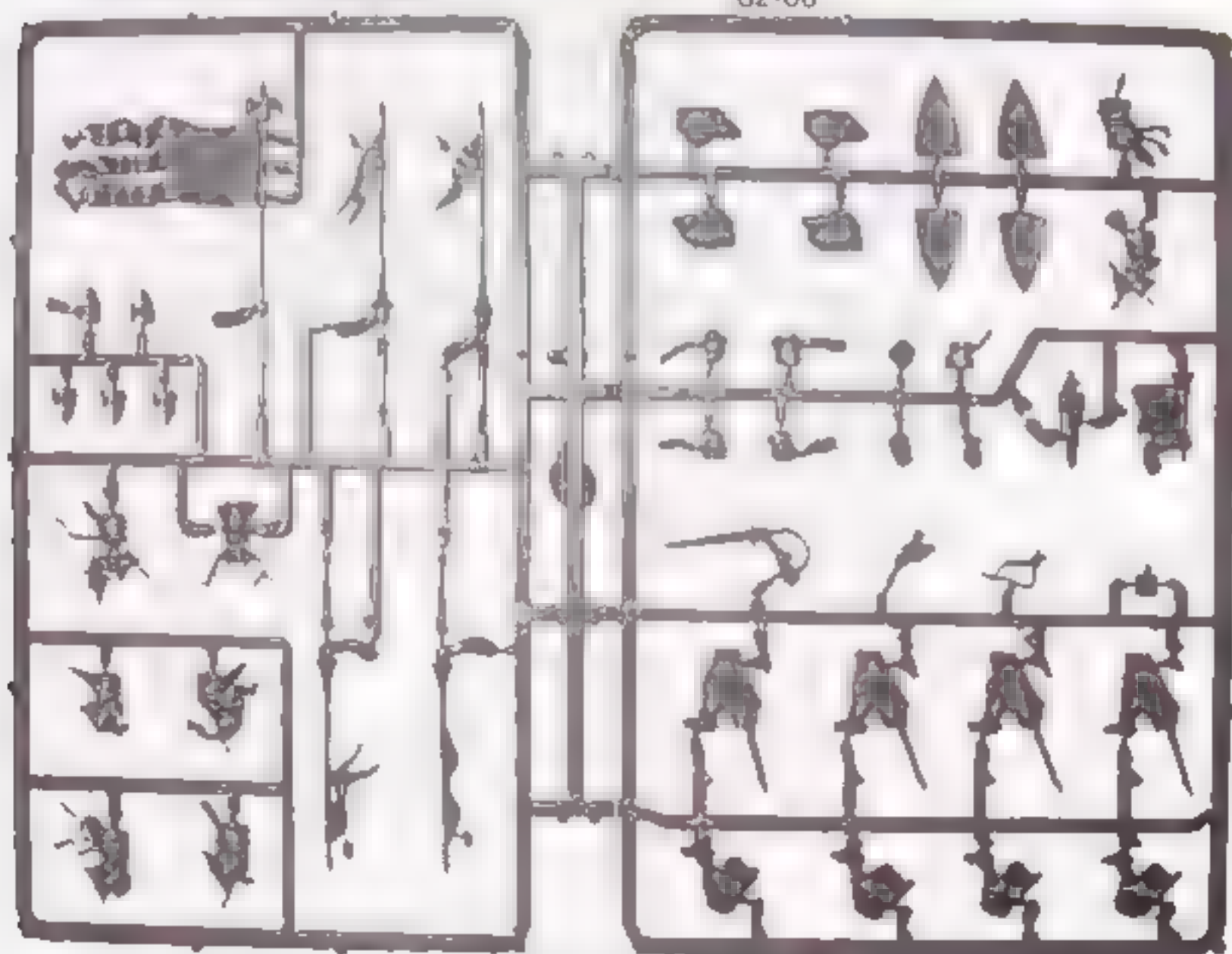


# Core Units



*Note: The sprue is shown at 50% of actual size. Complete Knights lists require the Bretonnian Horse Handbook and the Bretonnian Horse Handbook.*

**Knights of Bretonnia Box (8)**  
82-06



**Bretonnian Knights Sprue**  
99380203005







# Core Units

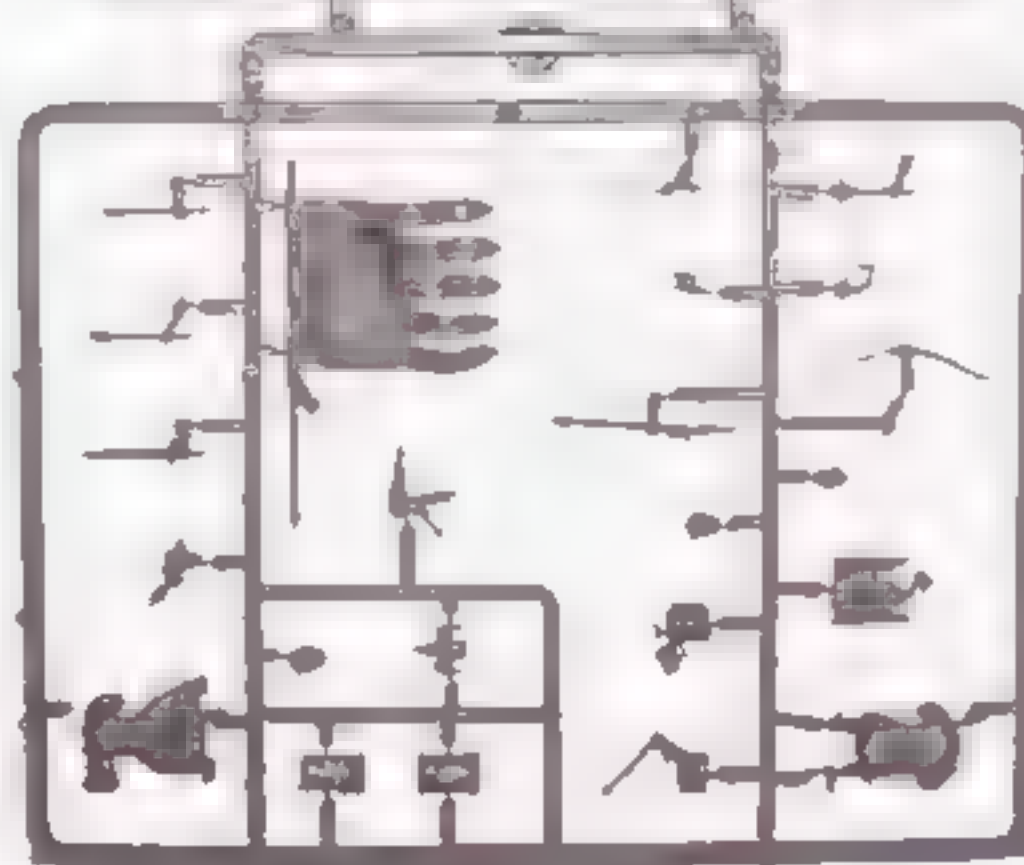
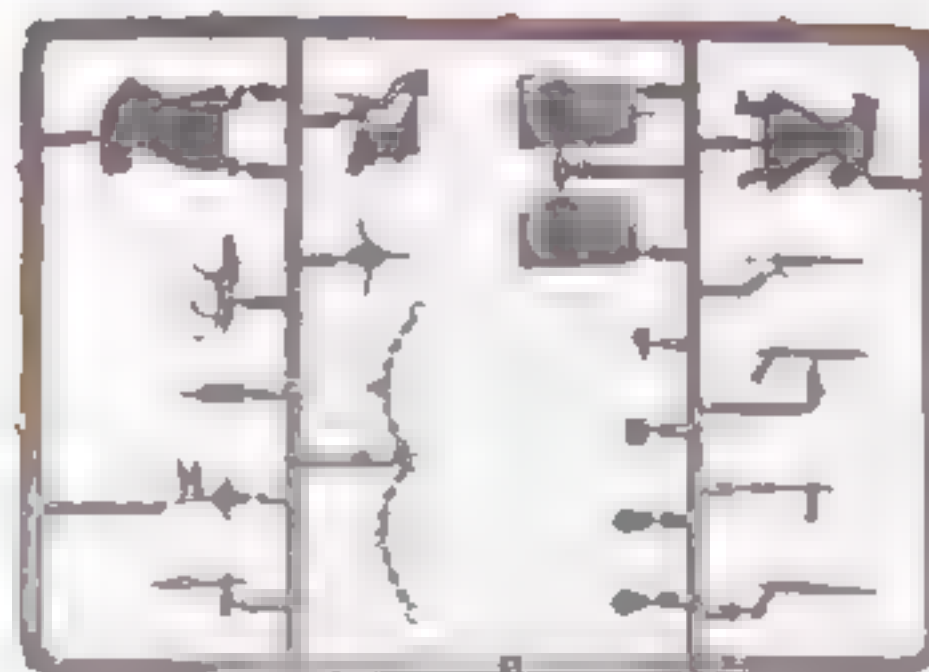


**Bretonnian Bowman Box (16)**  
82-07

*Note: Sprues shown at 50% of actual size*



**Bretonnian Bowmen Sprue**  
99380203003



**Bretonnian Foot Command Sprue**  
99380203004



# Core Units



Bretonnian Men-at-Arms Box (16)  
82-09



Note: Sprues also include a set of instruction sheets.



Mounted  
Yeoman Body 1  
020303301



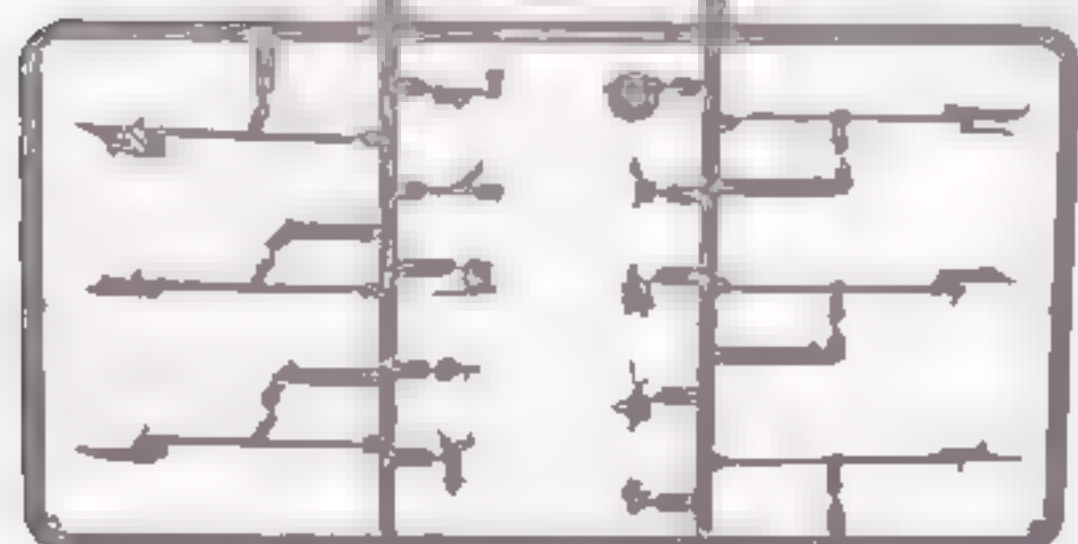
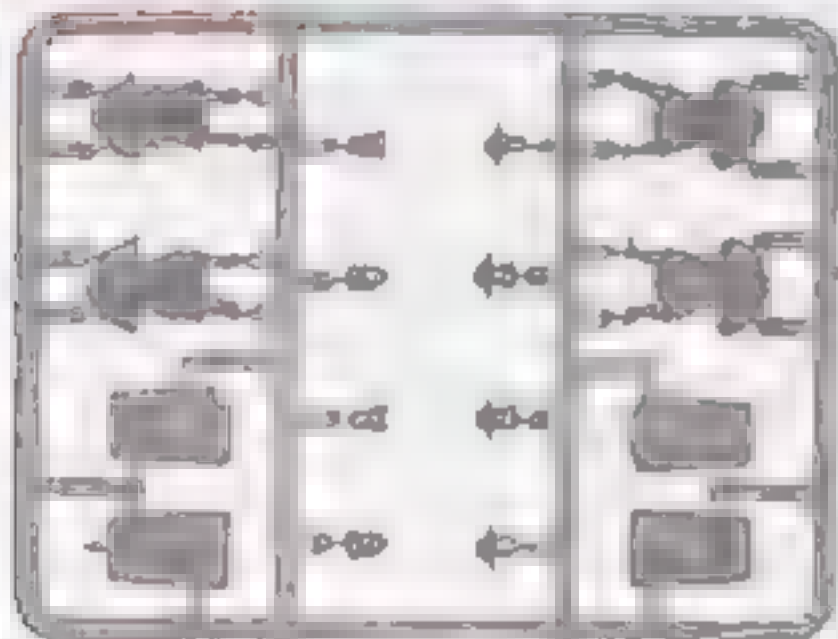
Mounted  
Yeoman Body 2  
020303302



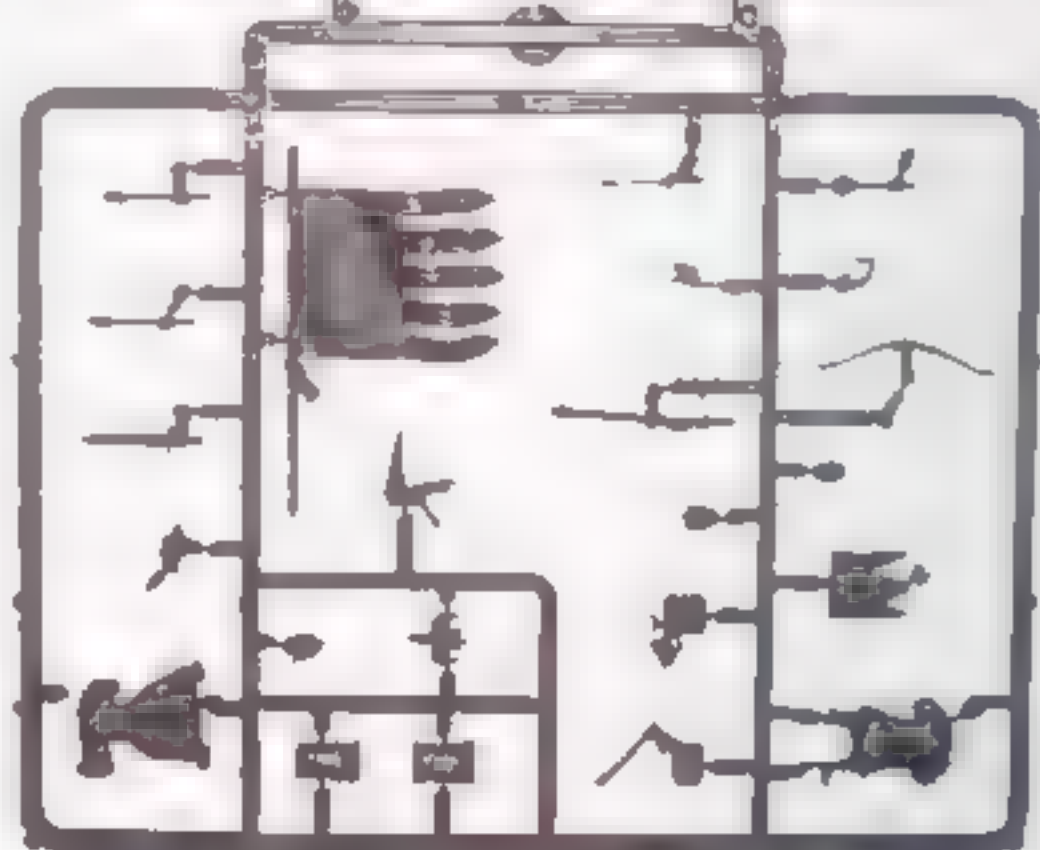
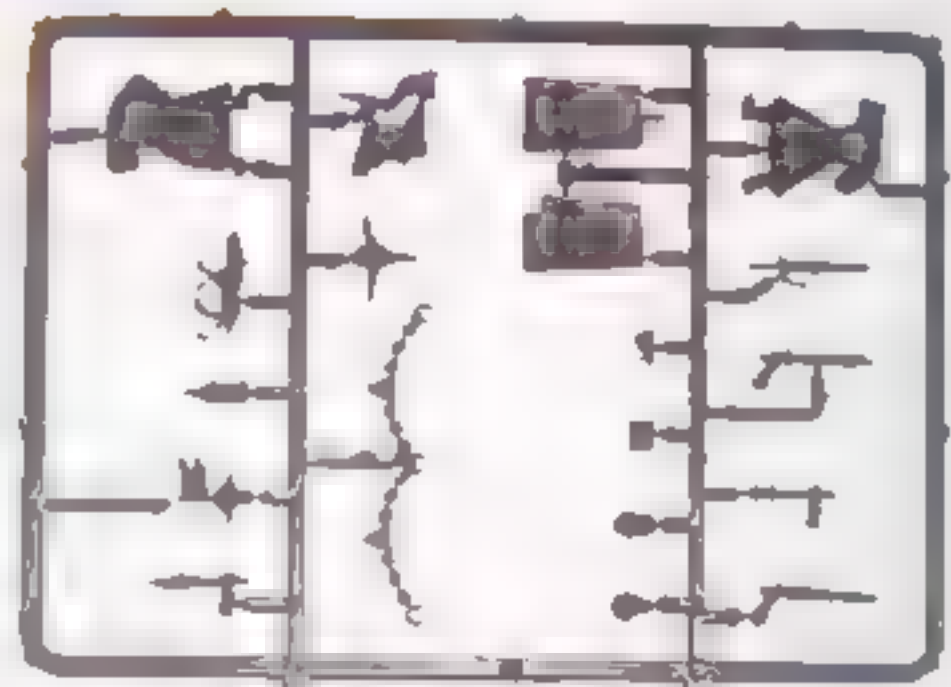
Mounted  
Yeoman Body 4  
020303304



Mounted  
Yeoman Body 5  
020303305



Bretonnian Men-at-Arms Sprue  
99380203002



Bretonnian Foot Command Sprue  
99380203004



# Special Units



**Mounted  
Yeoman Body 3**  
020303303



**Mounted  
Yeoman Body 6**  
020303306



**Mounted Yeomen Blister (Random 1)**  
82-42

*Note: Compact Yeomen Blister Sprue contains 1 blister of 42 models.*



**Mounted  
Yeoman Body 7**  
020303307



**Mounted  
Yeoman Body 8**  
020303308



**Mounted  
Yeoman Body 9**  
020303309



**Mounted  
Yeoman Body 10**  
020303310



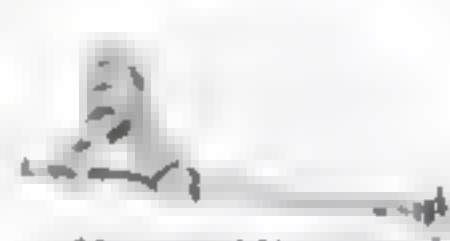
**Mounted  
Yeoman Body 11**  
020303311



**Mounted  
Yeoman Body 12**  
020303312



**Fighter Shield Sprue**  
99369999003



**Mounted Yeoman  
Spear Arm 1**  
020303316



**Mounted Yeoman  
Spear Arm 2**  
020303317



**Mounted  
Yeoman Body 13**  
020303313



**Mounted  
Yeoman Body 14**  
020303314



**Mounted  
Yeoman Body 15**  
020303315



**Mounted Yeoman  
Champion**  
020303401



**Mounted Yeoman  
Standard**  
020303501

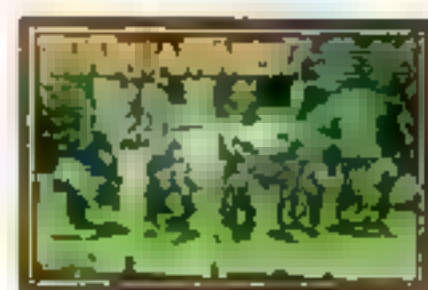


**Mounted Yeoman  
Musician**  
020303601

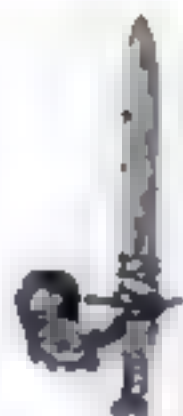




## Special Units



**Questing Knight  
Body 1**  
020309001



**Questing Knight  
Arm 1**  
020309002



**Questing Knight  
Body 2**  
020309003



**Questing Knight  
Pack 2**  
020309004



**Questing Knight Regiment Box (5)**  
82-13

**Questing Knight Blister (Random 1)**  
82-36

*Note: Complete knights also require both the Bretonnian Horse Body sprue and the Bretonnian Horse Head*



**Questing Knight  
Body 3**  
020309005



**Questing Knight  
Pack 3**  
020309006



**Questing Knight  
Body 4**  
020309007



**Questing Knight  
Arm 4**  
020309008



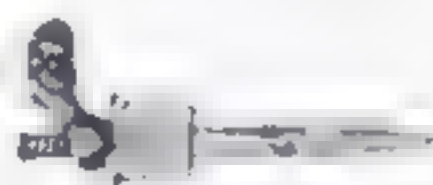
**Questing Knight  
Shield 4**  
020309009



**Questing Knight  
Pack 4**  
020309010



**Questing Knight  
Body 5**  
020309011



**Questing Knight  
Sword 5**  
020309012



**Questing Knight  
Shield 5**  
020309013



**Questing Knight  
Pack 5**  
020309014



# Special Units

*Note: The Bretonnian Grail Reliquae also includes one each of Grail Pilgrim 1, Grail Pilgrim 2, Grail Pilgrim 3, Grail Pilgrim 4, Grail Pilgrim 5, Grail Pilgrim 6, and Grail Pilgrim 7.*



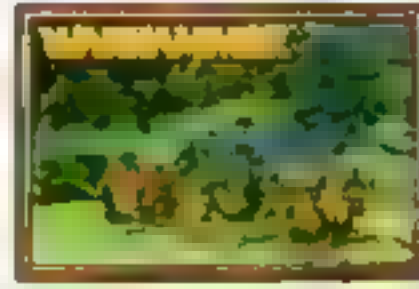
**Questing Knight  
Body 6**  
020309015



**Questing Knight  
Pack 6**  
020309016



**Grail Reliquae  
Dead Knight**  
020309401



**Bretonnian Grail Reliquae Box (1)**  
82-15



**Questing Knight  
Champion Body**  
020309017



**Questing Knight  
Champion Pack**  
020309018



**Grail Reliquae  
Carrier 1**  
020309404



**Questing Knight  
Musician Body**  
020309019



**Questing Knight  
Musician Pack**  
020309020



**Grail Reliquae  
Lance**  
020309402



**Grail Reliquae  
Carrier 2**  
020309405



**Grail Reliquae  
Carrier 3**  
020309406



**Grail Reliquae  
Carrier 4**  
020309407



**Questing Knight  
Standard Bearer Body**  
020309021



**Questing Knight  
Standard**  
020309022



**Questing Knight  
Lookout**  
020309024



**Questing Knight  
Standard Bearer Shield**  
020309023



**Grail Reliquae  
Bar**  
020309408



**Grail Reliquae  
Shield**  
020309403



**Grail Reliquae  
Dog**  
020309409



**Grail Reliquae  
Base**  
020309410



## PAINTING & FINISH

Pegasus Knights have been introduced in the new Army book. This elite unit is sure to be a popular choice with Bretonnian players. However some painters may be intimidated by the elaborate Pegasus model, which requires a bit more attention than a Knight's horse. Below, we detail an easy way to paint the Pegasus model.



1. After priming the model white, paint the skin, hair, and feathers Codex Grey. Don't attach the Knight to the Pegasus until both have been painted.



2. Highlight with Fortress Grey by painting the raised areas of the Pegasus's skin. Use Fortress Grey to drybrush the wings, tail, mane, and hair above the hooves.



3. Blend a 50:50 mix of Fortress Grey and Skull White and highlight the model in the same way. Paint the skin and drybrush the textured areas.



4. Use Skull White for the last highlights. Paint the metal and cloth armor the same way you would on a normal steed, though Pegasus Knights will tend to have more elaborate and ornate heraldry.

## Special Units

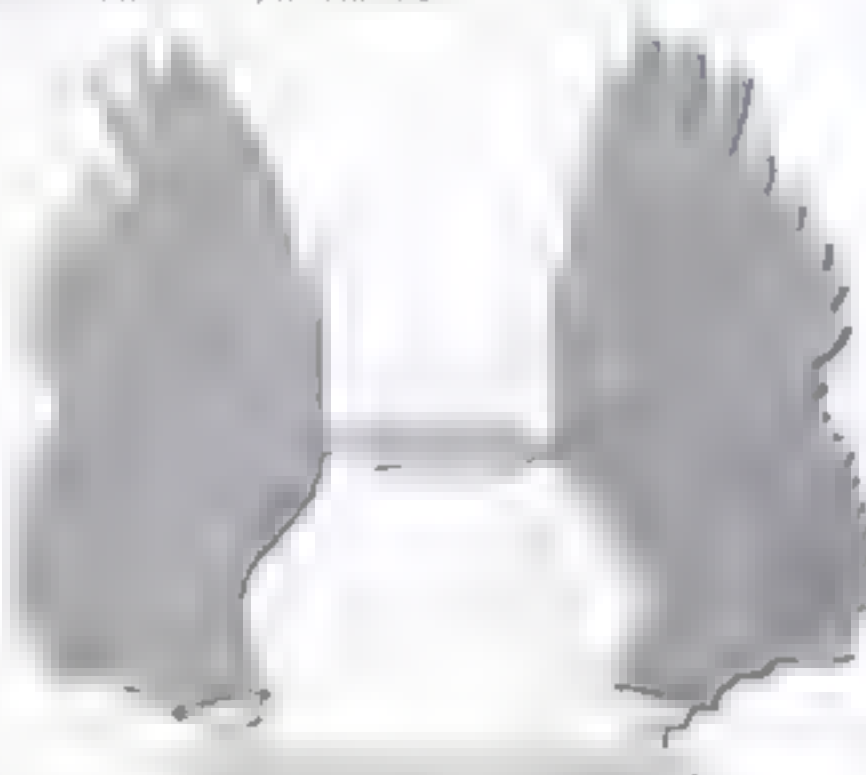
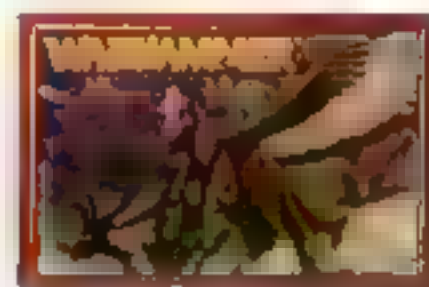


**Bretonnian Pegasus Knight Sprue**  
99380203006

*Note: Sprue above shown at 50% of actual size*



**Bretonnian Pegasus Knights Box (3)**  
82-11



**Bretonnian Pegasus Wings**  
99380299008



# Special Units



Bretonnian Grail Pilgrim Blister (Random 3)  
82-41



Battle Pilgrim 1  
020309501



Battle Pilgrim 2  
020309502



Battle Pilgrim 3  
020309503



Battle Pilgrim 4  
020309504



Battle Pilgrim 5  
020309505



Battle Pilgrim 6  
020309506



Battle Pilgrim 7  
020309507



Battle Pilgrim 8  
020309508



Battle Pilgrim 9  
020309509



Battle Pilgrim Shields  
020309510

## PAINTING LEATHER ARMOR

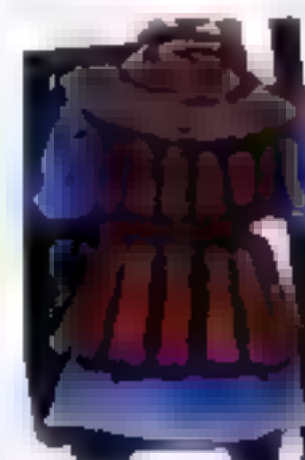
While Bretonnian Lords and Knights may have very ornate and well crafted suits of armor Bretonnian Peasants have rather poor-quality protection. They may have armor of canvas, heavy cloth, or leather stitched or quilted in a pattern. Since the Peasants' masters usually provide their underlings with arms and armor you could choose to paint your Peasants' armor in the Lord's colors. Otherwise here are two ways to paint leather armor.



1. Begin with a Chaos Black undercoat. (Left) Paint a basecoat of Dark Flesh on the jacket. (Right) Paint a basecoat of Vermen Brown. Basecoat both yokes with Scorched Brown.



2. (Left) Highlight with a 50/50 mix of Blood Red and Dark Flesh. (Right) Wash the armor with Black Ink. Highlight the yokes with a mix of Bleached Bone and Scorched Brown.



3. (Left) Add more Blood Red to the mix for the final highlight. (Right) Paint Vermen Brown on the top edges of the diamond quilting with a Fine Detail Brush. Add more Bleached Bone to the Scorched Brown mix for the last highlights on the yoke.





## Rare Units



Grail Knight Regiment Box (5)  
82-12

Grail Knight Blister (Random 1)  
82-35



Grail Knight  
Body 1  
020309301



Grail Knight  
Body 2  
020309302



Grail Knight  
Body 3  
020309303



Grail Knight  
Body 4  
020309304



Grail Knight  
Body 5  
020309305



Grail Knight  
Body 6  
020309306

Notes: 1. A

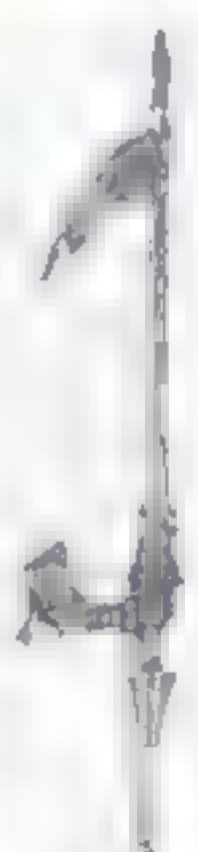
2. The base of the box set is a 100mm x 100mm Horse Head sprue



Grail Knight  
Lance 1  
020309307



Grail Knight  
Lance 2  
020309308



Grail Knight  
Lance 3  
020309309



Grail Knight  
Lance 4  
020309310



Grail Knight  
Lance 5  
020309311



Grail Knight  
Lance 6  
020309312



Grail Knight  
Shield 1  
020309313



Grail Knight  
Shield 2  
020309314



Grail Knight  
Shield 3  
020309315



Grail Knight  
Shield 4  
020309316



Grail Knight  
Shield 5  
020309317



Grail Knight  
Shield 6  
020309318





# Rare Units

## BRETONNIAN HERALDRY

Probably the most visually striking element of a Bretonnian army is the colorful and diverse heraldry displayed on the shields, banners, and horse caparisons of Bretonnian soldiers. Heraldry often commemorates a noble family, a noble's personal family, or the personality of the Knight to which he is attached. A knight's scheme is defined by the ruling house of a region and emblematic of his family as presented in the heraldry of the nobility who serve this ruling house.

Generally, most heraldry consists of backgrounds of solid colors and symbols called a charge painted in a color that contrasts the field colors. Traditional heraldry uses only five colors. These colors are black, white, blue, red, and yellow. However, Warhammer is set in a fantasy universe, so you should feel free to use the colors you like if you're not a fan of traditional schemes.

Shown below is an example of one player's nontraditional take on the heraldry of a Knightly hero and how servants of the Knight would display the hero's heraldry.



Grail Knight  
Legs 1  
020309319



Grail Knight  
Legs 2  
020309320



Grail Knight  
Legs 3  
020309321



Grail Knight  
Legs 4  
020309322



Grail Knight  
Legs 5  
020309323



Grail Knight  
Legs 6  
020309324



Grail Knight  
Champion Arm  
020309325



Grail Knight  
Champion Legs  
020309326



Grail Knight  
Standard  
020309327



Grail Knight  
Musician Body  
020309328



This hero represents a Hermit Knight, a solitary guardian of a grail chapel whose charge is, appropriately, a key. The field colors of green and blue represent the forest of the Knight's realm and the lake by which the shrine resides, respectively. The checkerboard pattern was added to represent the unstable mental health of the Knight, which is undoubtedly the result of years of seclusion. The Knight's shield has been decorated further with devotional parchments and a resting messenger bird, which is present in case the Knight should have to send a message to civilization.

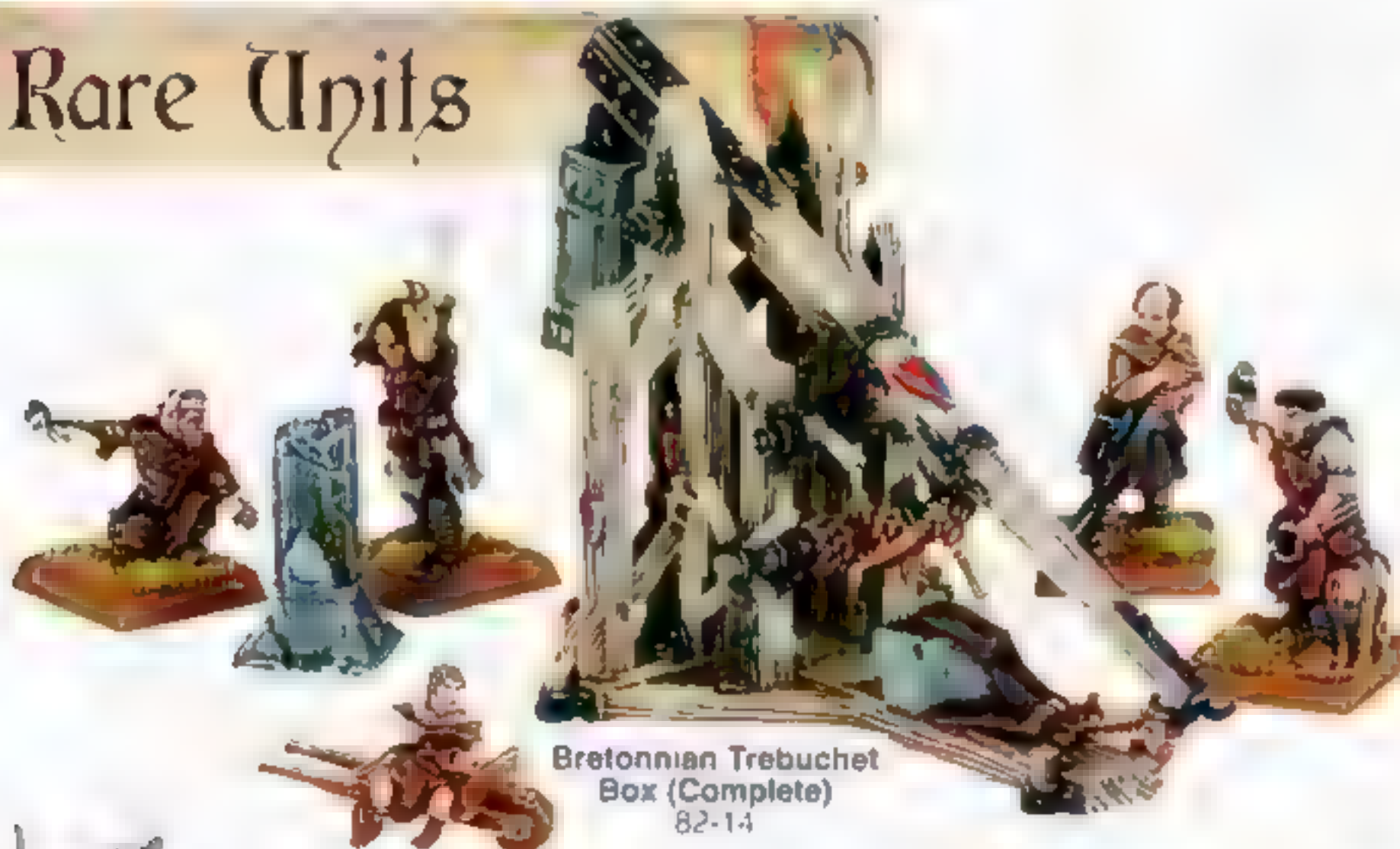
A Knight in service to the hero above will probably display the same heraldry or some variation thereof. The Knight shown to the right displays the same heraldry as the hero without some of the decoration. It can be assumed that this Knight is closely related to the hero and thus, there is little variation in the imagery of the heraldry of the two. Other Knights serving under the hero might use other colors or slight variations on the key and checkerboard theme. It's up to you to develop your own schemes and to determine how they will change from model to model.



Lowly peasant rabble like the Man-at-Arms shown to the left are armed with equipment given to them from the hero's armory. The painter decided that commoners should not display the elaborate key design seen in the heraldry of the nobility. However, the checkerboard and field colors are retained so that these peasants are still visually affiliated with the hero. The upkeep on the arms and equipment of peasants would be far less than that of nobility, so battle damage and weathering have been painted on the shield and armor of this model.



# Rare Units



**Trebuchet Crew 1**  
020309101



**Trebuchet Crew 2**  
020309102



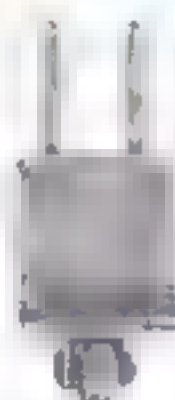
**Trebuchet Crew 3**  
020309103



**Trebuchet Crew 4**  
020309104



**Trebuchet Crew 5**  
020309105



**Trebuchet Wheelbarrow**  
020309106



**Trebuchet Rubble**  
020309107



**Trebuchet Counterweight**  
020309108



**Trebuchet Arm**  
020309112



**Trebuchet Side 1**  
020309110



**Trebuchet Side 2**  
020309111



**Trebuchet Side Support**  
020309113



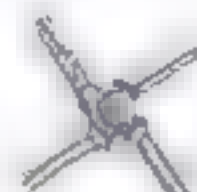
**Trebuchet Cradle/Rock**  
020309114



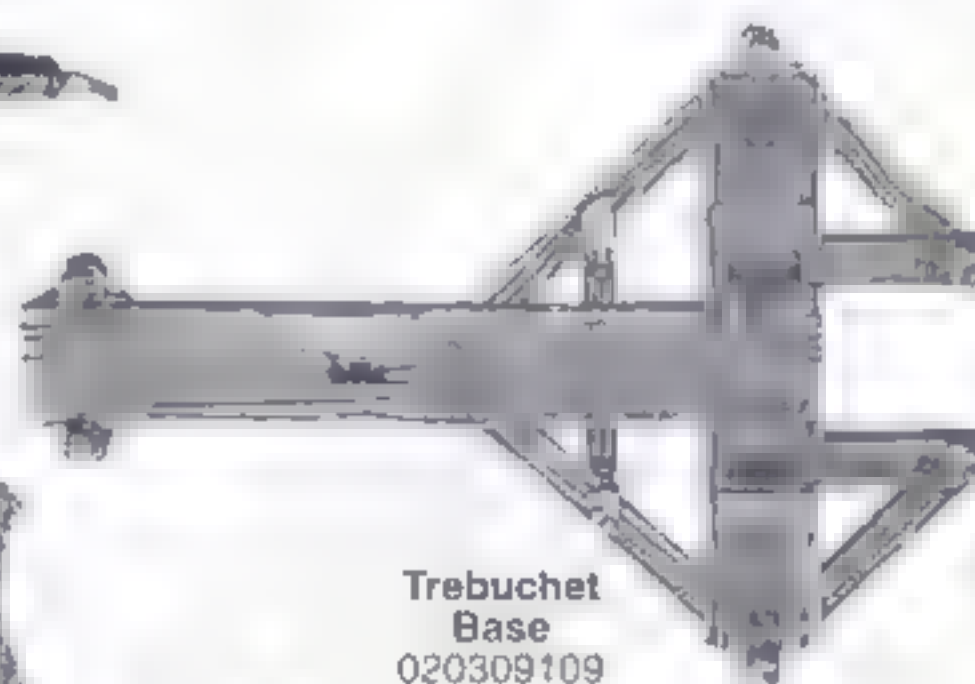
**Trebuchet Winch**  
020309115



**Trebuchet Trigger**  
020309116



**Trebuchet Windlass**  
020309117



**Trebuchet Base**  
020309109



**Getting Started**

|  |                             |       |
|--|-----------------------------|-------|
| 82-01-60                                       | Warhammer Armies: Bretonnia | \$20  |
| 82-10  | Bretonnian Battalion        | \$100 |
| Contents: 5 Bretonnian Knights, 18 Men-at-Arms |                             |       |

**Boxed Sets & Blister Packs – Lords & Heroes**

|                           |                                   |      |
|---------------------------|-----------------------------------|------|
| 82-37                     | Bretonnian Duke                   | \$9  |
| Blister includes 1 model  |                                   |      |
| 82-40                     | Bretonnian Battle Standard Bearer | \$9  |
| Blister includes 1 model  |                                   |      |
| 82-46                     | Bretonnian Damsel                 | \$13 |
| Blister includes 2 models |                                   |      |

**Special Characters**

|       |                                |      |
|-------|--------------------------------|------|
| 82-18 | Loquen Leoncoeur on Hippogriff | \$55 |
| 82-17 | The Green Knight               | \$25 |
| 82-19 | The Fey Enchantress            | \$25 |

**Boxed Sets & Blister Packs – Core**

|       |                                 |      |
|-------|---------------------------------|------|
| 82-06 | Knights of Bretonnia            | \$30 |
| 82-07 | Bretonnian Bowman               | \$30 |
| 82-09 | Bretonnian Men-at-Arms Regiment | \$30 |

**Boxed Sets & Blister Packs – Special**

|       |                           |      |
|-------|---------------------------|------|
| 82-11 | Questing Knight           | \$30 |
| 82-13 | Questing Knight Regiment  | \$45 |
| 82-15 | Bretonnian Corp Reliquae  | \$35 |
| 82-36 | Questing Knight           | \$9  |
| 82-41 | Bretonnian Battle Priests | \$9  |
| 82-42 | Bretonnian Mounted Yeoman | \$8  |

**Boxed Sets & Blister Packs – Rare**

|       |                     |      |
|-------|---------------------|------|
| 82-12 | Bretonnian Infantry | \$40 |
| 82-14 | Bretonnian Infantry | \$95 |
| 82-35 | Questing Knight     | \$4  |

**Metal Blitz – Lords & Heroes****Bretonnian Duke**

|          |                             |     |
|----------|-----------------------------|-----|
| 02030401 | Duke 1 Body                 | \$4 |
| 02030402 | Duke 1 Sword                | \$2 |
| 02030403 | Duke 1 Helm                 | \$1 |
| 02030404 | Duke 2 Body                 | \$7 |
| 02030405 | Duke 2 Sword                | \$2 |
| 02030406 | Duke 2 Helm                 | \$2 |
| 02030407 | Bretonnian Horse Body Sprue | \$2 |
| 02030408 | Bretonnian Horse Head Sprue | \$1 |

**Bretonnian Damsel**

|          |                           |     |
|----------|---------------------------|-----|
| 02030409 | Mounted Damsel            | \$7 |
| 02030410 | Mounted Damsel            | \$4 |
| 02030411 | Mounted Damsel Body Sprue | \$2 |
| 02030412 | Mounted Damsel Head Sprue | \$1 |

**Bretonnian Battle Standard Bearer**

|          |                             |     |
|----------|-----------------------------|-----|
| 02030413 | Standard Bearer Body        | \$3 |
| 02030414 | Standard Bearer Arm         | \$2 |
| 02030415 | Standard Bearer Head        | \$3 |
| 02030416 | Standard Bearer Head Sprue  | \$2 |
| 02030417 | Bretonnian Horse Body Sprue | \$2 |
| 02030418 | Bretonnian Horse Head Sprue | \$1 |

**Special Characters****The Green Knight**

|          |                   |        |
|----------|-------------------|--------|
| 02030419 | Green Knight Body | \$6-50 |
|----------|-------------------|--------|

|          |                               |        |
|----------|-------------------------------|--------|
| 02030420 | Green Knight Pennant Pole     | \$2-10 |
| 02030421 | Green Knight Shield           | \$1-2  |
| 02030422 | Green Knight Helm             | \$4    |
| 02030423 | Green Knight Horse Body Sprue | \$4-25 |
| 02030424 | Green Knight Horse Head Sprue | \$4-25 |
| 02030425 | Green Knight Head             | \$2-50 |

**Loquen Leoncoeur on Hippogriff**

|          |                             |        |
|----------|-----------------------------|--------|
| 02030426 | Loquen Leoncoeur Body       | \$4    |
| 02030427 | Loquen Leoncoeur Head Sprue | \$2-50 |
| 02030428 | Loquen Leoncoeur Arm Sprue  | \$1-10 |
| 02030429 | Loquen Leoncoeur Head Sprue | \$2    |
| 02030430 | Loquen Leoncoeur Head Sprue | \$3    |
| 02030431 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030432 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030433 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030434 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030435 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030436 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030437 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030438 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030439 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030440 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030441 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030442 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030443 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030444 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030445 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030446 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030447 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030448 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030449 | Loquen Leoncoeur Head Sprue | \$4    |
| 02030450 | Loquen Leoncoeur Head Sprue | \$4    |

**Fey Enchantress**

|          |                            |      |
|----------|----------------------------|------|
| 02030451 | Fey Enchantress Body       | \$15 |
| 02030452 | Fey Enchantress Head Sprue | \$1  |
| 02030453 | Fey Enchantress Head Sprue | \$1  |

**Metal Blitz – Core****Bretonnian Bowman**

|          |                              |      |
|----------|------------------------------|------|
| 02030454 | Bretonnian Bowman Body Sprue | \$10 |
| 02030455 | Bretonnian Bowman Head Sprue | \$6  |

**Bretonnian Bowman**

|          |                              |      |
|----------|------------------------------|------|
| 02030456 | Bretonnian Bowman Body Sprue | \$10 |
| 02030457 | Bretonnian Bowman Head Sprue | \$6  |

**Knights of Bretonnia**

|          |                              |      |
|----------|------------------------------|------|
| 02030458 | Bretonnian Knight Sprue      | \$15 |
| 02030459 | Bretonnian Knight Body Sprue | \$4  |
| 02030460 | Bretonnian Knight Head Sprue | \$1  |

**Metal Blitz – Special****Mounted Yeoman**

|          |                        |        |
|----------|------------------------|--------|
| 02030461 | Mounted Yeoman Body 1  | \$3-50 |
| 02030462 | Mounted Yeoman Body 2  | \$1-10 |
| 02030463 | Mounted Yeoman Body 3  | \$2-10 |
| 02030464 | Mounted Yeoman Body 4  | \$2-10 |
| 02030465 | Mounted Yeoman Body 5  | \$1-10 |
| 02030466 | Mounted Yeoman Body 6  | \$2-10 |
| 02030467 | Mounted Yeoman Body 7  | \$1-10 |
| 02030468 | Mounted Yeoman Body 8  | \$1-10 |
| 02030469 | Mounted Yeoman Body 9  | \$1-10 |
| 02030470 | Mounted Yeoman Body 10 | \$1-10 |
| 02030471 | Mounted Yeoman Body 11 | \$1-10 |
| 02030472 | Mounted Yeoman Body 12 | \$1-10 |
| 02030473 | Mounted Yeoman Body 13 | \$1-10 |
| 02030474 | Mounted Yeoman Body 14 | \$1-10 |
| 02030475 | Mounted Yeoman Body 15 | \$1-10 |
| 02030476 | Mounted Yeoman Body 16 | \$1-10 |
| 02030477 | Mounted Yeoman Body 17 | \$1-10 |
| 02030478 | Mounted Yeoman Body 18 | \$1-10 |
| 02030479 | Mounted Yeoman Body 19 | \$1-10 |
| 02030480 | Mounted Yeoman Body 20 | \$1-10 |
| 02030481 | Mounted Yeoman Body 21 | \$1-10 |
| 02030482 | Mounted Yeoman Body 22 | \$1-10 |
| 02030483 | Mounted Yeoman Body 23 | \$1-10 |
| 02030484 | Mounted Yeoman Body 24 | \$1-10 |
| 02030485 | Mounted Yeoman Body 25 | \$1-10 |
| 02030486 | Mounted Yeoman Body 26 | \$1-10 |
| 02030487 | Mounted Yeoman Body 27 | \$1-10 |
| 02030488 | Mounted Yeoman Body 28 | \$1-10 |
| 02030489 | Mounted Yeoman Body 29 | \$1-10 |
| 02030490 | Mounted Yeoman Body 30 | \$1-10 |
| 02030491 | Mounted Yeoman Body 31 | \$1-10 |
| 02030492 | Mounted Yeoman Body 32 | \$1-10 |
| 02030493 | Mounted Yeoman Body 33 | \$1-10 |
| 02030494 | Mounted Yeoman Body 34 | \$1-10 |
| 02030495 | Mounted Yeoman Body 35 | \$1-10 |
| 02030496 | Mounted Yeoman Body 36 | \$1-10 |
| 02030497 | Mounted Yeoman Body 37 | \$1-10 |
| 02030498 | Mounted Yeoman Body 38 | \$1-10 |
| 02030499 | Mounted Yeoman Body 39 | \$1-10 |
| 02030500 | Mounted Yeoman Body 40 | \$1-10 |

**Questing Knights**

|          |                        |     |
|----------|------------------------|-----|
| 02030501 | Questing Knight Body 1 | \$7 |
| 02030502 | Questing Knight Arm 1  | \$2 |
| 02030503 | Questing Knight Body 2 | \$7 |
| 02030504 | Questing Knight Pack 2 | \$2 |

# Price List

|          |  |     |
|----------|--|-----|
| 02030505 | Questing Knight Body 3                 | \$7 |
| 02030506 | Questing Knight Pack 3                 | \$2 |
| 02030507 | Questing Knight Body 4                 | \$7 |
| 02030508 | Questing Knight Arm 4                  | \$2 |
| 02030509 | Questing Knight Shield 4               | \$1 |
| 02030510 | Questing Knight Pack 4                 | \$2 |
| 02030511 | Questing Knight Body 5                 | \$7 |
| 02030512 | Questing Knight Sword 5                | \$2 |
| 02030513 | Questing Knight Shield 5               | \$1 |
| 02030514 | Questing Knight Pack 5                 | \$2 |
| 02030515 | Questing Knight Body 6                 | \$7 |
| 02030516 | Questing Knight Pack 6                 | \$2 |
| 02030517 | Questing Knight Champion Body          | \$7 |
| 02030518 | Questing Knight Champion Pack          | \$2 |
| 02030519 | Questing Knight Musician Body          | \$7 |
| 02030520 | Questing Knight Musician Pack          | \$2 |
| 02030521 | Questing Knight Standard Bearer Body   | \$7 |
| 02030522 | Questing Knight Standard               | \$3 |
| 02030523 | Questing Knight Standard Bearer Shield | \$1 |
| 02030524 | Questing Knight Lockout                | \$2 |
| 02030525 | Bretonnian Horse Body Sprue            | \$2 |
| 02030526 | Bretonnian Horse Head Sprue            | \$1 |

**Grail Reliquae**

|          |                            |        |
|----------|----------------------------|--------|
| 02030527 | Grail Reliquae Dead Knight | \$4    |
| 02030528 | Grail Reliquae Lance       | \$2    |
| 02030529 | Grail Reliquae Shield      | \$1-50 |
| 02030530 | Grail Reliquae Carrier 1   | \$3    |
| 02030531 | Grail Reliquae Carrier 2   | \$3    |
| 02030532 | Grail Reliquae Carrier 3   | \$3    |
| 02030533 | Grail Reliquae Carrier 4   | \$3    |
| 02030534 | Grail Reliquae Bar         | \$3    |
| 02030535 | Grail Reliquae Dm          | \$1-50 |
| 02030536 | Grail Reliquae Base        | \$4    |

**Grail Pilgrims**

|          |                            |     |
|----------|----------------------------|-----|
| 02030537 | Grail Pilgrim 1            | \$4 |
| 02030538 | Grail Pilgrim 2            | \$4 |
| 02030539 | Grail Pilgrim 3            | \$4 |
| 02030540 | Grail Pilgrim 4            | \$4 |
| 02030541 | Grail Pilgrim 5            | \$4 |
| 02030542 | Grail Pilgrim 6            | \$4 |
| 02030543 | Grail Pilgrim 7            | \$4 |
| 02030544 | Grail Pilgrim 8            | \$4 |
| 02030545 | Grail Pilgrim 9            | \$4 |
| 02030546 | Grail Pilgrim Shield Sprue | \$3 |

**Pegasus Knights**

|          |                                 |     |
|----------|---------------------------------|-----|
| 02030547 | Bretonnian Pegasus Knight Sprue | \$7 |
| 02030548 | Bretonnian Pegasus Wing Sprue   | \$4 |

**Metal Blitz – Rare****Bretonnian Trebuchet**

|          |                         |        |
|----------|-------------------------|--------|
| 02030549 | Trebuchet Crew 1        | \$3    |
| 02030550 | Trebuchet Crew 2        | \$3    |
| 02030551 | Trebuchet Crew 3        | \$3    |
| 02030552 | Trebuchet Crew 4        | \$3    |
| 02030553 | Trebuchet Crew 5        | \$3    |
| 02030554 | Trebuchet Wheelbarrow   | \$2    |
| 02030555 | Trebuchet Rubble        | \$2-50 |
| 02030556 | Trebuchet Counterweight | \$3    |
| 02030557 | Trebuchet Base          | \$15   |
| 02030558 | Trebuchet Side 1        | \$6    |
| 02030559 | Trebuchet Side 2        | \$6    |
| 02030560 | Trebuchet Arm           | \$5    |
| 02030561 | Trebuchet Side Support  | \$2    |
| 02030562 | Trebuchet Cradle Rock   | \$3    |





## Price List

|           |                    |        |
|-----------|--------------------|--------|
| 020309115 | Trebuchet Winch    | \$2    |
| 020309116 | Trebuchet Trigger  | \$1.50 |
| 020309117 | Trebuchet Windlass | \$1    |

### Grail Knights

|           |                     |        |
|-----------|---------------------|--------|
| 020309301 | Grail Knight Body 1 | \$3.50 |
| 020309302 | Grail Knight Body 2 | \$3.50 |
| 020309303 | Grail Knight Body 3 | \$3.50 |
| 020309304 | Grail Knight Body 4 | \$3.50 |
| 020309305 | Grail Knight Body 5 | \$3.50 |
| 020309306 | Grail Knight Body 6 | \$3.50 |

|           |                      |        |
|-----------|----------------------|--------|
| 020309307 | Grail Knight Body 7  | \$3.50 |
| 020309308 | Grail Knight Body 8  | \$3.50 |
| 020309309 | Grail Knight Body 9  | \$3.50 |
| 020309310 | Grail Knight Body 10 | \$3.50 |
| 020309311 | Grail Knight Body 11 | \$3.50 |
| 020309312 | Grail Knight Body 12 | \$3.50 |

|           |                            |        |
|-----------|----------------------------|--------|
| 020309313 | Grail Knight Shield 1      | \$1    |
| 020309314 | Grail Knight Shield 2      | \$1    |
| 020309315 | Grail Knight Shield 3      | \$1    |
| 020309316 | Grail Knight Shield 4      | \$1    |
| 020309317 | Grail Knight Shield 5      | \$1    |
| 020309318 | Grail Knight Shield 6      | \$1    |
| 020309319 | Grail Knight Legs 1        | \$2.50 |
| 020309320 | Grail Knight Legs 2        | \$2.50 |
| 020309321 | Grail Knight Legs 3        | \$2.50 |
| 020309322 | Grail Knight Legs 4        | \$2.50 |
| 020309323 | Grail Knight Legs 5        | \$2.50 |
| 020309324 | Grail Knight Legs 6        | \$2.50 |
| 020309325 | Grail Knight Champion Arm  | \$2    |
| 020309326 | Grail Knight Champion Legs | \$2.50 |
| 020309327 | Grail Knight Standard      | \$3    |
| 020309328 | Grail Knight Musician Body | \$3.50 |

### Classic/Collector's Range

#### Boxed Sets & Blister Packs - Lords & Heroes

##### Special Characters

|         |                                       |      |
|---------|---------------------------------------|------|
| MO 0027 | Bertrand the Brigand                  | \$15 |
| MO 0028 | Morgiana le Fay                       | \$15 |
| MO 0029 | Odo & Sulman                          | \$16 |
| MO 0030 | Repanse de Lyonesse                   | \$15 |
| MO 0032 | Tristan & Jules                       | \$16 |
| MO 0037 | Classic Louen Leoncoeur on Hippogriff | \$40 |
| MO 0106 | Paladin on Pegasus                    | \$20 |

### Metal Blitz - Lords & Heroes

#### Classic Mounted Paladins

|           |                                 |        |
|-----------|---------------------------------|--------|
| 020300501 | Knight of the Realm Legs        | \$2.50 |
| 020302301 | Grail Knight Legs               | \$2.50 |
| 020304602 | Questing Knight Hero Body       | \$3.50 |
| 020304603 | Questing Knight Hero Lance Arm  | \$2.50 |
| 020304604 | Questing Knight Hero Shield     | \$1.50 |
| 020304605 | Questing Knight Hero Horse Head | \$2.50 |
| 020304702 | Grail Knight Hero Body          | \$3.50 |
| 020304703 | Grail Knight Hero Sword Arm     | \$2.50 |
| 020304704 | Grail Knight Hero Horse Head    | \$2.50 |
| 020304802 | Knight of the Realm Hero Body   | \$3.50 |
| 020304803 | Knight of the Realm Hero Shield | \$1.50 |

|           |                                     |     |
|-----------|-------------------------------------|-----|
| 020304804 | Classic Bretonnian Horse Body Sprue | \$1 |
| 020304805 | Classic Bretonnian Horse Head Sprue | \$1 |

### Classic Prophetess & Damae

|           |                           |     |
|-----------|---------------------------|-----|
| 020304801 | Scornless on Foot         | \$1 |
| 020304802 | Mounted Scornless         | \$1 |
| 020304803 | Medieval Horse Body Sprue | \$1 |
| 020304804 | Medieval Horse Head Sprue | \$1 |

### Classic Bretonnian Paladin on Foot

|           |                                  |        |
|-----------|----------------------------------|--------|
| 020304801 | Grail Knight Hero on Foot        | \$4    |
| 020304802 | Grail Knight Hero on Foot Shield | \$1.50 |
| 020304803 | Questing Knight Hero on Foot     | \$4    |
| 020304804 | Knight of the Realm on Foot      | \$4.50 |
| 020304805 | Questing Hero on Foot 2          | \$1    |
| 020304806 | Questing Hero on Foot Shield     | \$1.50 |

### Classic Paladin on Pegasus

|           |                           |     |
|-----------|---------------------------|-----|
| 020304801 | Hero on Pegasus Body      | \$1 |
| 020304802 | Hero on Pegasus Sword Arm | \$1 |
| 020304803 | Hero on Pegasus Legs      | \$1 |
| 020304804 | Pegasus Head              | \$1 |
| 020304805 | Pegasus Right Side        | \$1 |
| 020304806 | Pegasus Left Side         | \$1 |
| 020304807 | Hero on Pegasus Lance Arm | \$1 |
| 020304808 | Hero on Pegasus Shield    | \$1 |
| 020304809 | Pegasus Left Wing         | \$1 |
| 020304810 | Pegasus Right Wing        | \$1 |

### Special Characters

#### Classic Louen Leoncoeur on Hippogriff

|           |                            |     |
|-----------|----------------------------|-----|
| 020304801 | Louen Leoncoeur Legs       | \$1 |
| 020304802 | Louen Leoncoeur Upper Body | \$1 |
| 020304803 | Louen Leoncoeur Lower Body | \$1 |
| 020304804 | Louen Leoncoeur Shield     | \$1 |
| 020304805 | Hippogriff Right Body      | \$1 |
| 020304806 | Hippogriff Left Body       | \$1 |
| 020304807 | Hippogriff Right Wing      | \$1 |
| 020304808 | Hippogriff Left Wing       | \$1 |
| 020304809 | Hippogriff Tail            | \$1 |
| 020304810 | Hippogriff Head            | \$1 |
| 020304811 | Hippogriff Left Wing       | \$1 |
| 020304812 | Hippogriff Right Wing      | \$1 |

### Morgiana le Fay

|           |                       |     |
|-----------|-----------------------|-----|
| 020304801 | Morgiana le Fay       | \$1 |
| 020304802 | Morgiana le Fay Cloak | \$1 |
| 020304803 | Unguent Left Side     | \$1 |
| 020304804 | Unguent Right Side    | \$1 |
| 020304805 | Unguent Head          | \$1 |

### Bertrand the Brigand

|           |                      |     |
|-----------|----------------------|-----|
| 020304801 | Bertrand the Brigand | \$1 |
| 020304802 | Mugle le Petit       | \$1 |
| 020304803 | Cow le Corps Body    | \$1 |
| 020304804 | Cow le Corps Head    | \$1 |

### Repanse de Lyonesse

|           |                                |     |
|-----------|--------------------------------|-----|
| 020304801 | Repanse de Lyonesse Lance Arm  | \$1 |
| 020304802 | Repanse de Lyonesse Shield     | \$1 |
| 020304803 | Repanse de Lyonesse Left Side  | \$1 |
| 020304804 | Repanse de Lyonesse Right Side | \$1 |
| 020304805 | Repanse de Lyonesse Head       | \$1 |
| 020304806 | Repanse de Lyonesse Body       | \$1 |
| 020304807 | Repanse de Lyonesse Legs       | \$1 |

### Tristan & Jules

|           |                             |        |
|-----------|-----------------------------|--------|
| 020304801 | Tristan Body                | \$6.50 |
| 020304802 | Tristan Lance               | \$1.50 |
| 020304803 | Tristan Shield              | \$1.50 |
| 020304804 | Tristan Head                | \$1.50 |
| 020304805 | Jules le Jongleur           | \$1.75 |
| 020304806 | Bretonnian Horse Body Sprue | \$1    |

|           |                             |     |
|-----------|-----------------------------|-----|
| 020304807 | Bretonnian Horse Head Sprue | \$1 |
|-----------|-----------------------------|-----|

### Odo & Sulman

|           |                             |     |
|-----------|-----------------------------|-----|
| 020304801 | Odo D'Outhier Body          | \$1 |
| 020304802 | Odo D'Outhier Shield        | \$1 |
| 020304803 | Bretonnian Horse Body Sprue | \$1 |
| 020304804 | Bretonnian Horse Head Sprue | \$1 |
| 020304805 | Sulman Body                 | \$1 |
| 020304806 | Sulman Shield               | \$1 |
| 020304807 | Medieval Horse Body Sprue   | \$1 |
| 020304808 | Medieval Horse Head Sprue   | \$1 |

### Metal Blitz - Core

#### Knights Errant

|           |                              |        |
|-----------|------------------------------|--------|
| 020304801 | Knight Errant Trumpeter Body | \$3.50 |
| 020304802 | Knight Errant Standard Body  | \$3.50 |
| 020304803 | Knight Errant Standard Top   | \$1.50 |
| 020304804 | Knight Errant Legs           | \$2.50 |
| 020304805 | Knight Errant Lance 1        | \$2.50 |
| 020304806 | Knight Errant Lance 2        | \$2.50 |
| 020304807 | Knight Errant Body 1         | \$2.50 |
| 020304808 | Knight Errant Body 2         | \$2.50 |
| 020304809 | Knight Errant Body 3         | \$2.50 |
| 020304810 | Knight Errant Champion Body  | \$3.50 |
| 020304811 | Fighter Shield Sprue         | \$1    |
| 020304812 | Bretonnian Horse Body Sprue  | \$1    |
| 020304813 | Bretonnian Horse Head Sprue  | \$1    |

#### Knights of the Realm

|           |                                   |        |
|-----------|-----------------------------------|--------|
| 020304801 | Knight of the Realm Legs          | \$2.50 |
| 020304802 | Knight of the Realm Lance 1       | \$2.50 |
| 020304803 | Knight of the Realm Lance 2       | \$2.50 |
| 020304804 | Knight of the Realm Body 1        | \$2.50 |
| 020304805 | Knight of the Realm Body 2        | \$2.50 |
| 020304806 | Knight of the Realm Body 3        | \$2.50 |
| 020304807 | Knight of the Realm Standard Body | \$3.50 |
| 020304808 | Knight of the Realm Standard Top  | \$1.50 |
| 020304809 | Knight of the Realm Champion Body | \$3.50 |
| 020304810 | Knight of the Realm Musician Body | \$3.50 |
| 020304811 | Knight of the Realm Musician Legs | \$2.50 |
| 020304812 | Fighter Shield Sprue              | \$1    |
| 020304813 | Bretonnian Horse Body Sprue       | \$1    |
| 020304814 | Bretonnian Horse Head Sprue       | \$1    |

### Man-at-Arms

|           |                                  |        |
|-----------|----------------------------------|--------|
| 020304801 | Man-at-Arms w/ Spear 1           | \$3.50 |
| 020304802 | Man-at-Arms w/ Spear 2           | \$3.50 |
| 020304803 | Man-at-Arms w/ Spear 3           | \$3.50 |
| 020304804 | Man-at-Arms w/ Spear 4           | \$3.50 |
| 020304805 | Man-at-Arms w/ Spear Standard 1  | \$4    |
| 020304806 | Man-at-Arms w/ Spear Standard 2  | \$4    |
| 020304807 | Man-at-Arms w/ Spear Trumpeter 1 | \$4    |
| 020304808 | Man-at-Arms w/ Spear Trumpeter 2 | \$4    |
| 020304809 | Man-at-Arms w/ Spear Champion 1  | \$4    |
| 020304810 | Man-at-Arms w/ Spear Champion 2  | \$4    |
| 020304811 | Man-at-Arms w/ Halberd 1         | \$3.50 |
| 020304812 | Man-at-Arms w/ Halberd 2         | \$3.50 |
| 020304813 | Man-at-Arms w/ Halberd 3         | \$3.50 |
| 020304814 | Man-at-Arms w/ Halberd Standard  | \$4    |
| 020304815 | Man-at-Arms w/ Halberd Drummer   | \$4    |
| 020304816 | Man-at-Arms w/ Halberd Champion  | \$4    |
| 020304817 | Fighter Shield Sprue             | \$1    |

### Bowmen

|           |                   |        |
|-----------|-------------------|--------|
| 020304801 | Bowman 1          | \$3.75 |
| 020304802 | Bowman 2          | \$3.75 |
| 020304803 | Bowman 3          | \$3.75 |
| 020304804 | Bowman 4          | \$3.75 |
| 020304805 | Bowman 5          | \$3.75 |
| 020304806 | Bowman 6          | \$3.75 |
| 020304807 | Bowman Standard 2 | \$4    |
| 020304808 | Bowman Standard 1 | \$4    |
| 020304809 | Bowman Musician 1 | \$4    |
| 020304810 | Bowman Musician 2 | \$4    |
| 020304811 | Bowman Champion 1 | \$4    |



## Classic Lords & Heroes

2034 16 2 Bowman County v 2

### Squirrels with Bows

|           |          |              |
|-----------|----------|--------------|
| 2013-2014 | Squire w | Bow 1        |
| 2014-2015 | Squire w | Bow 2        |
| 2015-2016 | Squire w | Bow 3        |
| 2016-2017 | Squire w | Bow 4        |
| 2017-2018 | Squire w | Bow 5        |
| 2018-2019 | Squire w | Bow 6        |
| 2019-2020 | Squire w | Bow Champion |
| 2020-2021 | Squire w | Bow Steward  |
| 2021-2022 | Squire w | Bow Master   |

### Metal Bits – Special

### Questing Knights

|           |                               |
|-----------|-------------------------------|
| 020303901 | Questing Knight Body 1        |
| 020303902 | Questing Knight Body 2        |
| 020303903 | Questing Knight Body 3        |
| 020303904 | Questing Knight Body 4        |
| 020303905 | Questing Knight Horse Head 1  |
| 020303906 | Questing Knight Horse Head 2  |
| 020303907 | Questing Knight Horse Head 3  |
| 020303908 | Questing Knight Horse Head 4  |
| 020304903 | Questing Knight Corpse Head 1 |
| 020304904 | Questing Knight Corpse Head 2 |
| 020304905 | Questing Knight Corpse Head 3 |
| 020304906 | Questing Knight Corpse Head 4 |
| 020305102 | Questing Knight Magma Body    |
| 020305505 | Questing Knight Body 5        |
| 020305506 | Questing Knight Body 6        |
| 020305507 | Questing Knight Body 7        |
| 020305508 | Questing Knight Body 8        |
| 020305509 | Questing Knight Body 9        |
| 020305510 | Questing Knight Body 10       |
| 020305511 | Questing Knight Body 11       |
| 020305512 | Questing Knight Body 12       |
| 020305513 | Questing Knight Body 13       |
| 020305514 | Questing Knight Body 14       |
| 020305515 | Questing Knight Body 15       |
| 020305516 | Questing Knight Body 16       |
| 020305517 | Questing Knight Body 17       |
| 020305518 | Questing Knight Body 18       |
| 020305519 | Questing Knight Body 19       |
| 020305520 | Questing Knight Body 20       |
| 020305521 | Questing Knight Body 21       |
| 020305522 | Questing Knight Body 22       |
| 020305523 | Questing Knight Body 23       |
| 020305524 | Questing Knight Body 24       |
| 020305525 | Questing Knight Body 25       |
| 020305526 | Questing Knight Body 26       |
| 020305527 | Questing Knight Body 27       |
| 020305528 | Questing Knight Body 28       |
| 020305529 | Questing Knight Body 29       |
| 020305530 | Questing Knight Body 30       |
| 020305531 | Questing Knight Body 31       |
| 020305532 | Questing Knight Body 32       |
| 020305533 | Questing Knight Body 33       |
| 020305534 | Questing Knight Body 34       |
| 020305535 | Questing Knight Body 35       |
| 020305536 | Questing Knight Body 36       |
| 020305537 | Questing Knight Body 37       |
| 020305538 | Questing Knight Body 38       |
| 020305539 | Questing Knight Body 39       |
| 020305540 | Questing Knight Body 40       |
| 020305541 | Questing Knight Body 41       |
| 020305542 | Questing Knight Body 42       |
| 020305543 | Questing Knight Body 43       |
| 020305544 | Questing Knight Body 44       |
| 020305545 | Questing Knight Body 45       |
| 020305546 | Questing Knight Body 46       |
| 020305547 | Questing Knight Body 47       |
| 020305548 | Questing Knight Body 48       |
| 020305549 | Questing Knight Body 49       |
| 020305550 | Questing Knight Body 50       |
| 020305551 | Questing Knight Body 51       |
| 020305552 | Questing Knight Body 52       |
| 020305553 | Questing Knight Body 53       |
| 020305554 | Questing Knight Body 54       |
| 020305555 | Questing Knight Body 55       |
| 020305556 | Questing Knight Body 56       |
| 020305557 | Questing Knight Body 57       |
| 020305558 | Questing Knight Body 58       |
| 020305559 | Questing Knight Body 59       |
| 020305560 | Questing Knight Body 60       |
| 020305561 | Questing Knight Body 61       |
| 020305562 | Questing Knight Body 62       |
| 020305563 | Questing Knight Body 63       |
| 020305564 | Questing Knight Body 64       |
| 020305565 | Questing Knight Body 65       |
| 020305566 | Questing Knight Body 66       |
| 020305567 | Questing Knight Body 67       |
| 020305568 | Questing Knight Body 68       |
| 020305569 | Questing Knight Body 69       |
| 020305570 | Questing Knight Body 70       |
| 020305571 | Questing Knight Body 71       |
| 020305572 | Questing Knight Body 72       |
| 020305573 | Questing Knight Body 73       |
| 020305574 | Questing Knight Body 74       |
| 020305575 | Questing Knight Body 75       |
| 020305576 | Questing Knight Body 76       |
| 020305577 | Questing Knight Body 77       |
| 020305578 | Questing Knight Body 78       |
| 020305579 | Questing Knight Body 79       |
| 020305580 | Questing Knight Body 80       |
| 020305581 | Questing Knight Body 81       |
| 020305582 | Questing Knight Body 82       |
| 020305583 | Questing Knight Body 83       |
| 020305584 | Questing Knight Body 84       |
| 020305585 | Questing Knight Body 85       |
| 020305586 | Questing Knight Body 86       |
| 020305587 | Questing Knight Body 87       |
| 020305588 | Questing Knight Body 88       |
| 020305589 | Questing Knight Body 89       |
| 020305590 | Questing Knight Body 90       |
| 020305591 | Questing Knight Body 91       |
| 020305592 | Questing Knight Body 92       |
| 020305593 | Questing Knight Body 93       |
| 020305594 | Questing Knight Body 94       |
| 020305595 | Questing Knight Body 95       |
| 020305596 | Questing Knight Body 96       |
| 020305597 | Questing Knight Body 97       |
| 020305598 | Questing Knight Body 98       |
| 020305599 | Questing Knight Body 99       |
| 020305600 | Questing Knight Body 100      |
| 020305601 | Questing Knight Body 101      |
| 020305602 | Questing Knight Body 102      |
| 020305603 | Questing Knight Body 103      |
| 020305604 | Questing Knight Body 104      |
| 020305605 | Questing Knight Body 105      |
| 020305606 | Questing Knight Body 106      |
| 020305607 | Questing Knight Body 107      |
| 020305608 | Questing Knight Body 108      |

2. **Proposed:** 4. Bill of rights for the 3 city's for the  
 2. **Proposed:** 4. Hesperian and Hesperian Street S. C.

### Metal Bilg - 3198

### Great Knights

|           |                                  |
|-----------|----------------------------------|
| 020302101 | Grail Knight Lance w/ Lance      |
| 020302102 | Grail Knight Champion Body       |
| 020302103 | Grail Knight Champion Horse Head |
| 020302104 | Grail Knight Champion Shield     |
| 020302105 | Grail Knight Musician Body       |
| 020302106 | Grail Knight Musician Horse Head |
| 020302107 | Grail Knight Musician Shield     |
| 020302201 | Grail Knight Standard Body       |
| 020302202 | Grail Knight Standard Tail       |
| 020302203 | Grail Knight Standard Torso      |
| 020302204 | Grail Knight Standard Horse Head |
| 020302205 | Grail Knight Standard Shield     |
| 020302301 | Grail Knight Lance               |
| 020302302 | Grail Knight Lance 1             |
| 020302303 | Grail Knight Lance 2             |
| 020302304 | Grail Knight Body 1              |
| 020302305 | Grail Knight Shield 1            |
| 020302306 | Grail Knight Horse Head 1        |
| 020302307 | Grail Knight Body 2              |
| 020302308 | Grail Knight Shield 2            |
| 020302309 | Grail Knight Horse Head 2        |
| 020302310 | Grail Knight Body 3              |
| 020302311 | Grail Knight Shield 3            |
| 020302312 | Grail Knight Horse Head 3        |
| 020302313 | Grail Knight Body Sprue          |
| 020302314 | Grail Knight Horse Head Sprue    |



**Questing Knight**  
**Hero Body**  
020304602



**Questing Knight**  
**Hero Shield**  
**020304604**



**Questing Knight**  
Hero Horse Head  
020304605



**Grail Knight  
Hero Body  
020304702**



**Grail Knight  
Hero Sword Arm  
020304703**



**Questing Knight**  
**Hero Lance Arm**  
**020304603**



**Grail Knight**  
**Hero Horse Head**  
**020304704**



**Knight of the Realm**  
**Hero Body**  
020304802



**Knight of the Realm**  
**Hero Shield**  
020 304803



**Knight of the Realm**  
**Hero Horse Head**  
D, C, 1, 4, 8, 3



**Grall**  
**Knight Legs**  
020302301



**Knight of the  
Realm Legs**  
020300501

**Note:** The Church  
Brethren's Home  
Body prior and Head  
are required to  
complete the study.



**Above:** Two examples of complete Knight Moves.





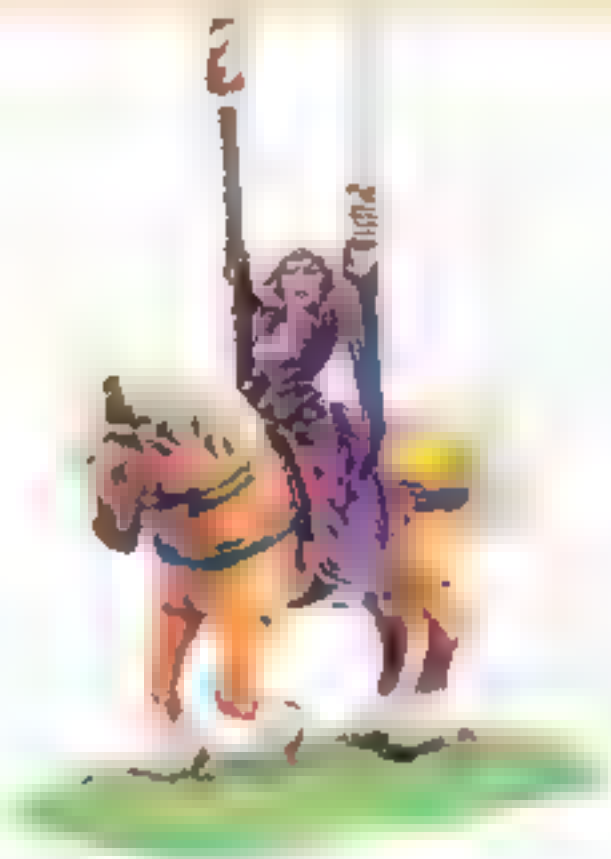
## Classic Lords & Heroes



*Above: Two examples of complete knights on foot*



**Sorceress  
on Foot**  
020303001



**Mounted  
Sorceress**  
020303101



**Grail Knight  
Hero on Foot**  
020303201



**Grail Knight  
Hero Shield**  
020303202

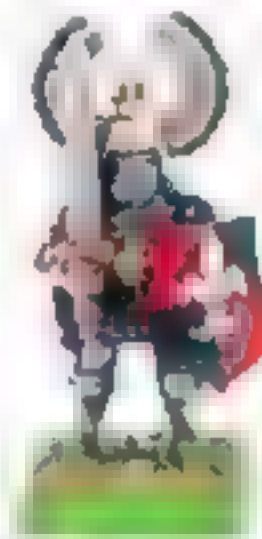


**Questing Knight  
Hero Shield**  
079902102



**Questing Knight  
Hero on Foot 2**  
079902101

*Note: Some Knights on Foot may  
require the Fighter Shield Sprue*



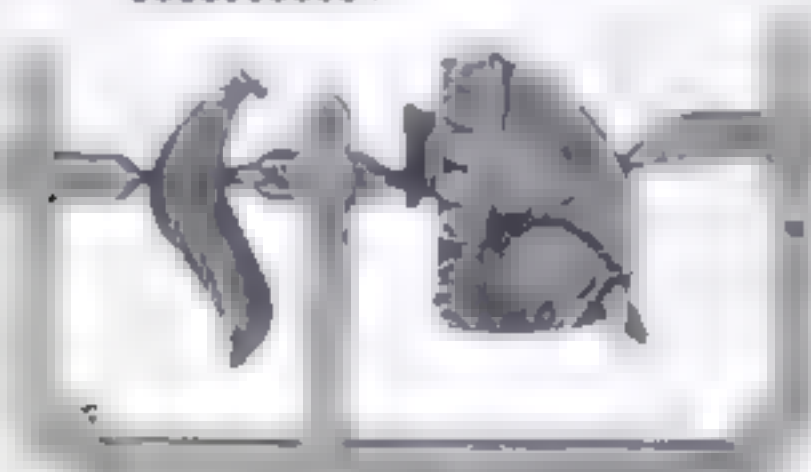
**Questing Knight  
Hero on Foot**  
020304001



**Knight of the  
Realm on Foot**  
020304101



**Bretonnian Horse Body Sprue (Random)**  
99389999004



**Bretonnian Horse Head Sprue (Random)**  
99389999014





# Classic Lords & Heroes



**Louen Leoncoeur  
Upper Body**  
020300102



**Louen Leoncoeur  
Cloak**  
020300103



**Louen Leoncoeur  
Shield**  
020300104



**Louen Leoncoeur  
Legs**  
020300101



**Hippogriff  
Right Claw**  
020300109



**Hippogriff  
Tail**  
020300110



**Hippogriff  
Right Body**  
020300105



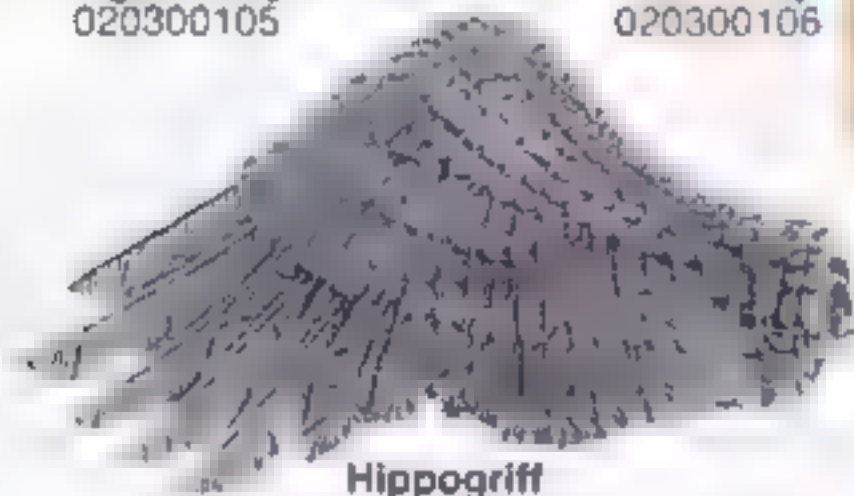
**Hippogriff  
Left Body**  
020300106



**Classic Louen Leoncoeur  
on Hippogriff (Complete)**  
MO 0097

## Showcase

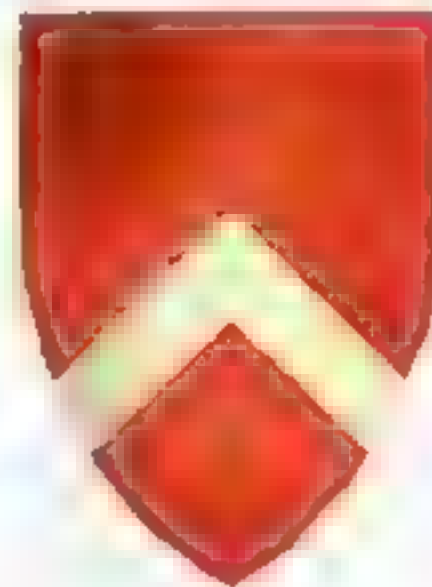
*Right: This Repanse de Lynesse earned Tom Weir the Silver Sword at the 2004 German Golden Demon competition*



**Hippogriff  
Left Wing**  
020300111



**Hippogriff  
Right Wing**  
020300112







## Classic Lord & Heroes



**Paladin on Pegasus (Complete)**  
MO 0108



**Hero on Pegasus Body**  
020303701



**Hero on Pegasus Sword Arm**  
020303702



**Hero on Pegasus Legs**  
020303703



**Hero on Pegasus Shield**  
020303708



**Hero on Pegasus Lance Arm**  
020303707



**Pegasus Head**  
020303704



**Pegasus Right Side**  
020303705



**Pegasus Left Side**  
020303706



**Pegasus Left Wing**  
020400807



**Morgiana le Fay Toad**  
020300605



**Unicorn Left Side**  
020300603



**Pegasus Right Wing**  
020400808



**Unicorn Right Side**  
020300604



**Morgiana le Fay**  
020300601



**Morgiana le Fay Cloak**  
020300602



**Morgiana le Fay (Complete)**  
MO 0028



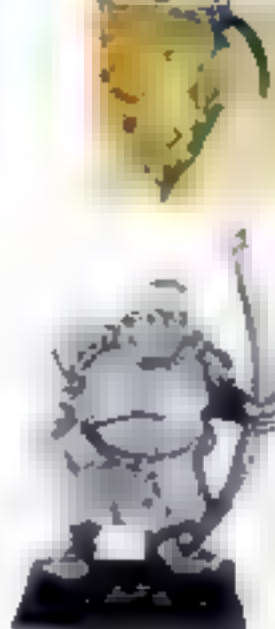
# Classic Lords & Heroes



**Bertrand  
the Brigand**  
020300701



**Hugo  
le Petit**  
020300702



**Gui  
le Gros**  
020300703



**Gui le Gros  
Wine Barrel**  
020300704



**Bertrand the Brigand  
(Complete 3)**  
MO 0027



**Repanse de Lyonesse  
Horse Left Side**  
020302904



**Repanse de Lyonesse  
Horse Head**  
020302906



**Repanse de  
Lyonesse Legs**  
020302908



**Repanse de Lyonesse  
Horse Right Side**  
020302905



**Repanse de  
Lyonesse Shield**  
020302903



**Repanse de  
Lyonesse Body**  
020302907

**Repanse de  
Lyonesse Lance**  
020302902



**Repanse de Lyonesse (Complete)**  
MO 0030

*Note: The Classic Bretonnian Horse Body sprue and Head sprue are required to complete Odo, while the Medieval Horse Body sprue and Head sprue are required to complete Sullman.*



**Odo & Sullman (Complete 2)**  
MO 0029



**Odo D'Outremer  
Body**  
020304301



**Odo D'Outremer  
Shield**  
020304302

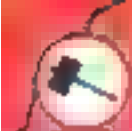


**Sullman le Saracen  
Shield**  
020304402



**Sullman le Saracen  
Body**  
020304401





## Classic Lords & Heroes



**Tristan  
Body**  
020304201

**Tristan  
Lance**  
020304202



**Tristan  
Shield**  
020304203



**Tristan  
Lute**  
020304204

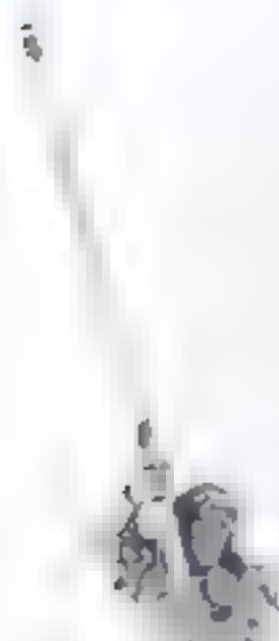


**Jules le  
Jongleur**  
020304205



**Tristan & Jules (Complete 2)**  
MO 0032

## Classic Core Units



**Knights Errant  
Standard Body**  
020300402



*Note: The Core Unit is a separate piece. The Core Unit is a separate piece. The Core Unit is a separate piece. The Core Unit is a separate piece.*



**Knights Errant  
Lance 1**  
020302402



**Knights Errant  
Lance 2**  
020302403



**Knights Errant  
Standard Top**  
020300403



**Knights Errant  
Legs**  
020302401



**Knights Errant  
Musician Body**  
020300302



**Knights Errant  
Body 1**  
020302404



**Knights Errant  
Body 2**  
020302405



**Knights Errant  
Body 3**  
020302406



**Knights Errant  
Champion Body**  
020302502



# Classic Core Units



**Bowman  
Standard 2**  
020301503



**Bowman  
Standard 1**  
020301504



**Bowman  
Champion 1**  
020301601



*Above: A unit of Classic Bowmen*



**Bowman  
Champion 2**  
020301602



**Bowman  
Trumpeter 1**  
020301505



**Bowman  
Trumpeter 2**  
020301506



**Bowman 1**  
020301401



**Bowman 2**  
020301402



**Bowman 3**  
020301403



**Bowman 4**  
020301404



**Bowman 5**  
020301405



**Bowman 6**  
020301406



**Squire  
w/ Bow 1**  
020305201



**Squire  
w/ Bow 2**  
020305202



**Squire  
w/ Bow 3**  
020305203



**Squire  
w/ Bow 4**  
020305204



**Squire  
w/ Bow 5**  
020305205



**Squire  
w/ Bow 6**  
020305206



**Squire w/ Bow  
Champion**  
020305301



**Squire w/ Bow  
Musician**  
020305402



**Squire w/ Bow  
Standard**  
020305401



# Classic Core Units



**Knight of the  
Realm Legs**  
020300501

**Knight of the  
Realm Lance 1**  
020300502

**Knight of the  
Realm Lance 2**  
020300503

**Knight of the  
Realm Body 1**  
020300504

**Knight of the  
Realm Body 2**  
020300505

**Knight of the  
Realm Body 3**  
020300506

*Note: The Classic Bretonnian Horse Body sprue, Head sprue, and Fighter Shields are required to complete these models.*

**Knight of the  
Realm Champion Body**  
020301202

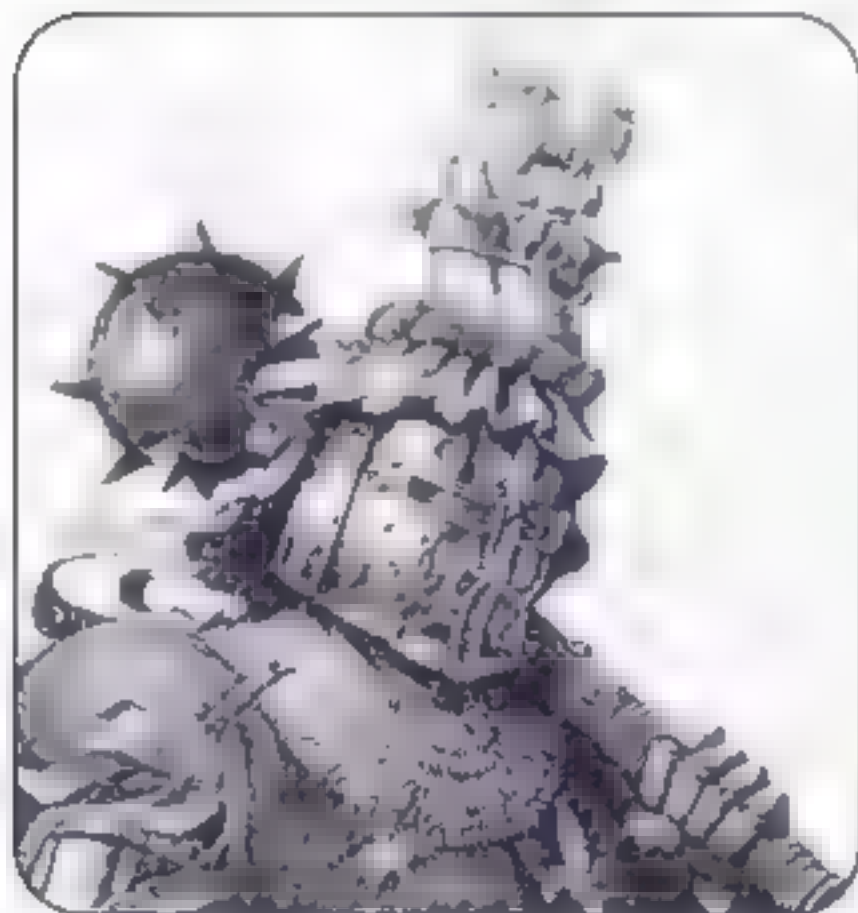
**Knight of the  
Realm Musician Body**  
020301302

**Knight of the  
Realm Standard Body**  
020301102

**Knight of the  
Realm Standard Top**  
020301103

**Knight of the  
Realm Legs w/ Lance**  
020302501

*Below: A unit of Classic Men-at-Arms Halberdiers*







# Classic Core Units



**Man-at-Arms  
w/ Spear 1**  
020300801

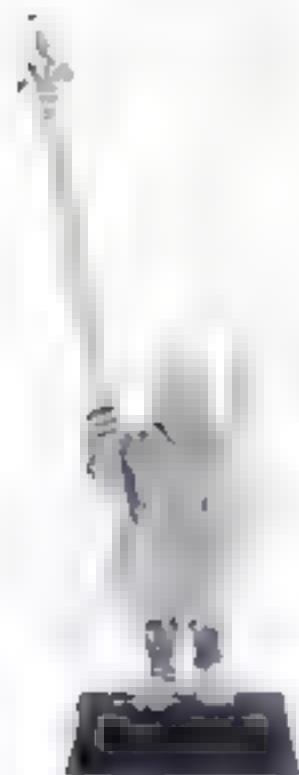
**Man-at-Arms  
w/ Spear 2**  
020300802

**Man-at-Arms  
w/ Spear 3**  
020300803

**Man-at-Arms  
w/ Spear 4**  
020300804



*Note: Fighter Shields, 9066600001  
are required to complete these models*



**Man-at-Arms  
w/ Spear  
Standard 1**  
020300903



**Man-at-Arms  
w/ Spear  
Standard 2**  
020300904



**Man-at-Arms  
w/ Halberd  
Standard**  
020301802



**Man-at-Arms  
w/ Spear  
Champion 1**  
020301001



**Man-at-Arms  
w/ Spear  
Champion 2**  
020301002



**Man-at-Arms  
w/ Halberd  
Champion**  
020301901



**Man-at-Arms  
w/ Halberd Musician**  
020301803



**Man-at-Arms  
w/ Spear Musician 2**  
020300906



**Man-at-Arms  
w/ Spear Musician 1**  
020300905



**Man-at-Arms  
w/ Halberd 1**  
020301701



**Man-at-Arms  
w/ Halberd 2**  
020301702



**Man-at-Arms  
w/ Halberd 3**  
020301703



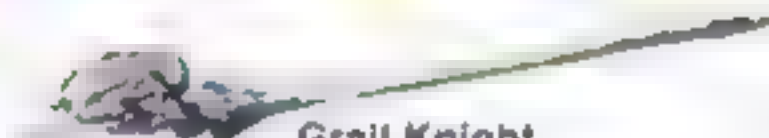


## Classic Rare Units

*Note: The Classic Bretonnian Horse Body sprue and Head sprue are required to complete these models.*



**Grail Knight  
Lance 1**  
020302302



**Grail Knight  
Lance 2**  
020302303



**Grail Knight  
Champion Body**  
020302002



**Grail Knight  
Legs w/ Lance**  
020302001



**Grail Knight  
Champion Horse Head**  
020302003



**Grail Knight  
Champion Shield**  
020302004



**Grail Knight  
Musician Body**  
020302102



**Grail Knight  
Legs**  
020302301



**Grail Knight  
Standard Top**  
020302203



**Grail Knight  
Body 1**  
020302304



**Grail Knight  
Body 2**  
020302307



**Grail Knight  
Body 3**  
020302310



**Grail Knight  
Musician Horse Head**  
020302103



**Grail Knight  
Standard Horse Head**  
020302204



**Grail Knight  
Shield 1**  
020302305



**Grail Knight  
Shield 2**  
020302308



**Grail Knight  
Shield 3**  
020302311



**Grail Knight  
Standard Body**  
020302202



**Grail Knight  
Standard Shield**  
020302205



**Grail Knight  
Horse Head 1**  
020302306



**Grail Knight  
Horse Head 2**  
020302309



**Grail Knight  
Horse Head 3**  
020302312



**Grail Knight  
Musician Shield**  
020302104



# Classic Special Units



*Note: The Classic Bretonnian Horse Body sprue, Head sprue and Lighter Sprues are required to complete these models.*



**Questing Knight  
Standard Body**  
020305002



**Questing Knight  
Champion Body**  
020304902

**Questing Knight  
Musician Body**  
020305102



**Questing Knight  
Body 1**  
020303901



**Questing Knight  
Body 2**  
020303902



**Questing Knight  
Body 3**  
020303903



**Questing Knight  
Body 4**  
020303904



**Questing Knight  
Body 5**  
020305505



**Questing Knight  
Body 6**  
020305506



**Questing Knight  
Body 7**  
020305507



**Questing Knight  
Body 8**  
020305508



**Questing Knight  
Body 9**  
020305509



**Questing Knight  
Body 10**  
020305510



**Questing Knight  
Horse Head 1**  
020303905



**Questing Knight  
Body 11**  
020305511



**Questing Knight  
Body 12**  
020305512



**Questing Knight  
Body 13**  
020305513



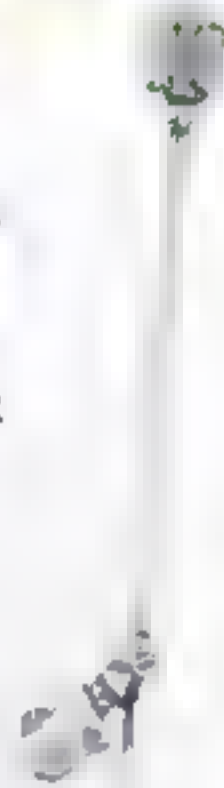
**Questing Knight  
Body 14**  
020305514



**Questing Knight  
Body 15**  
020305515



**Questing Knight  
Horse Head 2**  
020303906



**Questing Knight  
Standard Arm**  
020305003



**Questing Knight  
Body 16**  
020305516



**Questing Knight  
Body 17**  
020305517



**Questing Knight  
Body 18**  
020305518



**Questing Knight  
Body 19**  
020305519



**Questing Knight  
Body 20**  
020305520



**Questing Knight  
Horse Head 3**  
020303907



**Questing Knight  
Champion Lance**  
020304903





## Colors of War



### COLORS OF WAR – COLOR SCHEMES

Painting a Bretonnian army may seem like an intimidating prospect when you're faced with all those Knights and all the opportunities to have radically different colors and heraldry. If you break the army down into components, what once seemed to be a significant endeavor will become an easy task. For example, if your General has a certain combination of colors, limiting yourself to those colors will tie the army together. Certain heraldic devices might also provide a link across the army. If your army comes from a region that is heavily forested, images such as trees, stags, or boars reinforce that idea. Likewise, a realm near a body of water might have fish or frogs as a common icon. Rank within the army will also help with ideas for a paint scheme. Commoners will seldom have anything other than simple color fields, while a Grail Knight's heraldry will be much more ornate than that of a Knight Errant. If you are still stuck for ideas, historical references are a trove of inspiration for both colors and icons you could use. Personal family history could also provide inspiration, if you happen to know your family crest. How might your family's crest look on your Bretonnian Knights?

The eight shields shown to the right are examples of how you can use common colors and icons. Black, the local lord's color, is used on all shields. The two shields with stags could be those of Knights related through marriage rather than by blood. This type of relation would explain the use of blue in the field and the slightly different charges. Of course, in the end, there are no rules, and you can paint your Knights' and Commoners' heraldry any way you see fit.



*Below: Alberto Ruffini's army, shown here in all its heraldic glory, was inspired by the Bretonnian army's colors.*

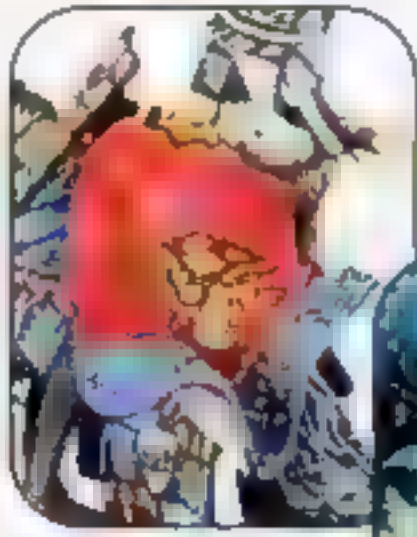
*Left: Alberto's General's colors are used throughout the rest of the army. Most notably, the use of red and yellow on the unit standards helps to reinforce the idea that the army has come together under the banner of one Knight.*

*Far Left: The unit of Questing Knights uses the fleur-de-lis as a statement of rank, rather than the more ornate heraldry of Bretonnian Knights, to tie the unit together, as each Knight displays a different variety in this individual's crest.*





# Showcase





# HORDES OF CHAOS

*For three weeks the army had marched, swelling in size as challengers were met, broken, and absorbed into the ranks. The edge of Troll Country drew near. The bleak and desolate lands were giving way to the wind-swept Eastern Steppes. The iron-will of Kalazak, Lord of Chaos, drove the army before him. All in-fighting and squabbling among different tribes or Chaos powers was quelled by his mere darksome presence. No one knew what was beneath Kalazak's black armor, and no glint of eye or emotion could be seen from his horned helm. But the forces knew they were marching south, marching to war...*

To the far north, past the desolations of Troll Country, lies the magic-swept land known as the Realm of Chaos. This cursed region is where the intense energy of Chaos warps and taints the surrounding northlands and the men and creatures who dwell there. It is here that the Chaos legions, both Mortal and Daemon, fight for the favors of the mighty gods.

## Fighting Style

There are many variations and types of Chaos armies, but rest assured, none of them are friendly. Attack and devastation are always key ingredients for all the Chaos powers. Chaos armies can be composed of some of the most powerful close combat troops in the Warhammer game, and this fact, quite rightly, causes much consternation for enemy generals. Whether a player chooses mostly Mortal followers of Chaos (Chaos Warriors, Knights, and Marauders) or a Daemonic host (with Daemons from any of the four powers), few opponents will relish meeting such troops in hand-to-hand fighting.

However, simply attacking with all-out savagery, even with some of the most ferocious fighters in the game, rarely wins the battle against a knowledgeable foe. Using coordinated attacks and supporting units can ensure that the superior Chaos troops can carry home the attack. Horrible Spawn can pin down the foe. Fast troops like Marauder Horsemen and Hounds of Chaos can threaten enemy flanks, and magic can soften up the enemy before the main attacks begin.

## Collecting a Hordes of Chaos Army

Collecting a Chaos army is easy and fun, and there are a wide variety of troops to choose from. We always suggest starting an army with a few Core units. However, to start your Chaos force, you have to decide on a leader. A Mortal General (a Chaos Lord or Exalted Sorcerer) may choose any of the Mortal forces as Core troops but treats Daemons as Special choices. A Daemon General (a Greater Daemon

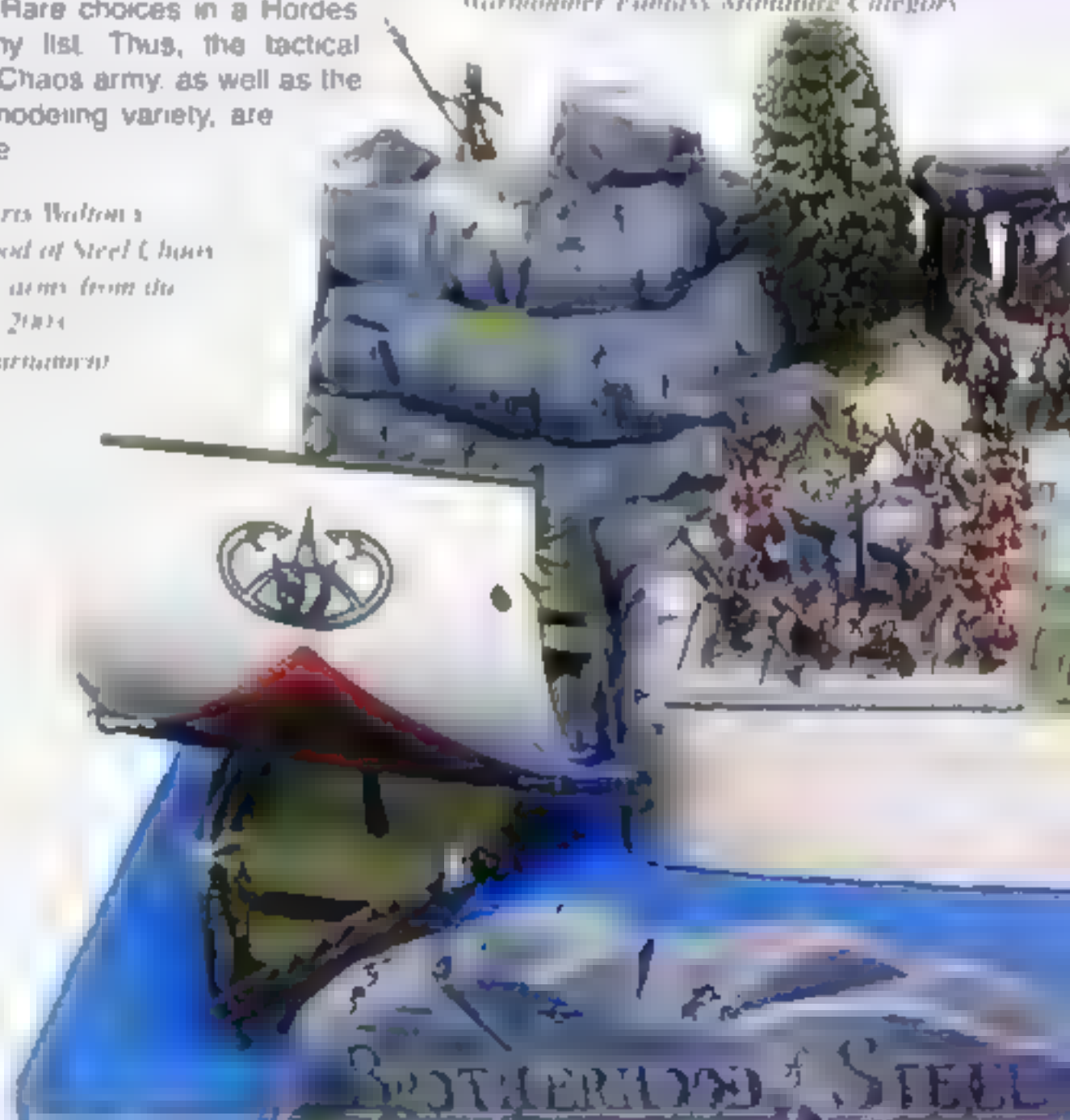
Daemon Prince, or Exalted Daemon) may select any Daemonic units as Core choices and any of the Mortal followers as Special. Chaos Warriors are a great place to start. They are powerful and paint up quickly, allowing players to get a force together in a hurry.

When a player expands a Chaos army, he or she has a huge number of choices to make. In fact, no army gives players as much choice as Chaos. Daemons of different powers, Spawn, powerful Chaos Knights, Chanois, Marauders and more. Up to one unit of Chaos Knights or Chaos Warriors may be upgraded to a unit of Chosen. These fiendish troops are favored by the Gods and gain an extra Attack and Chaos Armor. Best of all, all the troops from the Beasts of Chaos army list may be included as Special or Rare choices in a Hordes of Chaos army list. Thus, the tactical options of the Chaos army, as well as the painting and modeling variety, are second to none.

*Right: Chris Walton's Brotherhood of Steel Chaos Marauder army from the Hallowmire 2003 Grand Tournament*



*Above: This Lord of Chaos by Ray Hunt won first place in the French 2003 Golden Demon in the Warhammer Fantasy Miniature Category*





*Below: The Chaos Knight Brotherhood of Steel. Note that the banner carries the sun design as the symbol of the Marauders.*



*Right: The Chaos Knight Brotherhood of Steel. Note that the banner carries the sun design as the symbol of the Marauders.*



## Even More Chaos!

In addition to everything in the Hordes of Chaos army list, Chaos players can mix and match troops and heroes from the Beasts of Chaos army list (see p. 398). Thus it is possible to add a unit of Beastmen to screen your Chaos Knights or a solid force of Dragon Ogres or a Chaos Giant to beef up your army.

Whether a troop is listed as Core or Special depends on what kind of General (Beast, Mortal or Daemonic), a player is using. Consult the army books for a full description. Now, go out and conquer!



*Above: Chaos Marauders of the Brotherhood of Steel. Note the use of a war pig to give the entire regiment an unified but savage look.*



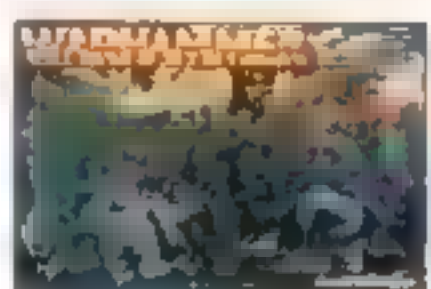


# GETTING STARTED



**Warhammer Armies  
Hordes of Chaos**  
83-01-60

The new  
Warhammer Armies  
Hordes of Chaos  
contains the best  
of the Chaos War-  
riors and the Chaos  
Marauders. It also  
includes a variety of  
new Chaos Warriors  
and Chaos Marauders  
to help you build  
your own Chaos  
army.



The new Chaos Regiment boxed set is the Chaos Warriors  
of Chaos Marauders are a great place to start building your  
Chaos Army. Each boxed set contains a Chaos Warrior regiment  
or Chaos Marauder regiment, complete with a plastic command  
group and special rules book.



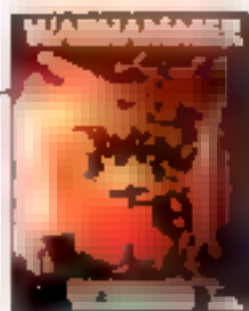
*Above: Chaos Warrior Regiment  
Left to Right: The Chaos Warrior  
Regiment boxed set comes with a  
plastic command group and extra rules to  
your army.*



*Below: Chaos Marauder Regiment  
Left: Chaos Marauder boxed set*



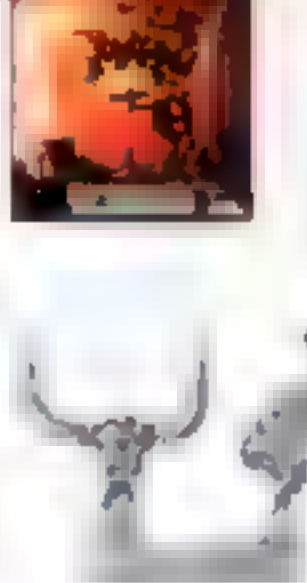




# LORDS & HEROES



**Archaon, Lord of the End Times Box (1)**  
83-17



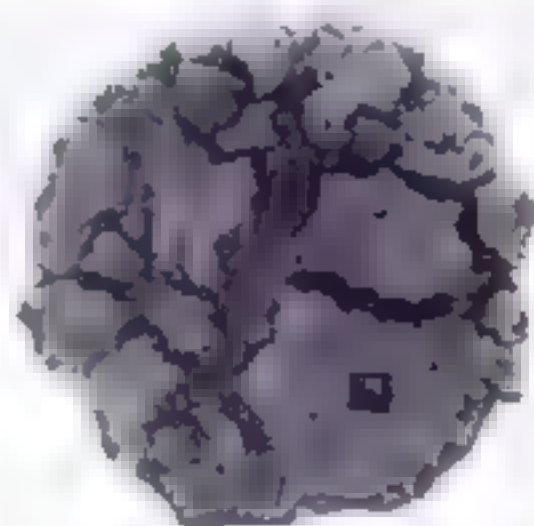
**Archaon Head & Sword Sprue**  
020112501



**Archaon Shield & Hand Sprue**  
020112503



**Archaon Body**  
020112502



**Archaon Base**  
020112508



**Dorghar Right Side**  
020112505



**Dorghar Left Side**  
020112504

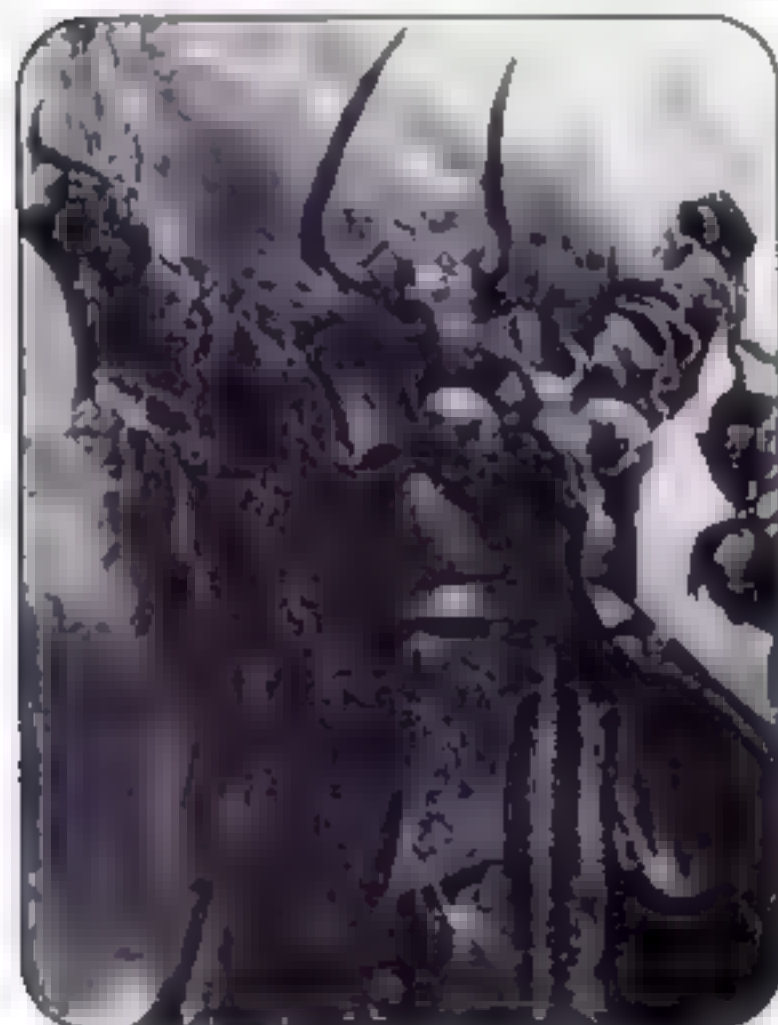


**Dorghar Horse Head**  
020112507



**Dorghar Horse Tail**  
020112506

*He is the Lord of the End Times  
the Everchosen  
who the Chaos Gods unite behind  
bestowing all their gifts upon him.*



**Crom the Conqueror  
Blister (1)**  
83-69



**Crom Head & Sword Sprue**  
020114501



**Crom Body**  
020114503



**Crom Shield**  
020114502

*It is written that a herald would come  
to prepare the way for the Everchosen  
to drown the world of mortal man in an ocean of blood  
and to bring about the End Times.*



**LORDS & HEROES**



**Galrauch, First of the Chaos Dragons Box (1)**  
83-15



**Galrauch Head 1**  
020114101



**Galrauch Head 2**  
020114102



**Galrauch Torso**  
020114103



**Galrauch Legs**  
020114104



**Galrauch Left Wing**  
020114106



**Galrauch Claws**  
020114108



**Galrauch Right Wing**  
020114105



**Galrauch Spike Sprue 1**  
020114110



**Galrauch Right Arm**  
020114109



**Galrauch Spike Sprue 2**  
020114111

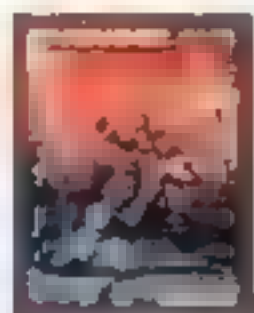


**Galrauch Tail**  
020114107

*It was Galrauch, first of the Chaos Dragons, who slaughtered King Thurgun Rockarm and all his kind and sacked their ancient Halls. It was Galrauch who destroyed the city of Languerre de Lac and who was responsible for countless massacres and stories of war. Hundreds of heroes have tried to slay him, but they have all failed.*



# LORDS & HEROES



**Lord of Khorne Box (1)**  
83-19



**Khorne Lord Body**  
020113301



**Khorne Lord  
Sword & Shield Sprue**  
020113303



**Khorne Lord  
Horse Head**  
020113304



**Khorne Lord Head**  
020113302



**Khorne Lord Tail**  
020113307



**Khorne Lord Right Side**  
020113305



**Khorne Lord Left Side**  
020113306



**Sorcerer Body**  
020113001



**Sorcerer Head**  
020113002



**Sorcerer Familiar**  
020113004



**Sorcerer of Chaos  
Blister (2)**  
83-36

*As one, the tribesmen fell to  
their knees before the sorcerer  
one who was truly touched by the  
might of the gods.*



**Sorcerer Staff**  
020113003



**Mounted Sorcerer  
Horse Head**  
020114002



**Sorcerer Body**  
020114001

**Mounted Sorcerer of Chaos Blister (1)**  
83-68



# LORDS & HEROES



**Lord of Nurgle Box (1)**  
83-20

**Nurgle Lord Head & Sprue**  
020113701

**Nurgle Lord Torso**  
020113702



**Nurgle Lord Left Side**  
020113705

**Nurgle Lord Weapon Sprue**  
020113703



**Nurgle Lord Sign Post**  
020113706

**Nurgle Lord Right Side**  
020113704

*The Champions of Nurgle can endure wounds and afflictions that would cripple others. Still, they can fight out in his name.*

**Slaanesh Lord Mount Tail Sprue**  
020113912

**Slaanesh Lord Mount Tail Bottom**  
020113910

**Slaanesh Lord Mount Tail Top**  
020113911

**Slaanesh Lord Mount Head**  
020113909

**Slaanesh Lord Mount Body**  
020113908

*Majestic, charismatic, effortless, graceful, exquisite and precious. Extract from Days in Darkness*

**Slaanesh Lord Shield**  
020113907

**Slaanesh Lord Right Leg**  
020113906

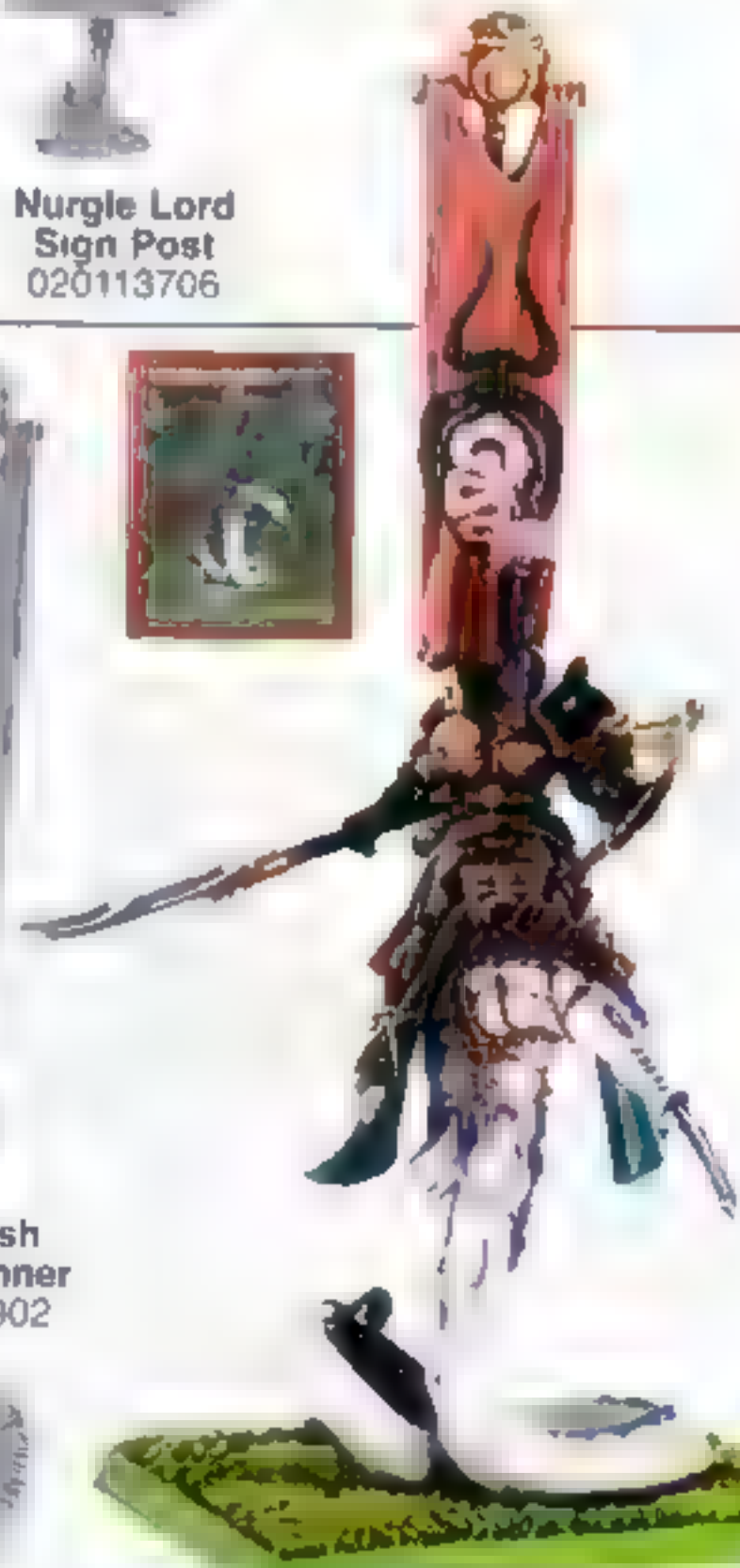
**Slaanesh Lord Left Leg**  
020113905

**Slaanesh Lord Halberd**  
020113903

**Slaanesh Lord Body**  
020113904

**Slaanesh Lord Banner**  
020113902

**Slaanesh Lord Head**  
020113901



**Lord of Slaanesh Box (1)**  
83-21



## LORDS &amp; HEROES



Lord of Tzeentch Box (1)  
83-22



Tzeentch Lord Head  
020114202

Tzeentch Lord Body  
020114201



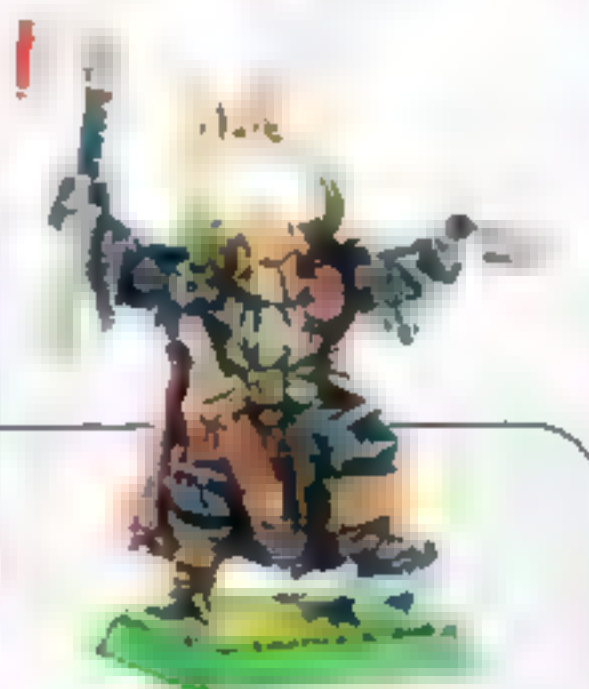
Tzeentch Lord Blades  
020114205

Tzeentch Lord Halberd  
020114203

Tzeentch Lord Disc  
020114204



Champion of  
Chaos Body  
020112701



Champion of  
Chaos Undivided Blister (1)  
83-56



Champion of Chaos Sprue  
020112702

## PAINTING A CHAMPION OF CHAOS

After applying an undercoat of Chaos Black, paint the Champion with a mix of two parts Chaos Black to one part Regal Blue. Add small amounts of Fortress Grey to this mix for the highlight stages.

Use Brazer Brass to paint the trim and helmet. Highlight these areas with Shining Gold and then Mithril Silver mixed with Shining Gold. Wash these sections with Chestnut Ink and then again with thinned Brown Ink.

Paint the horns and skulls with a basecoat mix of equal parts Snakebite Leather and Chaos Black. Add Skull White to this mix for the highlights and use pure Skull White for the final highlight.



Paint the fur cloak with a basecoat of Snakebite Leather. Add Skull White to Snakebite Leather and then apply this mix toward the outer edges of the cloak.



Give the cloak a basecoat of Scab Red and highlight with Red Gore and then Blood Red. Mix Blood Red with Fiery Orange for the penultimate highlight. Add a small amount of Skull White to this mix for the final highlight and then wash the whole cloak with thinned Chestnut Ink.



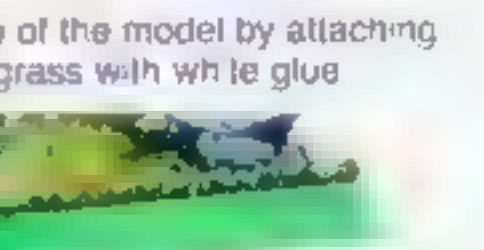
Use a basecoat of Bestial Brown to paint the flayed skin and pouches. Add an equal quantity of Dwarf Flesh to this color for the first highlight stage. For the final highlight stages add small amounts of Bleached Bone.



Paint the metallic sections with a basecoat of Bolgun Metal and then highlight with Chainmail and then Mithril Silver. Apply shading with a wash of thinned Brown Ink.

Mix Red Gore and Red Ink for the blood and then varnish the blood stains once the model is finished.

Texture the base of the model by attaching sand and static grass with white glue.





# LORDS & HEROES



**Champion of Nurgle  
Blister (1)**  
83-60

*His diabolical and  
otherworldly persona con-  
vinced their subordinates*



**Champion of Slaanesh  
Blister (1)**  
83-59



**Champion of  
Nurgle Body**  
020113601



**Champion of  
Slaanesh Body**  
020113801



**Champion of  
Slaanesh Sword**  
020113803



**Champion of  
Nurgle Head &  
Sword**  
020113602



**Champion of  
Slaanesh Head**  
020113802



**Champion of  
Slaanesh Shield**  
020113804



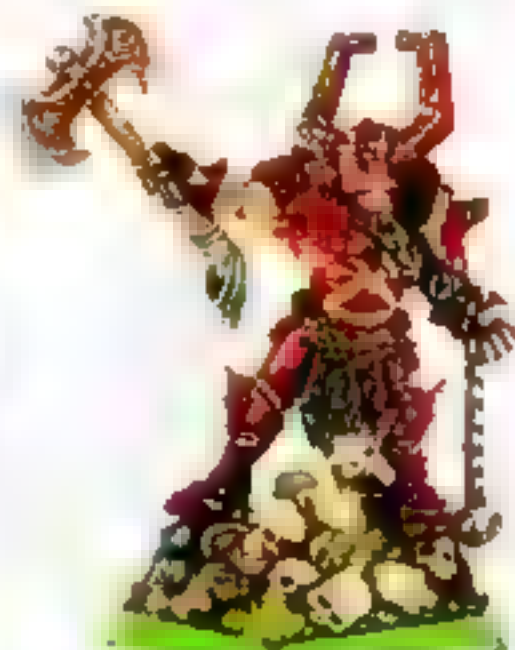
**Champion of  
Khorne Body**  
020113401



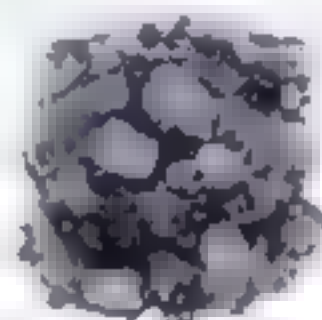
**Champion of  
Khorne Head**  
020113402



**Champion of  
Khorne Axe**  
020113403



**Champion of Khorne  
Blister (1)**  
83-58



**Champion of  
Khorne Base**  
020113404



**Champion of Tzeentch  
Blister (1)**  
83-61



**Champion of  
Tzeentch Body**  
020114301



**Champion of  
Tzeentch Familiar**  
020114303

*How is it possible to defeat an  
opponent who seems to know your  
every move in advance?*



**Champion of Tzeentch Staff**  
020114302





**Chaos Warrior Regiment Box (12)**  
83-06

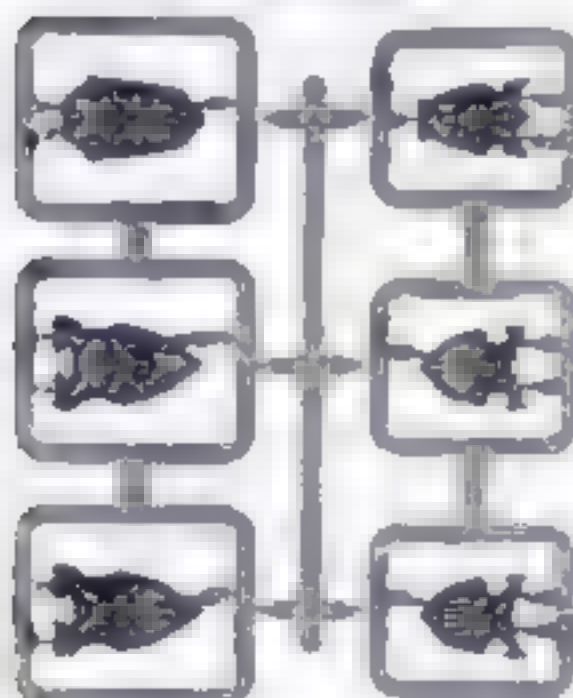


The plastic Chaos Warriors can be armed with hand weapons or halberds

Sprues shown at 50% of actual size



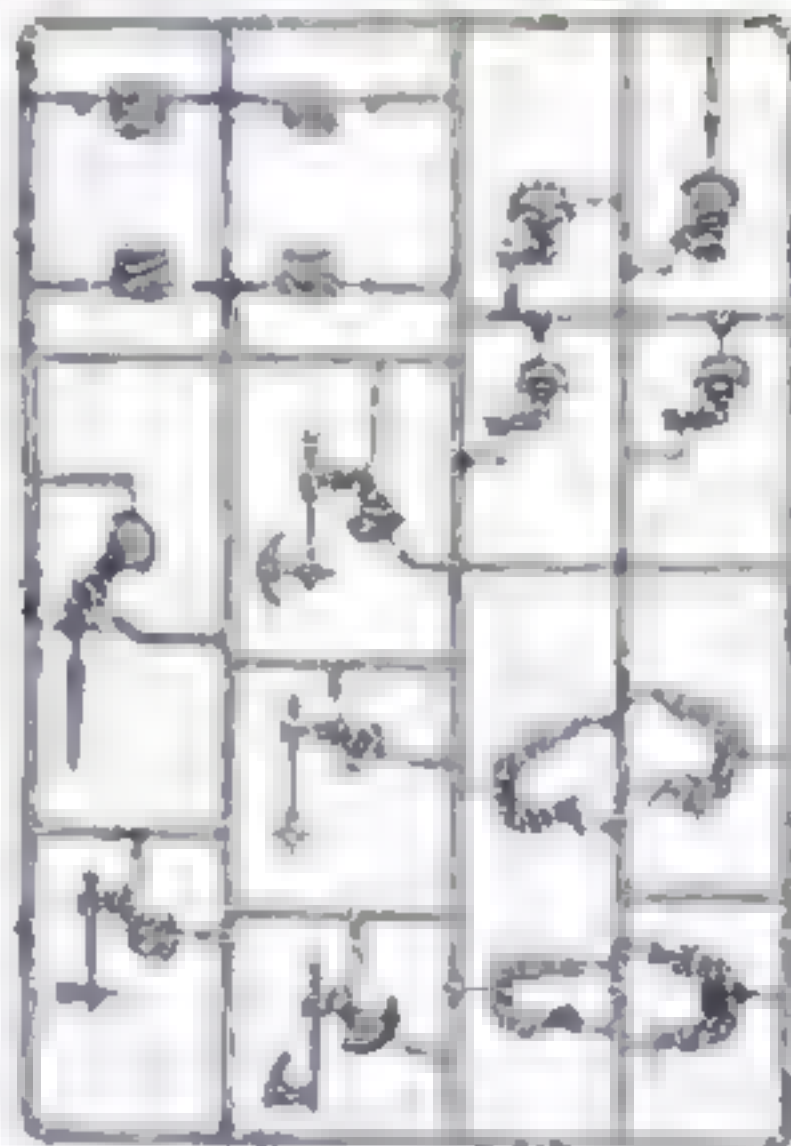
**Mutation Sprue**  
99380102003



**Chaos Warrior Shield Sprue**  
99380201007



Sprues shown at 40% of actual size



**Chaos Warrior  
Legs & Torso Sprue**  
99380201008



**Chaos Warrior  
Command, Heads & Halberd Sprue**  
99380201009

## MORTAL UNITS

### PAINTING A CHAOS WARRIOR

Prime your model with Chaos Black spray and then paint the model with a Chaos Black Boltgun metal mix

Paint the edges of the armor in bright metallic colors. We used Chainmail or Shining Gold for the banding, shield and helmet crest

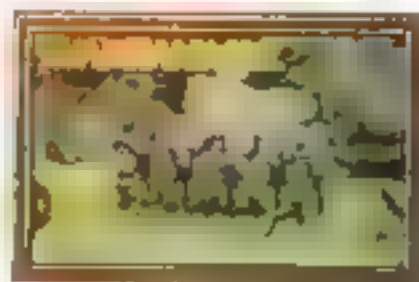
Lightly brush Chainmail across the head of the axe. Paint the horns with Bleached Bone

Apply a wash of Brown Ink to the gold areas. Lightly brush the axe head again this time with Mithril Silver. Next, apply some Scorched Brown detailing to the base of the horns





**MORTAL UNITS**



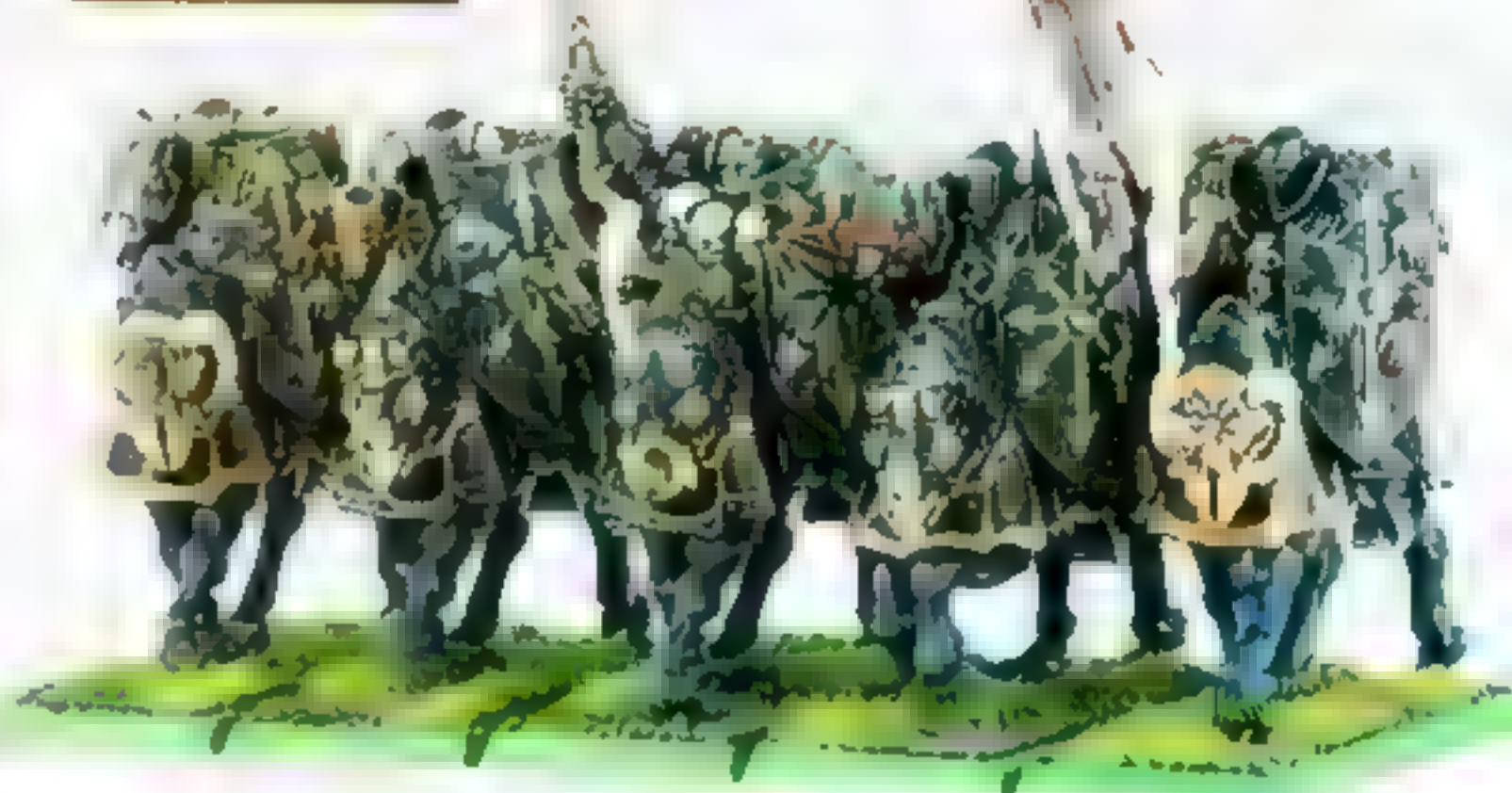
**Chaos Knights  
Blister (Random 1)**  
83-52



**Chaos Knight  
Body 1**  
020112601



**Chaos Knight  
Body 2**  
020112602



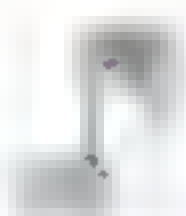
**Chaos Knights Box (5)**  
83-16



**Chaos Knight  
Body 3**  
020112603



**Chaos Knight  
Body 4**  
020112604



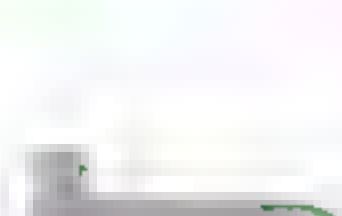
**Chaos Knight  
Axe 1**  
020112606



**Chaos Knight  
Axe 2**  
020112605



**Chaos Knight  
Hammer**  
020112607



**Chaos Knight  
Sword**  
020112608



**Chaos Knight  
Shield 1**  
020112609



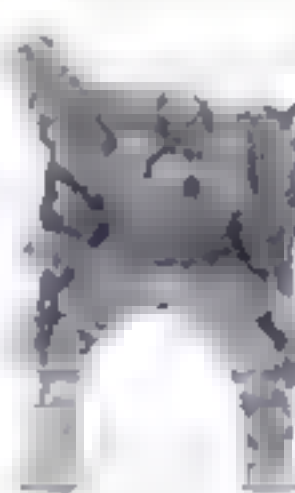
**Chaos Knight  
Shield 2**  
020112610



**Chaos Knight  
Shield 3**  
020112611



**Chaos Knight  
Shield 4**  
020112612



**Chaos Knight  
Champion Body**  
020112618



**Chaos Knight  
Champion Sword**  
020112619



**Chaos Knight  
Champion  
Horse Head**  
020112622



**Chaos Knight  
Head 1**  
020112613



**Chaos Knight  
Head 2**  
020112614



**Chaos Knight  
Shield 3**  
020112615



**Chaos Knight Tail**  
020112617



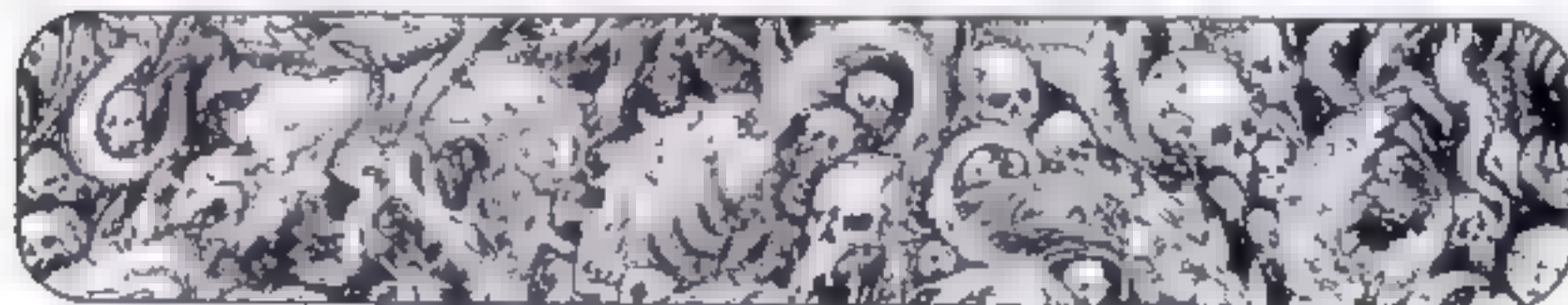
**Chaos Knight  
Head 4**  
020112616



**Chaos Knight  
Horn**  
020112620



**Chaos Knight  
Standard**  
020112621







**Chaos Marauder Regiment Box (16)**  
83-12



*Note: The Chaos  
Marauder Regiment  
is a 16-figure set  
that includes  
a variety of  
figures with different  
equipment.*

*Spines shown at 28mm scale*



**Chaos Marauder Shield Sprue**  
99360201002

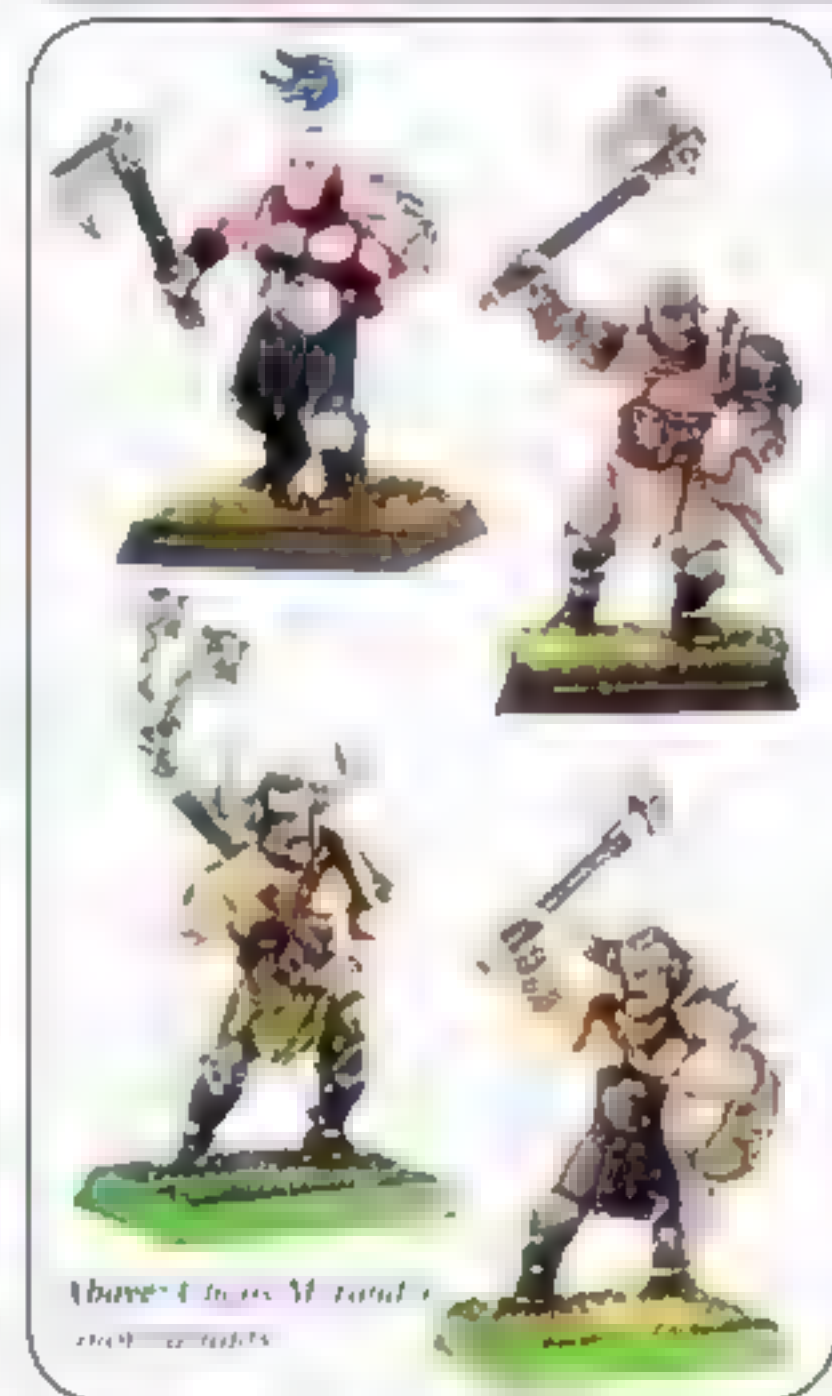


**Chaos Marauder Sprue B**  
99380201011

*Spines shown at 45mm scale*



**Chaos Marauder Sprue A**  
99380201010



*Spines shown at 45mm scale*

**MORTAL UNITS**



# MORTAL UNITS

Chaos Marauder  
Horsemen Blister  
(Random 1)  
83-54



Chaos Marauder  
Body 1  
020113101

Chaos Marauder  
Body 2  
020113102



Chaos Marauder  
Body 3  
020113103



Chaos Marauder  
Body 4  
020113104



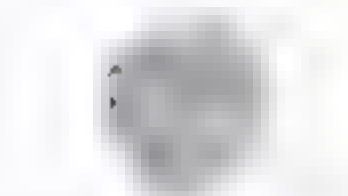
Chaos Marauder  
Body 5  
020113105



Chaos Marauder  
Champion Body  
020113114



Chaos Marauder  
Command Horn  
020113116



Chaos Marauder  
Champion Shield  
020113117



Chaos Marauder  
Standard  
020113118



Chaos Marauder  
Spear & Shield 1  
020113106



Chaos Marauder  
Spear & Shield 2  
020113107



Chaos Marauder  
Spear & Shield 3  
020113108



Chaos Marauder  
Spear & Shield 4  
020113109



Chaos Marauder  
Axe & Shield 2  
020113111



Chaos Marauder  
Axe & Shield 1  
020113110



Chaos Marauder  
Axe & Shield 3  
020113112



Chaos Marauder  
Axe & Shield 4  
020113113



Chaos Marauder  
Champion Axe  
020113115



Chaos Marauder  
Command  
Horse Head  
020113119





**PAINTING THE CHARIOT**

Undercoat your Marauder with Chaos Black Spray Primer

Paint the Marauder's skin with a basecoat of Vermin Fur. Give all the flesh areas a wash of Brown Ink to create shading. Once the ink dries, highlight the skin with Vermin Fur again, then Bronzed Flesh, and finally Bleached Bone. A final very light highlight of Skull White was used to add definition to the muscles and most raised areas.



Paint leather areas such as the breeches straps, boots, and wrist bands with a basecoat of Scorched Brown. Apply a watered-down wash of Black Ink to the recesses of these areas. Touch up any areas where the wash overlapped with Scorched Brown. Finally, apply a highlight of Snakebite Leather to the edges and raised areas near creases.



Apply a basecoat of Boltgun Metal to all of the different metallic areas. Apply a wash of thinned Chaos Black Ink to the rivets and recessed areas of the metallic surfaces. Touch up with Boltgun Metal where the Black Ink overlaps. Give all of the metal areas a final highlight of Mithril Silver.



Drybrush the fur on the back of the legs with Vornir Brown. Drybrush Codex Grey on the haft of the flail to bring out the woodgrain. Highlight any remaining black areas with Codex Grey.



Finish off the base by attaching sand with white glue. Once the sand and glue dries, drybrush the sand with Codex Grey and then Bleached Bone. If you like, you can attach small clumps of static grass to your base with white glue.



**Chaos Chariot Box (1)**  
83-11

**Chaos Chariot Haft**  
020107304

**Chaos Warrior with Axe**  
020107301

**Chaos Warrior with Whip**  
020107302

**Chaos Warrior Whip Arm**  
020107303



**Chaos Chariot Front Fairing**  
020107305



**Chaos Chariot Right Fairing**  
020107307



**Chaos Chariot Left Fairing**  
020107306



**Chaos Chariot Base**  
020107308



**Chaos Chariot Yoke**  
020107309



**Chaos Chariot Scythe**  
020107311



**Chaos Chariot Wheel**  
020107310



# PRICE LIST

## Getting Started

83-01-60 Warhammer Armies: Hordes of Chaos \$20

## Boxed Sets & Blister Packs - Lords & Heroes

|                           |                                    |      |
|---------------------------|------------------------------------|------|
| 83-17                     | Archaon, Lord of the End Times     | \$30 |
| Box includes 1 model      |                                    |      |
| 83-69                     | Crom the Conqueror                 | \$10 |
| Blister includes 1 model  |                                    |      |
| 83-15                     | Galrauch, 1st of the Chaos Dragons | \$45 |
| Box includes 1 model      |                                    |      |
| 83-36                     | Chaos Sorcerer                     | \$8  |
| Blister includes 2 models |                                    |      |
| 83-19                     | Lord of Khorne                     | \$25 |
| Box includes 1 model      |                                    |      |
| 83-21                     | Lord of Nurgle                     | \$25 |
| Box includes 1 model      |                                    |      |
| 83-21                     | Lord of Slaanesh                   | \$25 |
| Box includes 1 model      |                                    |      |
| 83-22                     | Champion of Tzeentch               | \$25 |
| Box includes 1 model      |                                    |      |
| 83-23                     | Mounted Sorcerer of Chaos          | \$10 |
| Blister includes 1 model  |                                    |      |
| 83-24                     | Champion of Khorne                 | \$10 |
| Blister includes 1 model  |                                    |      |
| 83-25                     | Champion of Nurgle                 | \$10 |
| Blister includes 1 model  |                                    |      |
| 83-26                     | Champion of Slaanesh               | \$10 |
| Blister includes 1 model  |                                    |      |
| 83-27                     | Champion of Tzeentch               | \$10 |
| Blister includes 1 model  |                                    |      |

## Boxed Sets & Blister Packs - Mortal Units

|                          |                                  |      |
|--------------------------|----------------------------------|------|
| 83-35                    | Warriors of Chaos Heavy          | \$30 |
| Box includes 1 model     |                                  |      |
| 83-36                    | Knight of Chaos Regiment         | \$45 |
| Box includes 1 model     |                                  |      |
| 83-37                    | Knight of Chaos                  | \$9  |
| Blister includes 1 model |                                  |      |
| 83-38                    | Chaos Marauder Regiment          | \$30 |
| Box includes 1 model     |                                  |      |
| 83-39                    | Chaos Marauder Horsemen Regiment | \$40 |
| Box includes 1 model     |                                  |      |
| 83-40                    | Chaos Marauder Horseman          | \$8  |
| Blister includes 1 model |                                  |      |
| 83-41                    | Chariot of Chaos                 | \$25 |
| Box includes 1 model     |                                  |      |

## Metal Blitz - Lords & Heroes

### Archaon, Lord of the End Times

|           |                            |     |
|-----------|----------------------------|-----|
| 020112501 | Archaon Head & Sword sprue | \$3 |
| 020112502 | Archaon Body               | \$6 |
| 020112503 | Archaon Shield             | \$3 |
| 020112504 | Dorghar Right side         | \$6 |
| 020112505 | Dorghar Horse Left side    | \$6 |
| 020112506 | Dorghar Horse Tail         | \$1 |
| 020112507 | Dorghar Horse Head         | \$2 |
| 020112508 | Archaon Base               | \$5 |

### Crom the Conqueror

|           |                          |     |
|-----------|--------------------------|-----|
| 020114501 | Crom Head & Weapon sprue | \$3 |
| 020114502 | Crom Shield              | \$3 |
| 020114503 | Crom Body                | \$5 |

### Galrauch, First of the Chaos Dragons

|           |                        |     |
|-----------|------------------------|-----|
| 020114101 | Galrauch Head 1        | \$6 |
| 020114102 | Galrauch Head 2        | \$6 |
| 020114103 | Galrauch Torso         | \$7 |
| 020114104 | Galrauch Legs          | \$7 |
| 020114105 | Galrauch Right Wing    | \$6 |
| 020114106 | Galrauch Left Wing     | \$6 |
| 020114107 | Galrauch Tail          | \$4 |
| 020114108 | Galrauch Claws         | \$2 |
| 020114109 | Galrauch Right Arm     | \$3 |
| 020114110 | Galrauch Spike Sprue 1 | \$1 |
| 020114111 | Galrauch Spike Sprue 2 | \$2 |

### Chaos Sorcerer

|           |                   |     |
|-----------|-------------------|-----|
| 020113001 | Sorcerer Body     | \$4 |
| 020113002 | Sorcerer Head     | \$1 |
| 020113003 | Sorcerer Staff    | \$2 |
| 020113004 | Sorcerer Familiar | \$2 |

### Lord of Khorne

|           |                                  |     |
|-----------|----------------------------------|-----|
| 020113301 | Khorne Lord Body                 | \$8 |
| 020113302 | Khorne Lord Sprue                | \$2 |
| 020113303 | Khorne Lord Shield & Sword Sprue | \$3 |
| 020113304 | Khorne Lord Horse Head           | \$2 |
| 020113305 | Khorne Lord Horse Right Side     | \$7 |
| 020113306 | Khorne Lord Horse Left Side      | \$7 |
| 020113307 | Khorne Lord Horse Tail           | \$1 |

### Lord of Nurgle

|           |                              |        |
|-----------|------------------------------|--------|
| 020113701 | Nurgle Lord Head sprue       | \$2    |
| 020113702 | Nurgle Lord Body             | \$3    |
| 020113703 | Nurgle Lord Weapon sprue     | \$4    |
| 020113704 | Nurgle Lord Horse Right Side | \$8    |
| 020113705 | Nurgle Lord Horse Left Side  | \$7 50 |
| 020113706 | Nurgle Lord Sign Post        | \$3    |

### Lord of Slaanesh

|           |                                 |     |
|-----------|---------------------------------|-----|
| 020113901 | Slaanesh Lord Head              | \$1 |
| 020113902 | Slaanesh Lord Banner            | \$4 |
| 020113903 | Slaanesh Lord Halberd           | \$2 |
| 020113904 | Slaanesh Lord Body              | \$3 |
| 020113905 | Slaanesh Lord Left Leg          | \$2 |
| 020113906 | Slaanesh Lord Right Leg         | \$2 |
| 020113907 | Slaanesh Lord Shield            | \$1 |
| 020113908 | Slaanesh Lord Mount Body        | \$6 |
| 020113909 | Slaanesh Lord Mount Head        | \$2 |
| 020113910 | Slaanesh Lord Mount Tail Top    | \$2 |
| 020113911 | Slaanesh Lord Mount Tail Bottom | \$2 |
| 020113912 | Slaanesh Lord Mount Tail Sprue  | \$1 |

### Lord of Tzeentch

|           |                       |      |
|-----------|-----------------------|------|
| 020114201 | Tzeentch Lord Body    | \$5  |
| 020114202 | Tzeentch Lord Head    | \$2  |
| 020114203 | Tzeentch Lord Halberd | \$4  |
| 020114204 | Tzeentch Lord Disc    | \$10 |
| 020114205 | Tzeentch Lord Blades  | \$5  |

### Mounted Sorcerer of Chaos

|           |                             |     |
|-----------|-----------------------------|-----|
| 020114001 | Mounted Sorcerer            | \$7 |
| 020114002 | Mounted Sorcerer Horse Head | \$2 |

### Champion of Chaos

|           |                                   |     |
|-----------|-----------------------------------|-----|
| 020112701 | Champion of Chaos Body            | \$6 |
| 020112702 | Champion of Chaos Accessory Sprue | \$5 |

### Champion of Khorne

|           |                         |        |
|-----------|-------------------------|--------|
| 020113401 | Champion of Khorne Body | \$6    |
| 020113402 | Champion of Khorne Head | \$1 50 |
| 020113403 | Champion of Khorne Axe  | \$1 50 |
| 020113404 | Champion of Khorne Base | \$3    |

### Champion of Nurgle

|           |                                    |     |
|-----------|------------------------------------|-----|
| 020113601 | Champion of Nurgle Body            | \$8 |
| 020113602 | Champion of Nurgle Accessory Sprue | \$3 |

### Champion of Slaanesh

|           |                             |     |
|-----------|-----------------------------|-----|
| 020113801 | Champion of Slaanesh Body   | \$8 |
| 020113802 | Champion of Slaanesh Head   | \$1 |
| 020113803 | Champion of Slaanesh Sword  | \$1 |
| 020113804 | Champion of Slaanesh Shield | \$1 |

### Champion of Tzeentch

|           |                               |     |
|-----------|-------------------------------|-----|
| 020114301 | Champion of Tzeentch Body     | \$5 |
| 020114302 | Champion of Tzeentch Staff    | \$3 |
| 020114303 | Champion of Tzeentch Familiar | \$3 |

## Metal Blitz & Plastic Sprues - Mortal Units

### Chaos Warrior Regiment

|             |                                  |        |
|-------------|----------------------------------|--------|
| 99380102003 | Chaos Mutation Sprue             | \$4    |
| 99380201007 | Chaos Regiment Shield Sprue      | \$1 50 |
| 99380201008 | Chaos Warrior Legs & Torso Sprue | \$5    |
| 99380201009 | Chaos Command Heads & Halberds   | \$5    |

### Chaos Knights

|           |                                 |        |
|-----------|---------------------------------|--------|
| 020112601 | Chaos Knight Body 1             | \$5    |
| 020112602 | Chaos Knight Body 2             | \$5    |
| 020112603 | Chaos Knight Body 3             | \$5    |
| 020112604 | Chaos Knight Body 4             | \$5    |
| 020112605 | Chaos Knight Axe 1              | \$1    |
| 020112606 | Chaos Knight Axe 2              | \$1    |
| 020112607 | Chaos Knight Hammer             | \$1    |
| 020112608 | Chaos Knight Sword              | \$1    |
| 020112609 | Chaos Knight Shield 1           | \$1    |
| 020112610 | Chaos Knight Shield 2           | \$1    |
| 020112611 | Chaos Knight Shield 3           | \$1    |
| 020112612 | Chaos Knight Shield 4           | \$1    |
| 020112613 | Chaos Knight Horse Head 1       | \$2    |
| 020112614 | Chaos Knight Horse Head 2       | \$2    |
| 020112615 | Chaos Knight Horse Head 3       | \$2    |
| 020112616 | Chaos Knight Horse Head 4       | \$2    |
| 020112617 | Chaos Knight Horse Tail         | \$1    |
| 020112618 | Chaos Knight Champion Body      | \$5    |
| 020112619 | Chaos Knight Champion Sword     | \$1    |
| 020112620 | Chaos Knight Command Horn       | \$1    |
| 020112621 | Chaos Knight Command Standard   | \$2 50 |
| 020112622 | Chaos Knight Command Horse Head | \$2    |

### Chaos Marauder Regiment

|             |                             |        |
|-------------|-----------------------------|--------|
| 99380201002 | Chaos Marauder Shield Sprue | \$1 50 |
| 99380201010 | Chaos Marauder Sprue A      | \$5    |
| 99380201011 | Chaos Marauder Sprue B      | \$5    |

### Chaos Marauder Horsemen

|             |                                      |     |
|-------------|--------------------------------------|-----|
| 020113101   | Marauder Horsemen Body 1             | \$3 |
| 020113102   | Marauder Horsemen Body 2             | \$3 |
| 020113103   | Marauder Horsemen Body 3             | \$3 |
| 020113104   | Marauder Horsemen Body 4             | \$3 |
| 020113105   | Marauder Horsemen Body 5             | \$3 |
| 020113106   | Marauder Horsemen Spear & Shield 1   | \$2 |
| 020113107   | Marauder Horsemen Spear & Shield 2   | \$2 |
| 020113108   | Marauder Horsemen Spear & Shield 3   | \$2 |
| 020113109   | Marauder Horsemen Spear & Shield 4   | \$2 |
| 020113110   | Marauder Horsemen Axe & Shield 1     | \$2 |
| 020113111   | Marauder Horsemen Axe & Shield 2     | \$2 |
| 020113112   | Marauder Horsemen Axe & Shield 3     | \$2 |
| 020113113   | Marauder Horsemen Axe & Shield 4     | \$2 |
| 020113114   | Marauder Horsemen Champion Body      | \$4 |
| 020113115   | Marauder Horsemen Command Axe        | \$2 |
| 020113116   | Marauder Horsemen Command Horn       | \$2 |
| 020113117   | Marauder Horsemen Command Shield     | \$2 |
| 020113118   | Marauder Horsemen Command Standard   | \$3 |
| 020113119   | Marauder Horsemen Command Horse Head | \$2 |
| 99389999003 | Medieval Horse Body                  | \$2 |
| 99389999013 | Medieval Horse Head                  | \$1 |

### Chaos Chariot

|           |                                 |        |
|-----------|---------------------------------|--------|
| 020107301 | Chaos Warrior Crewman with Axe  | \$4    |
| 020107302 | Chaos Warrior Crewman with Whip | \$3    |
| 020107303 | Chaos Warrior Whip Arm          | \$1 50 |
| 020107304 | Chaos Chariot Haft              | \$3    |
| 020107305 | Chaos Chariot Front Faring      | \$2    |
| 020107306 | Chaos Chariot Right Faring      | \$2    |
| 020107307 | Chaos Chariot Left Faring       | \$2    |
| 020107308 | Chaos Chariot Base              | \$3    |
| 020107309 | Chaos Chariot Yoke              | \$2    |
| 020107310 | Chaos Chariot Wheel             | \$1    |
| 020107311 | Chaos Chariot Wheel Scythe      | \$1    |



# Classic/Collector's Range

## Metal Blitz & Plastic Sprues - Lords & Monks

### Aekold Halbrass

MO0003 Aekold Halbrass

### Arbalest & Jester

MO0004 Arbalest &amp; Jester \$25

|           |                             |        |
|-----------|-----------------------------|--------|
| 020102402 | Arbalest Body               | \$1.50 |
| 020102403 | Arbalest Throat Back        |        |
| 020102404 | Arbalest Banner Pole        |        |
| 020102405 | Arbalest Banner Flag        |        |
| 020102406 | Flesh Hound Head            |        |
| 020102407 | Flesh Hound Bottom Jaw      | \$1    |
| 020102408 | Flesh Hound Body            |        |
| 020102409 | Flesh Hound Girth           |        |
| 020102410 | Flesh Hound Tail            | \$1    |
| 020102411 | Flesh Hound Right Front Leg |        |
| 020102412 | Flesh Hound Right Back Leg  |        |
| 020102413 | Flesh Hound Left Front Leg  |        |
| 020102414 | Flesh Hound Left Back Leg   |        |

### Dechala the Denied One

MO0008 Dechala the Denied One

|           |                  |     |
|-----------|------------------|-----|
| 020104501 | Dechala Tail     | \$1 |
| 020104502 | Dechala Torso    | \$1 |
| 020104503 | Dechala Head     | \$1 |
| 020104504 | Dechala Left Arm | \$1 |

### Ejrimm Van Horn

|        |                 |     |
|--------|-----------------|-----|
| MO0007 | Ejrimm Van Horn | \$1 |
|--------|-----------------|-----|

|           |                        |     |
|-----------|------------------------|-----|
| 020104005 | Chaos Dragon Head      | \$1 |
| 020104006 | Chaos Dragon Head 2    |     |
| 020104007 | Chaos Dragon Horn      |     |
| 020104008 | Chaos Dragon Right Leg |     |
| 020104009 | Chaos Dragon Left Leg  |     |
| 020104010 | Chaos Dragon Right Arm | \$1 |
| 020104011 | Chaos Dragon Left Arm  | \$1 |
| 020104012 | Ejrimm Body            | \$1 |
| 020104013 | Ejrimm Legs            |     |
| 020104014 | Ejrimm Loin            |     |
| 020104015 | Chaos Dragon Head      |     |
| 020104016 | Chaos Dragon Body      |     |

### Scyla Squire of Khorne

|           |                 |        |
|-----------|-----------------|--------|
| MO0006    | Scyla           | \$1    |
| 020109404 | Scyla Right Arm | \$1.25 |
| 020109405 | Scyla Left Arm  | \$1.25 |
| 020109406 | Scyla Right Leg | \$1.25 |
| 020109407 | Scyla Left Leg  | \$1.25 |

### Chaos Sorcerers

|           |                        |        |
|-----------|------------------------|--------|
| 020101101 | Chaos Sorcerer 1       | \$10   |
| 020101102 | Chaos Sorcerer 2       | \$10   |
| 020103601 | Chaos Sorcerer Body 1  | \$5.50 |
| 020103602 | Chaos Sorcerer Staff 1 | \$1.50 |
| 020103603 | Chaos Sorcerer Sword 1 | \$1.50 |
| 020103604 | Chaos Sorcerer Head 1  | \$1.50 |
| 020103605 | Chaos Sorcerer Body 2  | \$5.50 |
| 020103606 | Chaos Sorcerer Staff 2 | \$1.50 |
| 020103607 | Chaos Sorcerer Sword 2 | \$1.50 |
| 020103608 | Chaos Sorcerer Head 2  | \$1.50 |
| 020103609 | Chaos Sorcerer Body 3  | \$6.50 |
| 020103610 | Chaos Sorcerer Arm 3   | \$1.50 |

020101103 Chaos Sorcerer Head 3

\$1.50

### Chaos Familiars

|           |                          |        |
|-----------|--------------------------|--------|
| 020101104 | Familiar Head 1 w. Bag   | \$1.25 |
| 020101105 | Familiar Head 2 w. Bag   | \$1.25 |
| 020101106 | Familiar Head 3 w. Bag   | \$1.25 |
| 020101107 | Familiar Head 4 w. Bag   | \$1.25 |
| 020101108 | Familiar Head 5 w. Bag   | \$1.25 |
| 020101109 | Familiar Head 6 w. Bag   | \$1.25 |
| 020101110 | Familiar Head 7 w. Bag   | \$1.25 |
| 020101111 | Familiar Head 8 w. Bag   | \$1.25 |
| 020101112 | Familiar Head 9 w. Bag   | \$1.25 |
| 020101113 | Familiar Head 10 w. Bag  | \$1.25 |
| 020101114 | Familiar Head 11 w. Bag  | \$1.25 |
| 020101115 | Familiar Head 12 w. Bag  | \$1.25 |
| 020101116 | Familiar Head 13 w. Bag  | \$1.25 |
| 020101117 | Familiar Head 14 w. Bag  | \$1.25 |
| 020101118 | Familiar Head 15 w. Bag  | \$1.25 |
| 020101119 | Familiar Head 16 w. Bag  | \$1.25 |
| 020101120 | Familiar Head 17 w. Bag  | \$1.25 |
| 020101121 | Familiar Head 18 w. Bag  | \$1.25 |
| 020101122 | Familiar Head 19 w. Bag  | \$1.25 |
| 020101123 | Familiar Head 20 w. Bag  | \$1.25 |
| 020101124 | Familiar Head 21 w. Bag  | \$1.25 |
| 020101125 | Familiar Head 22 w. Bag  | \$1.25 |
| 020101126 | Familiar Head 23 w. Bag  | \$1.25 |
| 020101127 | Familiar Head 24 w. Bag  | \$1.25 |
| 020101128 | Familiar Head 25 w. Bag  | \$1.25 |
| 020101129 | Familiar Head 26 w. Bag  | \$1.25 |
| 020101130 | Familiar Head 27 w. Bag  | \$1.25 |
| 020101131 | Familiar Head 28 w. Bag  | \$1.25 |
| 020101132 | Familiar Head 29 w. Bag  | \$1.25 |
| 020101133 | Familiar Head 30 w. Bag  | \$1.25 |
| 020101134 | Familiar Head 31 w. Bag  | \$1.25 |
| 020101135 | Familiar Head 32 w. Bag  | \$1.25 |
| 020101136 | Familiar Head 33 w. Bag  | \$1.25 |
| 020101137 | Familiar Head 34 w. Bag  | \$1.25 |
| 020101138 | Familiar Head 35 w. Bag  | \$1.25 |
| 020101139 | Familiar Head 36 w. Bag  | \$1.25 |
| 020101140 | Familiar Head 37 w. Bag  | \$1.25 |
| 020101141 | Familiar Head 38 w. Bag  | \$1.25 |
| 020101142 | Familiar Head 39 w. Bag  | \$1.25 |
| 020101143 | Familiar Head 40 w. Bag  | \$1.25 |
| 020101144 | Familiar Head 41 w. Bag  | \$1.25 |
| 020101145 | Familiar Head 42 w. Bag  | \$1.25 |
| 020101146 | Familiar Head 43 w. Bag  | \$1.25 |
| 020101147 | Familiar Head 44 w. Bag  | \$1.25 |
| 020101148 | Familiar Head 45 w. Bag  | \$1.25 |
| 020101149 | Familiar Head 46 w. Bag  | \$1.25 |
| 020101150 | Familiar Head 47 w. Bag  | \$1.25 |
| 020101151 | Familiar Head 48 w. Bag  | \$1.25 |
| 020101152 | Familiar Head 49 w. Bag  | \$1.25 |
| 020101153 | Familiar Head 50 w. Bag  | \$1.25 |
| 020101154 | Familiar Head 51 w. Bag  | \$1.25 |
| 020101155 | Familiar Head 52 w. Bag  | \$1.25 |
| 020101156 | Familiar Head 53 w. Bag  | \$1.25 |
| 020101157 | Familiar Head 54 w. Bag  | \$1.25 |
| 020101158 | Familiar Head 55 w. Bag  | \$1.25 |
| 020101159 | Familiar Head 56 w. Bag  | \$1.25 |
| 020101160 | Familiar Head 57 w. Bag  | \$1.25 |
| 020101161 | Familiar Head 58 w. Bag  | \$1.25 |
| 020101162 | Familiar Head 59 w. Bag  | \$1.25 |
| 020101163 | Familiar Head 60 w. Bag  | \$1.25 |
| 020101164 | Familiar Head 61 w. Bag  | \$1.25 |
| 020101165 | Familiar Head 62 w. Bag  | \$1.25 |
| 020101166 | Familiar Head 63 w. Bag  | \$1.25 |
| 020101167 | Familiar Head 64 w. Bag  | \$1.25 |
| 020101168 | Familiar Head 65 w. Bag  | \$1.25 |
| 020101169 | Familiar Head 66 w. Bag  | \$1.25 |
| 020101170 | Familiar Head 67 w. Bag  | \$1.25 |
| 020101171 | Familiar Head 68 w. Bag  | \$1.25 |
| 020101172 | Familiar Head 69 w. Bag  | \$1.25 |
| 020101173 | Familiar Head 70 w. Bag  | \$1.25 |
| 020101174 | Familiar Head 71 w. Bag  | \$1.25 |
| 020101175 | Familiar Head 72 w. Bag  | \$1.25 |
| 020101176 | Familiar Head 73 w. Bag  | \$1.25 |
| 020101177 | Familiar Head 74 w. Bag  | \$1.25 |
| 020101178 | Familiar Head 75 w. Bag  | \$1.25 |
| 020101179 | Familiar Head 76 w. Bag  | \$1.25 |
| 020101180 | Familiar Head 77 w. Bag  | \$1.25 |
| 020101181 | Familiar Head 78 w. Bag  | \$1.25 |
| 020101182 | Familiar Head 79 w. Bag  | \$1.25 |
| 020101183 | Familiar Head 80 w. Bag  | \$1.25 |
| 020101184 | Familiar Head 81 w. Bag  | \$1.25 |
| 020101185 | Familiar Head 82 w. Bag  | \$1.25 |
| 020101186 | Familiar Head 83 w. Bag  | \$1.25 |
| 020101187 | Familiar Head 84 w. Bag  | \$1.25 |
| 020101188 | Familiar Head 85 w. Bag  | \$1.25 |
| 020101189 | Familiar Head 86 w. Bag  | \$1.25 |
| 020101190 | Familiar Head 87 w. Bag  | \$1.25 |
| 020101191 | Familiar Head 88 w. Bag  | \$1.25 |
| 020101192 | Familiar Head 89 w. Bag  | \$1.25 |
| 020101193 | Familiar Head 90 w. Bag  | \$1.25 |
| 020101194 | Familiar Head 91 w. Bag  | \$1.25 |
| 020101195 | Familiar Head 92 w. Bag  | \$1.25 |
| 020101196 | Familiar Head 93 w. Bag  | \$1.25 |
| 020101197 | Familiar Head 94 w. Bag  | \$1.25 |
| 020101198 | Familiar Head 95 w. Bag  | \$1.25 |
| 020101199 | Familiar Head 96 w. Bag  | \$1.25 |
| 020101200 | Familiar Head 97 w. Bag  | \$1.25 |
| 020101201 | Familiar Head 98 w. Bag  | \$1.25 |
| 020101202 | Familiar Head 99 w. Bag  | \$1.25 |
| 020101203 | Familiar Head 100 w. Bag | \$1.25 |

|           |                             |     |
|-----------|-----------------------------|-----|
| 020105001 | Chaos Lord Body             | \$1 |
| 020105002 | Chaos Lord Head             | \$1 |
| 020105003 | Chaos Lord Right Arm        | \$1 |
| 020105004 | Chaos Lord Left Arm         | \$1 |
| 020105005 | Chaos Lord Shield           | \$1 |
| 020105006 | Chaos Lord Steed Right Side | \$1 |
| 020105007 | Chaos Lord Steed Left Side  | \$1 |
| 020105008 | Chaos Lord Steed Head       | \$1 |

020105009 Chaos Lord Steed Head 2

\$1.50

## Metal Blitz & Plastic Sprues - Mortal Units

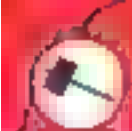
### Chaos Marauders

|           |                               |        |
|-----------|-------------------------------|--------|
| 020105101 | Marauder w. Flag 1            | \$1.50 |
| 020105102 | Marauder w. Flag 2            | \$1.50 |
| 020105103 | Marauder w. Flag 3            | \$1.50 |
| 020105104 | Marauder Flag Top 1           | \$1.50 |
| 020105105 | Marauder Flag Top 2           | \$1.50 |
| 020105106 | Marauder Flag Top 3           | \$1.50 |
| 020105107 | Marauder w. Flag 4            | \$1.50 |
| 020105108 | Marauder Drummer              | \$1    |
| 020105109 | Marauder Standard             | \$1    |
| 020105110 | Marauder Standard Top         | \$1    |
| 020105111 | Marauder Champion Body        | \$1    |
| 020105112 | Marauder Champion Head        | \$1    |
| 020105113 | Marauder Champion Banner Pole | \$1    |
| 020105114 | Marauder w. Flag 5            | \$1.50 |
| 020105115 | Marauder w. Flag 6            | \$1.50 |
| 020105116 | Marauder w. Flag 7            | \$1.50 |
| 020105117 | Marauder w. Flag 8            | \$1.50 |
| 020105118 | Marauder w. Flag 9            | \$1.50 |
| 020105119 | Marauder w. Flag 10           | \$1.50 |
| 020105120 | Marauder w. Flag 11           | \$1.50 |
| 020105121 | Marauder w. Flag 12           | \$1.50 |
| 020105122 | Marauder w. Flag 13           | \$1.50 |
| 020105123 | Marauder w. Flag 14           | \$1.50 |
| 020105124 | Marauder w. Flag 15           | \$1.50 |
| 020105125 | Marauder w. Flag 16           | \$1.50 |
| 020105126 | Marauder w. Flag 17           | \$1.50 |
| 020105127 | Marauder w. Flag 18           | \$1.50 |
| 020105128 | Marauder w. Flag 19           | \$1.50 |
| 020105129 | Marauder w. Flag 20           | \$1.50 |
| 020105130 | Marauder w. Flag 21           | \$1.50 |
| 020105131 | Marauder w. Flag 22           | \$1.50 |
| 020105132 | Marauder w. Flag 23           | \$1.50 |
| 020105133 | Marauder w. Flag 24           | \$1.50 |
| 020105134 | Marauder w. Flag 25           | \$1.50 |
| 020105135 | Marauder w. Flag 26           | \$1.50 |
| 020105136 | Marauder w. Flag 27           | \$1.50 |
| 020105137 | Marauder w. Flag 28           | \$1.50 |
| 020105138 | Marauder w. Flag 29           | \$1.50 |
| 020105139 | Marauder w. Flag 30           | \$1.50 |
| 020105140 | Marauder w. Flag 31           | \$1.50 |
| 020105141 | Marauder w. Flag 32           | \$1.50 |
| 020105142 | Marauder w. Flag 33           | \$1.50 |
| 020105143 | Marauder w. Flag 34           | \$1.50 |
| 020105144 | Marauder w. Flag 35           | \$1.50 |
| 020105145 | Marauder w. Flag 36           | \$1.50 |
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| 020105147 | Marauder w. Flag 38           | \$1.50 |
| 020105148 | Marauder w. Flag 39           | \$1.50 |
| 020105149 | Marauder w. Flag 40           | \$1.50 |
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| 020105157 | Marauder w. Flag 48           | \$1.50 |
| 020105158 | Marauder w. Flag 49           | \$1.50 |
| 020105159 | Marauder w. Flag 50           | \$1.50 |

### Chaos Warrior Regiment

|         |                             |        |
|---------|-----------------------------|--------|
| 2010001 | Chaos Warrior (Ladder Head) | \$1.25 |
| 2010002 | Chaos Warrior (Ladder Head) | \$1.25 |
| 2010003 | Chaos Warrior (Ladder Head) | \$1.25 |
| 2010004 | Chaos Warrior (Ladder Head) | \$1.25 |
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| 2010097 | Chaos Warrior (Ladder Head) | \$1.25 |
| 2010098 | Chaos Warrior (Ladder Head) | \$1.25 |
| 2010099 | Chaos Warrior (Ladder Head) | \$1.25 |
| 2010100 | Chaos Warrior (Ladder Head) | \$1.25 |





## PRICE LIST

1423 Minotaur Head & Goat Armature \$

Marked by Tzeentch

2010101 Horned Head & Skull

2010204 Sword & Helm

20201109 Halberdier of Tzeentch

\$5

Disc Riders

20201 Moon Faced Disc Rider

\$5.75

20101703

### Metal Blitz Chaos Classics

Classic Chaos Knights Blitz

Knight Lance Arm

\$4

2 Knight Standard Arm

\$3

Knight Standard Top

\$2

ght Champion Sword Arm

\$3

020106806 Knight Horn Blower Arm

\$3

Knight Legs 1

\$3

Classic Chaos Halberdiers Blitz

2010101 Halberdier Champion Head

\$1.25

20108302 Halberdier Leader Mace

\$

20108303 Halberdier Standard Arm

\$1.50

Halberdier Standard Top

\$2.50

20108304 Halberdier Muscular Arm

\$1.00

Halberdier Muscular Arm

\$

020108307 Halberdier Arm 2

\$1.50

020108308 Halberdier Arm 3

\$1.50

Classic Archon

020107901 Archon Body

\$

Archon Body

\$1.50

020107903 Archon Helmet

\$

Archon Helmet

\$1.50

020107905 W. Sorayish Left Side

\$

W. Sorayish Left Side

\$1.50

W. Sorayish Left Side

\$1.50

W. Sorayish Left Side

\$1.50

W. Sorayish Left Side

\$1.50

Classic Chaos Champion of Slaanesh

020102408 Two Swords & Snake Tail

\$

## SHOW

Right: Tzeentch Chaos  
Champion by Carl Mark  
Brown & Golden Demon  
winner of the Flex  
Warhammer Fantasy Single  
Miniature Competition  
February 2004



Left: Chaos Champion by  
Meyne Hoch. Honorable  
Mention from the 2003  
Warhammer Fantasy Single  
Miniature Competition



Right: Braagarth the  
Lascivious by John Trow  
the Los Angeles 2004 Golden  
Demon Slayer Ave winner





CLASSIC CHAOS



**Aekold Helbrass**  
MO 0033



**Aekold Helbrass Body**  
020101801



**Aekold Helbrass Banner**  
020101802

*Aekold Helbrass  
a Champion of Tzeentch  
with a most unusual gift  
the Breath of Life*



**Arbaal Body**  
020102901



**Arbaal Legs**  
020102902



**Arbaal Throne Back**  
020102903



**Arbaal Banner Top**  
020102905



**Arbaal Banner Pole**  
020102904



**Flesh Hound Head**  
020102906



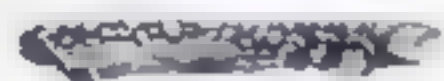
**Flesh Hound Jaw**  
020102907



**Flesh Hound Body**  
020102908



**Flesh Hound Collar**  
020102909



**Flesh Hound Tail**  
020102910



**Arbaal the Undefeated**  
MO 0034



**Flesh Hound Right Front Leg**  
020102912



**Flesh Hound Right Back Leg**  
020102911



**Flesh Hound Left Front Leg**  
020102913



**Flesh Hound Left Back Leg**  
020102914



## CHAOS MUTATIONS

Using various Citadel Miniature plastics and a couple of metal bitz, you can convert a few examples of Chaos Mutations



**Left:** Just with the Zombie Regiment plastic sprue, you can put together a simple, but very effective follower of Nurgie

**Right:** This Champion of Khorne was put together from the Chaos Warrior regiment plastic and the Chaos Mutations sprue



**Left:** Using bitz from the Skaven, Dark Elf and Chaos Marauder Regiment sprues, you can put together a disturbing but stunning Champion of Slaanesh

**Right:** This slightly more complicated Champion of Nurgie conversion uses bitz from Chaos Warrior, Orc, Skaven, and Zombie regiment sprues. The extended belly was built up from modeling putty



**Left:** Using the Empire Knight Chaos Warrior, and Mutation sprue. This Champion of Tzeentch looks like he is one mutation away from the Curse of Spawndom

## CLASSIC DECHALS



**Dechala the Denied**  
MO 0036



**Dechala Head**  
020109503



**Dechala Tail**  
020109501



**Dechala Right Arms**  
020109504



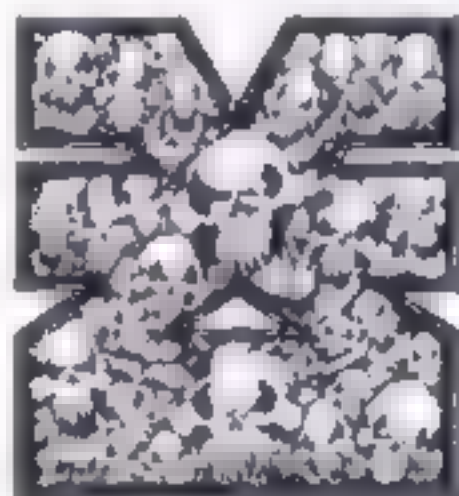
**Dechala Lower Arms**  
020109506



**Dechala Torso**  
020109502



**Dechala Left Arms**  
020109505



**Scyla Right Arm**  
020109404



**Scyla Right Leg**  
020109406



**Scyla Left Arm**  
020109405



**Scyla Left Leg**  
020109407



**Scyla - Spawn of Khorne**  
MO 0038



**Scyla Body**  
020109401



**Scyla Head**  
020109402



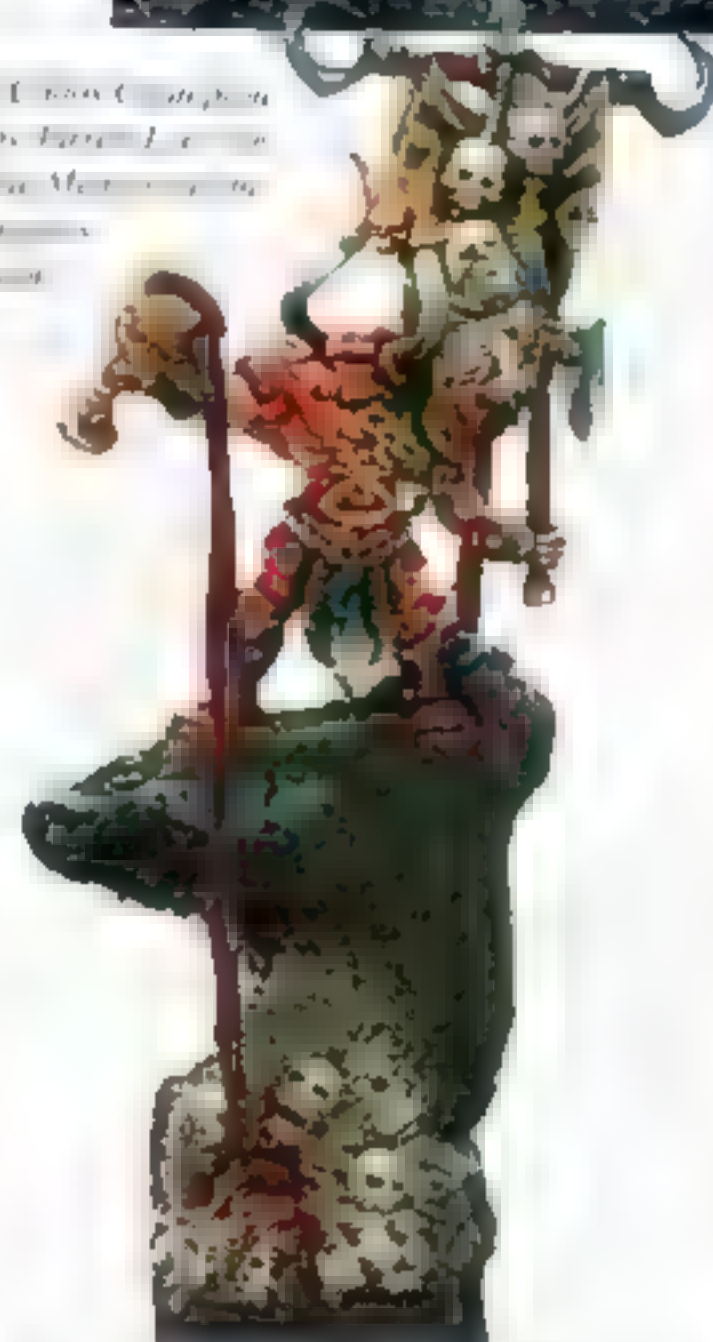
**Scyla Collar**  
020109403



Right: Archagon, Lord of the End Times, by Jason Richards. First Place Golden Demon winner in the Best Warhammer Fantasy Single Miniature category at Baltimore 2003.



Right: The Chaos Captains of Khorne by Jason Richards at Houston 2003. Winner of the 2003 Los Angeles Golden Demon.



Right: Single Chaos Warlock Totana Trex the Dragon's Eye in the Best Warhammer Fantasy Regiment category at Los Angeles 2003. Golden Demon champion.







## CLASSIC CHAOS



**Chaos Dragon Head 1**  
020103005



**Chaos Dragon Head 2**  
020103006



**Chaos Dragon Horns**  
020103007



**Chaos Dragon Right Arm**  
020103010



**Chaos Dragon Left Arm**  
020103013



*Note: This is sold in boxes with the Dragon Wings, priced at £29.99.*

**Egrimm Van Horstmann**  
MO 0037



**Chaos Dragon Tail 1**  
020103002



**Chaos Dragon Tail 2**  
020103001



**Chaos Dragon Neck 2**  
020103004



**Chaos Dragon Neck 1**  
020103003



**Chaos Dragon Belly**  
021200112



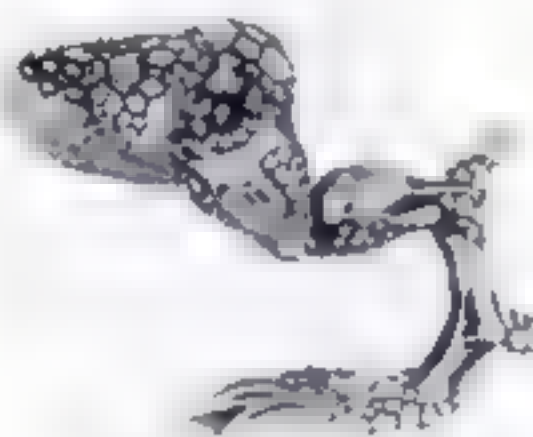
**Chaos Dragon Chest**  
021200111



# CLASSIC CHAOS



**Egrimm Body**  
020103014



**Chaos Dragon Left Leg**  
020103009

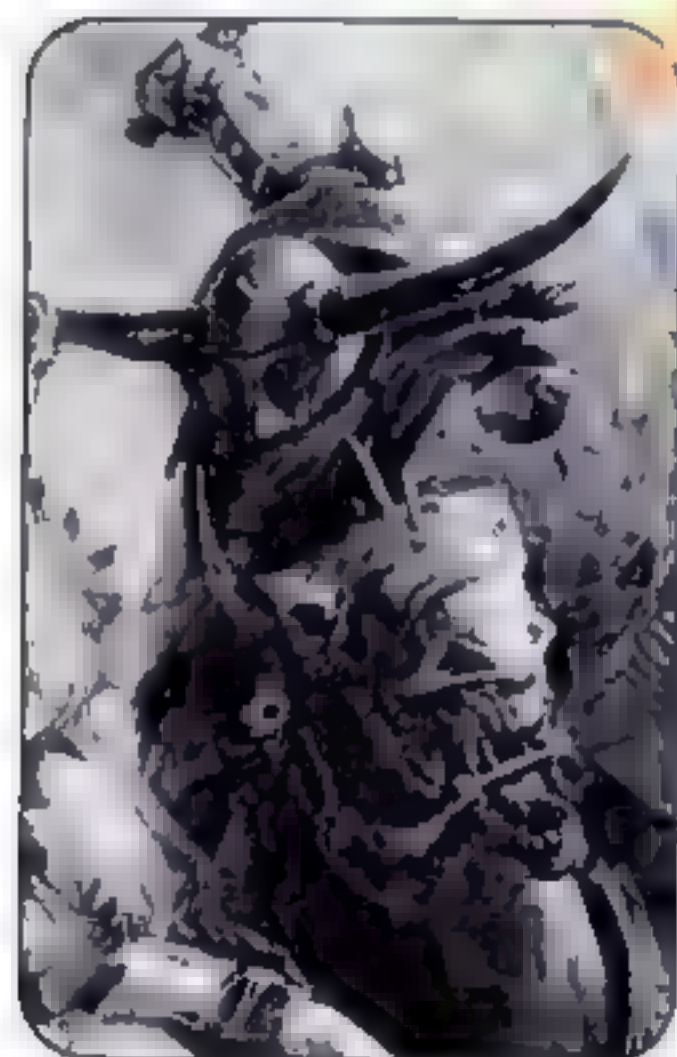


**Chaos Dragon Right Leg**  
020103008



**Egrimm Lance**  
020103016

**Egrimm Legs**  
020103015



## SHOWCASE



Above: *Egrimm Body*  
Dragon: *Chaos Dragon*  
Crest: *Chaos Dragon*  
Crest: *Chaos Dragon*  
Wings: *Chaos Dragon*  
Wings: *Chaos Dragon*



# CLASSIC HOBS



**Chaos Sorcerer 1**  
020101101



**Chaos Sorcerer 2**  
020101102



**Chaos Sorcerer 1**



**Chaos Sorcerer 1**  
020103801



**Chaos Sorcerer Staff 1**  
020103802



**Chaos Sorcerer Sword 1**  
020103803



**Chaos Sorcerer Head 1**  
020103804



**Chaos Sorcerer 2**



**Chaos Sorcerer 2**  
020103805



**Chaos Sorcerer 3**



**Chaos Sorcerer 3**  
020103809



**Chaos Sorcerer Staff 2**  
020103806



**Chaos Sorcerer Sword 2**  
020103807



**Chaos Sorcerer Head 2**  
020103808



**Chaos Sorcerer Arm**  
020103810



**Chaos Sorcerer Head 3**  
020103811



**Chaos Lord**



**Chaos Lord Head**  
020105002



**Chaos Lord Body**  
020105001



**Chaos Lord Steed Head**  
020105008



**Chaos Lord Right Arm**  
020105003



**Chaos Lord Left Arm**  
020105004



**Chaos Lord Shield**  
020105005



**Chaos Lord Steed Right Side**  
020105006



**Chaos Lord Steed Left Side**  
020105007



# CLASSIC OF LIPS



**Familiar Skeletal**  
020101103A



**Familiar Imp 1 w/ Bag**  
020101103B



**Familiar Daemonette 1**  
020101103C



**Familiar Scroll Bearer**  
020101103D



**Familiar Iron Clad Imp**  
020101103E



**Familiar Dragonette 1**  
020101103F



**Familiar Bird Thing**  
020101103G



**Familiar Armored Mite**  
020101103I



**Familiar Jester**  
020101103J



**Familiar Mystery Imp**  
020101103K



**Familiar Stilts**  
020101103M



**Familiar Daemonette 2**  
020101103O



**Familiar Walking Book**  
020101103S



**Familiar Iron Hawk**  
020101103P



**Familiar Jaw**  
020101103Q



**Familiar Lune**  
020101103R



**Familiar Jack o' Lantern**  
020101103V



**Familiar Mannequin**  
020101103T



**Familiar Daemonette 2**  
020101103U



**Familiar Imp 3**  
020101103W



**Familiar Creeping Claw**  
020101103X

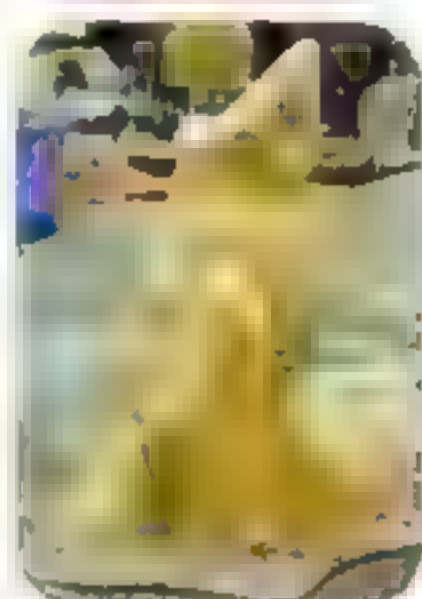
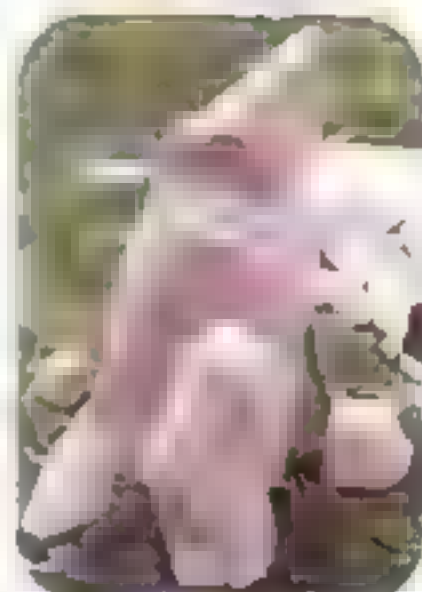
## BUILDING A MONOLITH

Draw your monolith shape on the surface of a piece of polystyrene insulation foam with a pen or marker. Using a matie or kitchen knife, cut out the shape of your monolith. Be sure to cut away from yourself!

Arrange the pieces until you find them compositionally pleasing. You may wish to sand the surface or carve symbols into the monolith's face. Attach any metal Chaos symbols you may have with glue.

Glue the pieces together with either white glue (such as Elmer's) or wood glue. While the glue dries, cut a piece of Masonite and bevel the edges to serve as the base of your monolith. Attach your final structure to the Masonite base with white or wood glue.

Be sure to paint your undercoat directly onto the monolith, as an aerosol primer will melt the polystyrene. Flock the base with sand and stones. Base coat, highlight and shade your monolith any color you wish. After all, it's Chaos!







## CLASSIC CHAOS

Classic Marauders

are included

in the

Classic Chaos

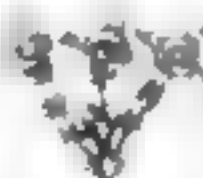
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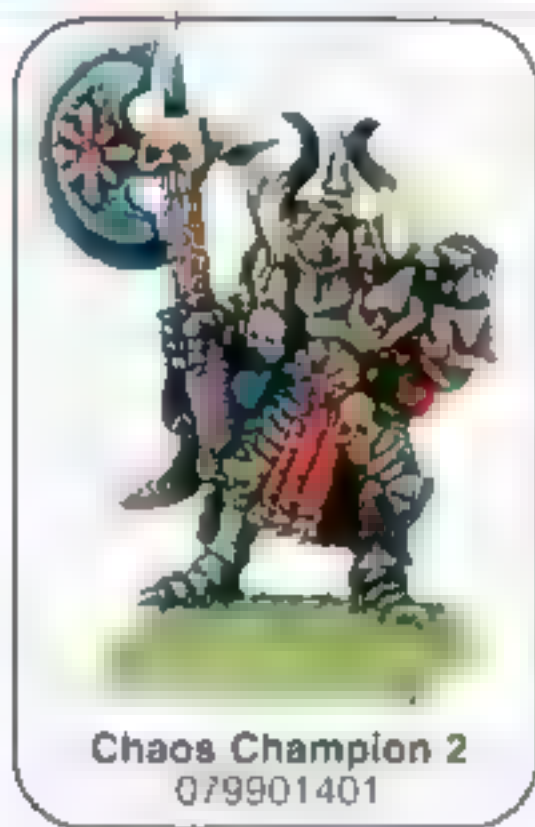
**Marauder Flail Top 1**  
020105704



**Marauder Flail Top 2**  
020105705



**Marauder Flail Top 3**  
020105706



**Chaos Champion 2**  
079901401



**Marauder w/ Flail 1**  
020105701



**Marauder w/ Flail 2**  
020105702



**Marauder w/ Flail 3**  
020105703



**Marauder w/ Flail 4**  
020105707



**Marauder w/ Double Handed Axe 1**  
020106201



**Marauder w/ Double Handed Axe 2**  
020106202



**Marauder w/ Double Handed Axe 3**  
020106204



**Marauder w/ Double Handed Axe 4**  
020106205



**Marauder w/ Double Handed Mace**  
020106203

*They look upon the*  
*enemy with*  
*contempt and*  
*people as cowardly*  
*creatures, the more*  
*willing to battle than*  
*a newborn babe.*



**Marauder Standard Top**  
020105803



**Marauder Drummer**  
020105801



**Marauder Standard**  
020105802



**Marauder Champion**



**Marauder Champion Mace Arm**  
020106102



**Marauder Champion Banner Pole**  
020106103



**Marauder Champion Body**  
020106101



# CLASSIC CHAOS



**Chaos Warrior  
Champion**



**Chaos Leader  
Head**  
020106001



**Chaos Warrior  
Hornblower Arm**  
020106005



**Chaos Warrior  
Standard Top**  
020106002



**Chaos Warrior  
Standard Arm**  
020106003



**Chaos Warrior  
Axe Arm**  
020106004



*Note: You will need the Chaos Warrior Regiment plastics to make full use of these metal bits, or you could use them for conversions in your Chaos army.*



**Chaos Warrior  
w/ Great Mace 1**  
020102302



**Chaos Warrior  
w/ Great Axe 1**  
020102309



**Chaos Warrior  
w/ Great Mace 2**  
020102318



**Chaos Warrior  
w/ Great Scythe**  
73103-12



**Chaos Warrior  
w/ Great Mace 3**  
73103-16



**Chaos Warrior  
w/ Great Axe 2**  
73201-10



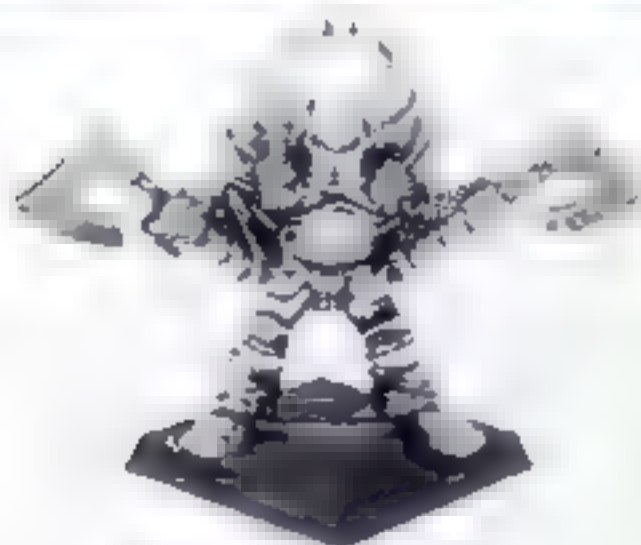
**Chaos Warrior  
w/ Great Sword**  
73201-20





*Note: Many of these models use the Fighter Shield sprue (09160959001)*

## CLASSIC CHAOS



**Chaos Warrior  
w/ Two Axes**  
73201-22



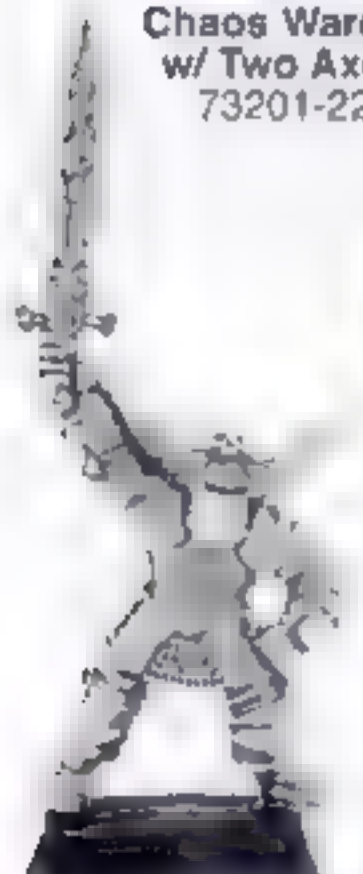
**Chaos Halberdier  
w/ Top Knot**  
73103-35



**Chaos Halberdier  
w/ Small Horned Helm**  
73103-41



**Chaos Halberdier  
w/ Curved Horned Helm**  
73103-47



**Chaos Warrior  
w/ Skeleton Blade**  
020106301



**Chaos Warrior  
w/ Axe 4**  
020106302



**Chaos Warrior  
w/ Axe 5**  
020106303



**Chaos Warrior  
w/ Boar Skin & Sword**  
73103-15



**Chaos Warrior  
w/ Sword**  
73103-25



**Chaos Warrior  
w/ Axe & Knot**  
73103-26



**Chaos Warrior  
w/ Sword**  
73103-29



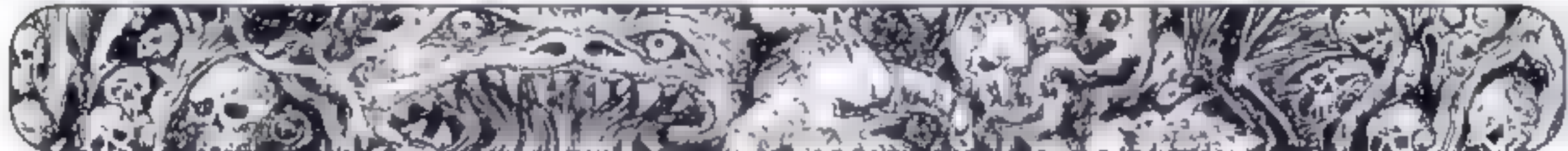
**Chaos Warrior  
w/ Mace**  
73103-33



**Chaos Warrior  
w/ Axe 1**  
73103-37



**Chaos Warrior w/ Sword  
& Horned Helm**  
73103-42





Note: Many of these models use the Fighter Shield sprue (09)1609994031

# CLASSIC CHAOS



**Chaos Warrior  
w/ Sword  
73103-44**



**Chaos Warrior  
w/ Hammer  
73103-45**



**Chaos Warrior  
w/ Sword & Horned  
Wolf Helm  
73103-8**

Warriors of Chaos are held in fear and awe by the tribes of the North. These Warriors command great respect and authority from the Marauders.



**Chaos Warrior  
w/ Axe 2  
73201-1**



**Chaos Warrior  
w/ Axe &  
Skull Pad  
73201-2**



**Chaos Warrior  
w/ Sword &  
Horned Helm  
73201-3**



**Chaos Warrior  
w/ Sword &  
Crested Helm  
73201-4**



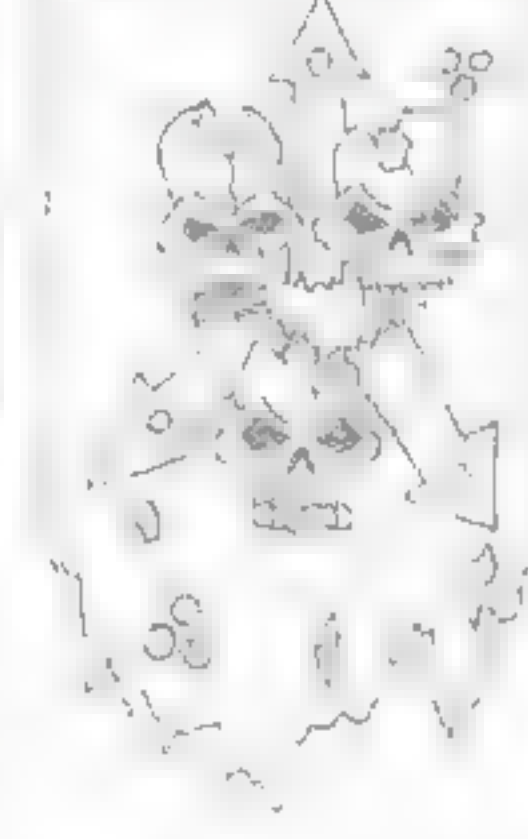
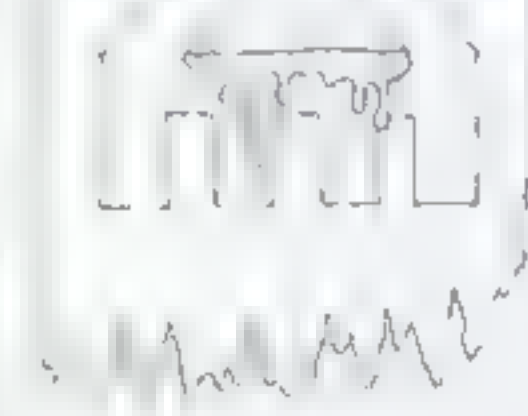
**Chaos Warrior  
w/ Axe &  
Spiky Helm  
73201-5**



**Chaos Warrior  
w/ Axe 3  
73201-6**

## CHAOS BANNERS

Feel free to photocopy these banners for use with your models. Chaos Banners are frequently tattered, torn, and quite roughly made. For background colors, black works well, or perhaps dark colors such as red for Khorne, blue for Tzeentch, green for Nurgle, and purple for Slaanesh. The image on banner should be painted in a strong contrasting color.

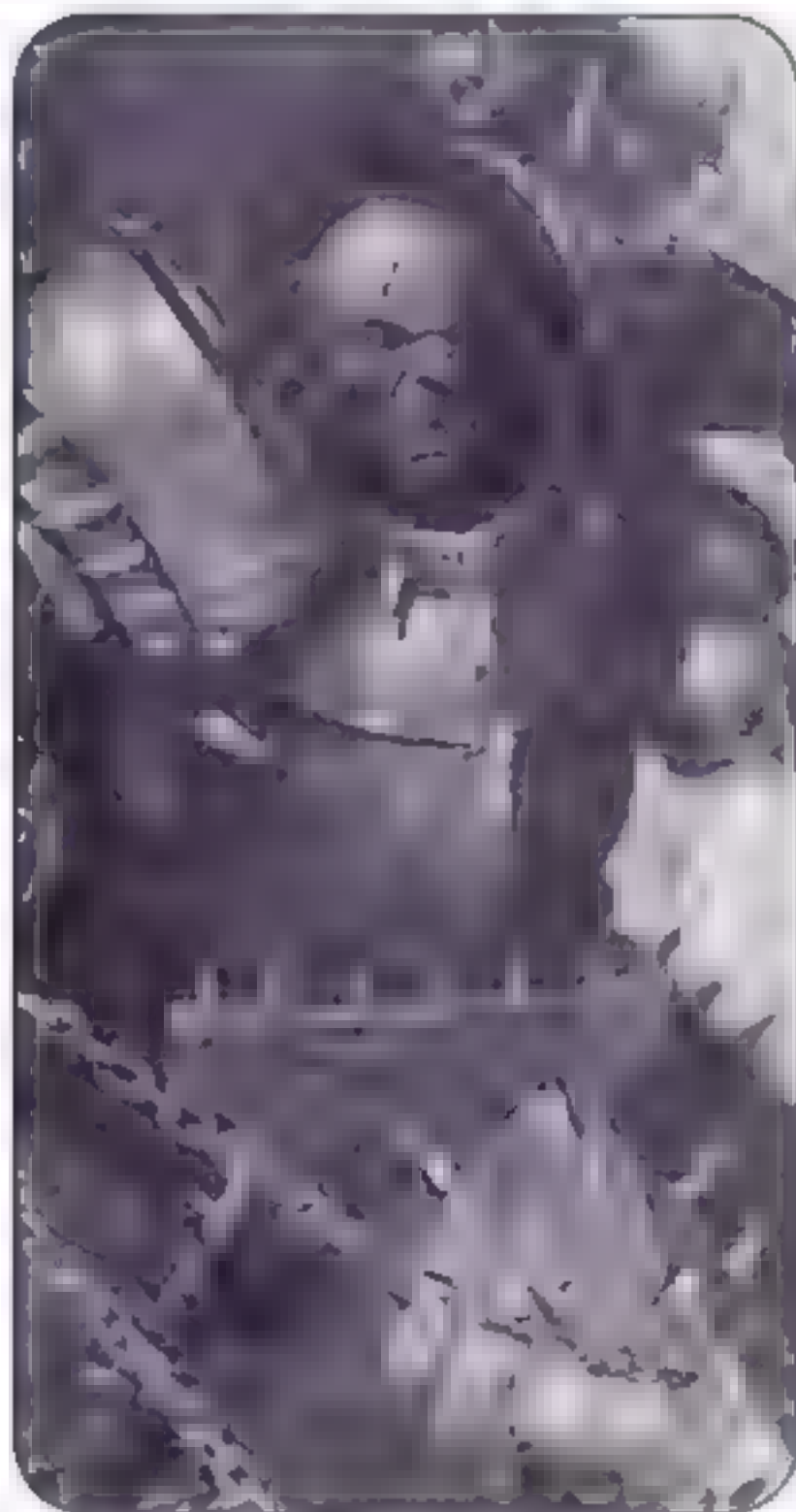




# CLASSIC CHUDS



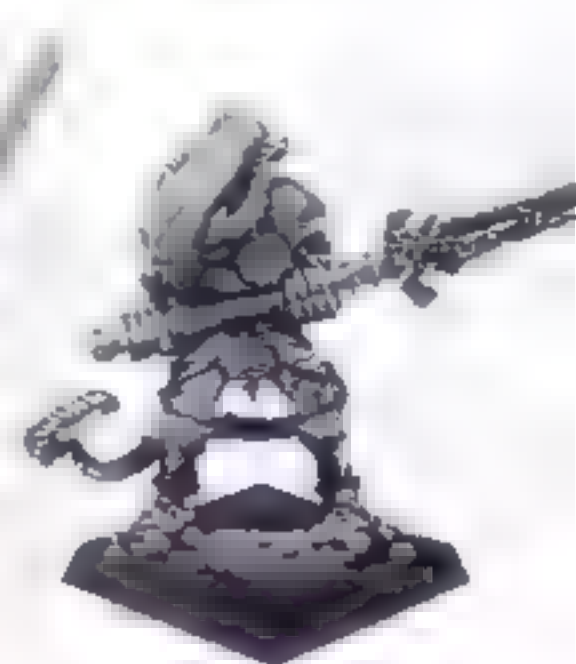
Marked by Khorne as the Blood God and the Lord of Battles, Khornate warriors are the most powerful and most impervious bloodshed in the game. His Warriors are the most powerful and most impervious bloodshed in the game.



**Flesh Hound Head  
w/ Sword**  
020102305



**Sword &  
Bone Armor 3**  
020102303



**Bloodletter Head  
& Halberd**  
020102312



**Bestial Face  
& Great Weapon**  
020102314



**Khorne  
Halberdier**  
73103-40



**Sword  
& Horns**  
73130-1



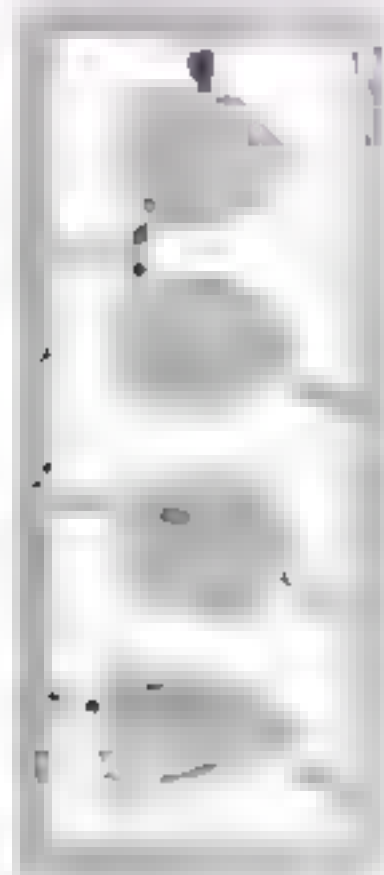
**Sword  
& Bone Armor 1**  
73130-11



**Axe  
& Bionic Arm**  
73130-16



**Sword  
& Bone Armor 2**  
73130-20



**Fighter Shield Sprue**  
99369999003

NOTE: All Khornate warriors are painted in the same color scheme. The Khornate warriors are the most powerful and most impervious bloodshed in the game.





Marked by Nurgle

Vote



**Hooded  
w/ Great Weapon**  
020102416



**Mace &  
Arm / Leg**  
020102601



**Sword &  
Plaguebearer Helm**  
020102603



**Plaguebearer Head  
& Sword**  
020102604



**Fly Head  
& Axe**  
020102605



**Halberd  
& Nurgling**  
020102607



**Bell Staff  
& Sword**  
020102608



**Snake Mouth  
& Great Weapon**  
020102609



**Sword &  
Bloated Armor**  
73201-110





**CLASSIC CHAOS**



*Marked by Slaanesh* The Dark Prince of Chaos, the youngest of the four greater Chaos Gods, is also known as the Lord of Pleasure and Master of Excess. His realm is perfection, and his Champions are majestic, charismatic leaders. All must become subservient to him or to a Champion of Slaanesh and give adulation or be destroyed.



**Crab Claw  
& Sword**  
020102401



**Hook Hand  
& Mace**  
020102406



**Great Weapon  
& Razor Tail**  
020102407



**Sword  
& Fly Crossbreed**  
020102408



**Sword  
& Chaos Tome**  
020102413



**Sword, Whip  
& Crab Claw**  
020102414



**Sword &  
Slaanesh Symbol**  
73103-30



**Steed Head  
& Axe**  
73142-10



**Extra Leg  
& Halberd**  
73142-15



**Two Heads  
& Two Swords**  
73142-18



**Minotaur Head  
& Great Weapon**  
73142-3





*Marked by Tzeentch: The Changer of Ways, the Great Scheme... with an all-encompassing knowledge. His Champions... peer, and their skill at arms is frightening. This... Tzeentch a very dangerous...*

# CLASSIC CHAOS



**Horned Head  
& Staff**  
020102501



**Sword  
& Horror Arm**  
020102504



**Three Heads  
& Two Swords**  
020102509



**Axe &  
Flamer Hand**  
73155-7



**Halberdier  
of Tzeentch**  
73201-109



**Moon-Faced  
Disc Rider**  
020101701



**Disc Rider  
w/ Staff & Globe**  
020101706



**Bird Head  
Disc Rider**  
73256-5



**Disc Rider  
w/ Mace & Book**  
020101709



**Fungoid Disc**  
020101704



**Tentacled Disc**  
020101710



**Mechanized Disc**  
020101703



**Padded Disc**  
73256-7

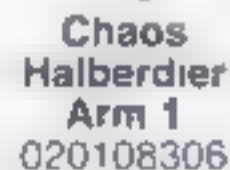
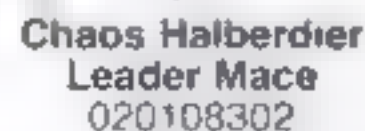
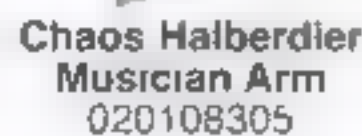
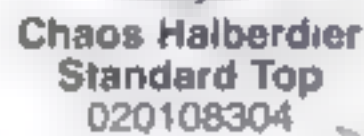
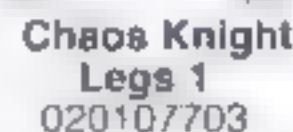
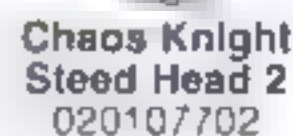
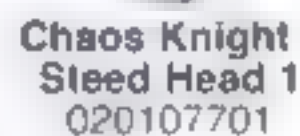


### Controlled experiment

Note: The above coat of arms is the shield of  
you (see 1890-1900). The Knights below are  
armed with the Marmontier Church Shield which

**Note:** These models require the Armored Horse Body & Head armor (AMH2000AS).

### Classic Chaos Knight Regiment





# CLASSIC CHAOS



**Classic Archaon**

He carries the *Sword of Utopia*—the most powerful of all the Chaos Weapons— a blade that roams the Northern Wastes. He tirelessly challenges other warbands and demands an oath of fealty from those he defeats. He seeks not to conquer, but to bring the war to bring about the End Times.

**Archaon  
Helmet**  
020107903

**Archaon  
Shield**  
020107904

**W'Soraych  
Head**  
020107907

**Archaon Body**  
020107901

**Archaon Cloak**  
020107902

**W'Soraych  
Tail**  
020107908



**Classic Champion of  
Slaanesh w/ Two Swords  
& Snake Tail**  
020102404

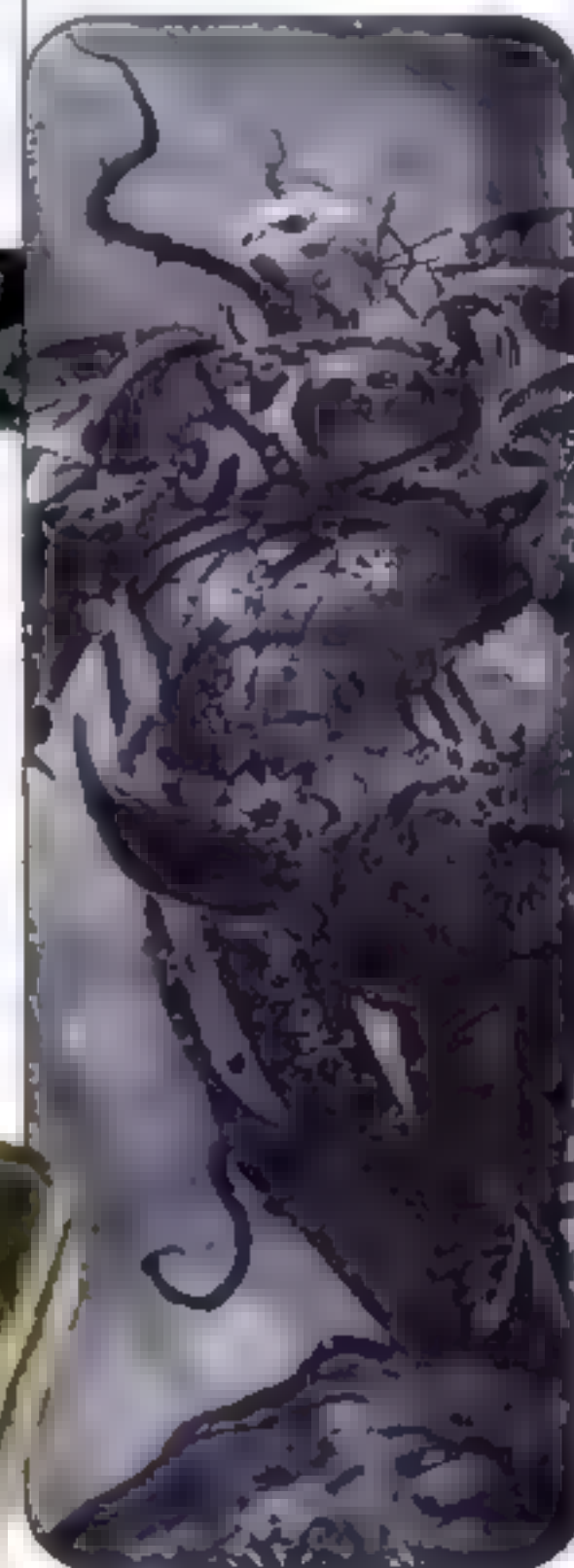
**W'Soraych  
Left Side**  
020107905

**W'Soraych  
Right Side**  
020107906

## SHOWCASE



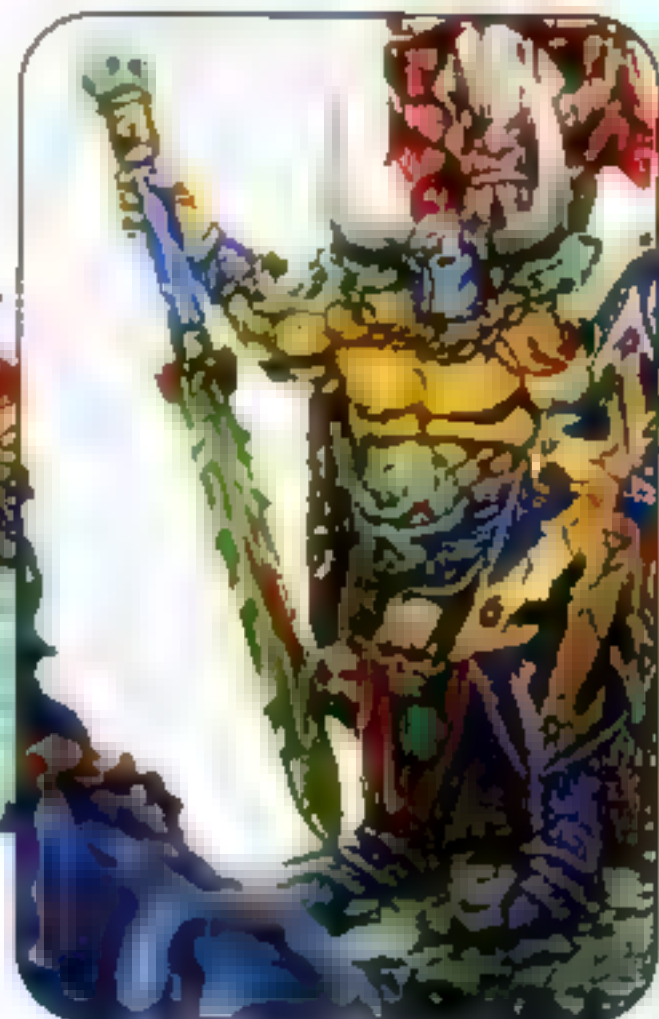
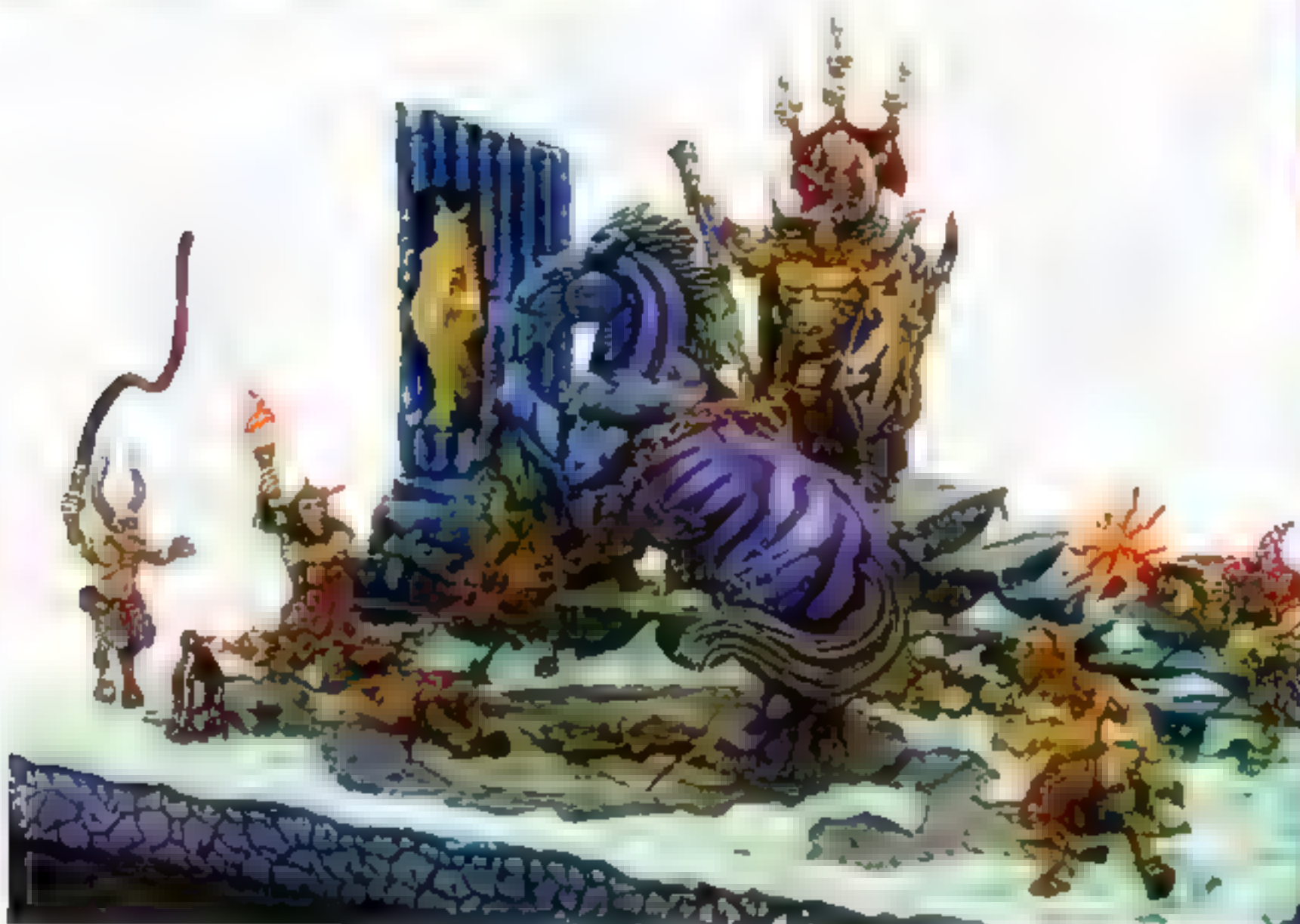
*'Right: Chaos Attack'* by  
Robbie Crowther, the  
first place Golden  
Dragon Winner  
in the 2006 in  
the Best  
Battle Scene  
Category





## SHOWCASE

Below I have attached a copy of the letter from the  
 \_\_\_\_\_ to the \_\_\_\_\_ dated \_\_\_\_\_  
 in the \_\_\_\_\_ of the \_\_\_\_\_ for \_\_\_\_\_  
 the \_\_\_\_\_ of the \_\_\_\_\_ of the \_\_\_\_\_





## SHOWCASE

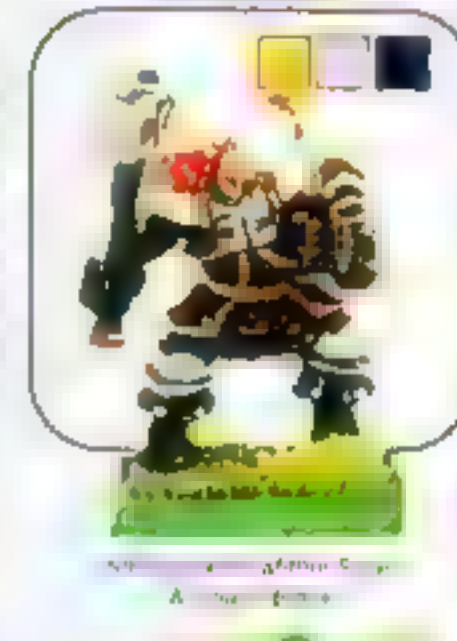
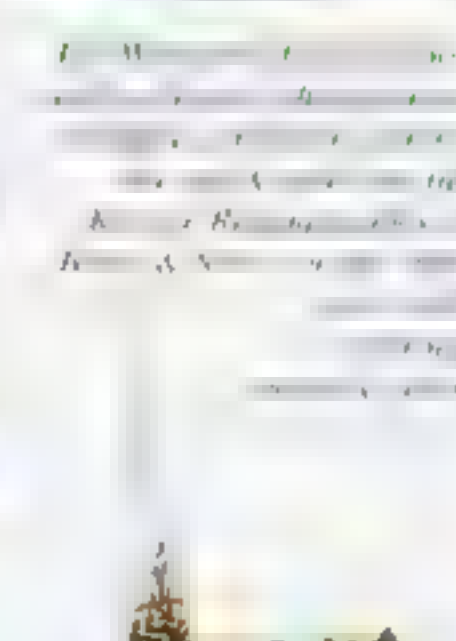


*Below: At the Port of Chaos, the  
Tenebris Daemon was the champion  
Cult of Death Winner at the French  
2005 Best Hobby Show category.*





# COLORS OF WAR







Chaos Black Minotaur  
Breach Point 5 (100000)

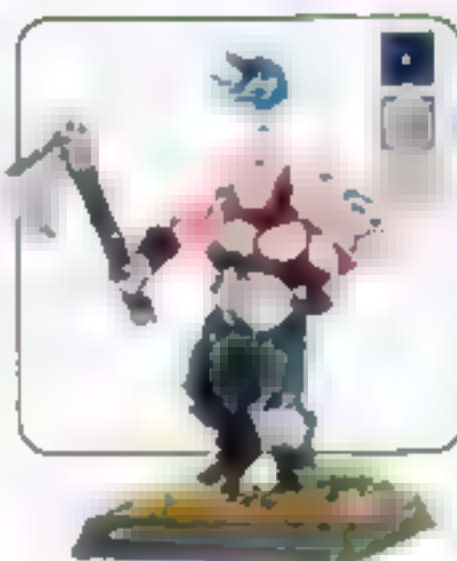
You have a lot of options when it comes to painting your Chaos Minotaurs. You can paint them in a variety of ways, from a simple black and red to a more complex, multi-colored scheme. The following are some of the most popular painting schemes for Chaos Minotaurs.



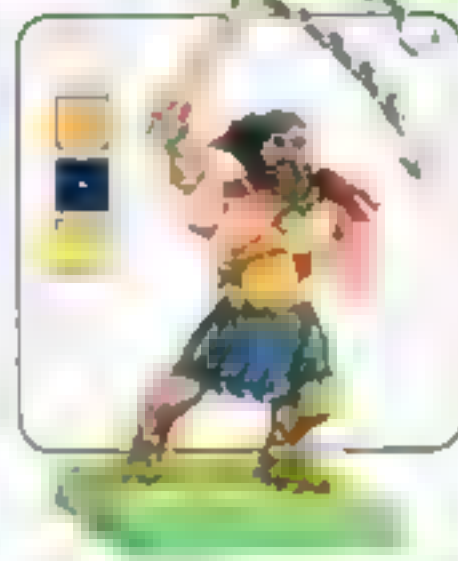
Red and Black Minotaur  
Breach Point 5 (100000)



Red and Black Minotaur  
Breach Point 5 (100000)



Red and Black Minotaur  
Breach Point 5 (100000)



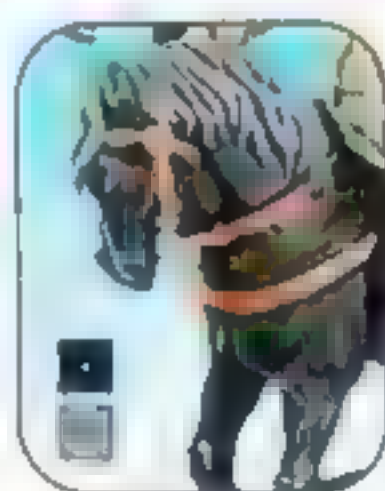
Red and Black Minotaur  
Breach Point 5 (100000)



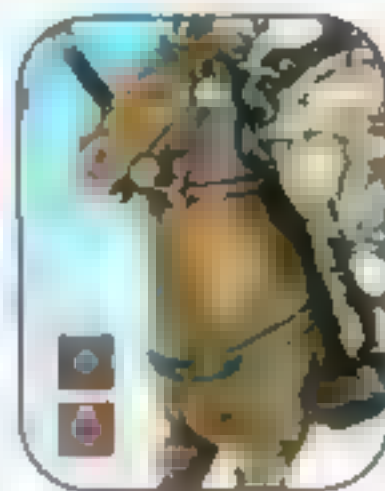
Red and Black Minotaur  
Breach Point 5 (100000)



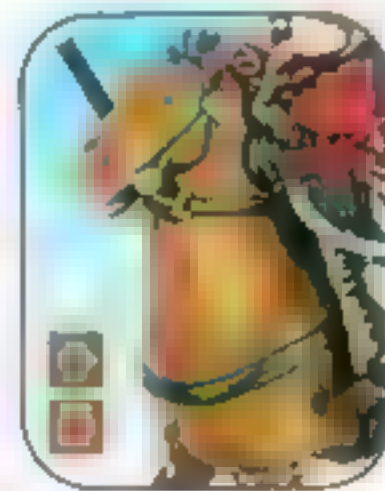
Red Chaos Skull Whorl  
Breach Point 5 (100000)



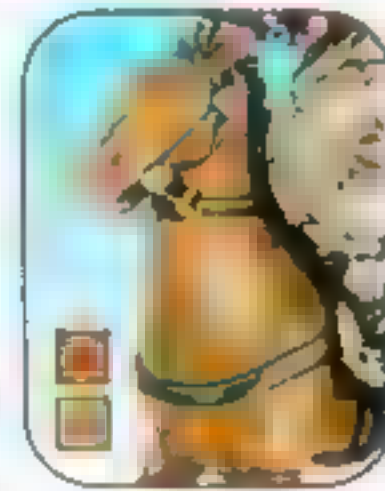
Red Chaos Skull Whorl  
Breach Point 5 (100000)



Red Chaos Skull Whorl  
Breach Point 5 (100000)



Red Chaos Skull Whorl  
Breach Point 5 (100000)



Red Chaos Skull Whorl  
Breach Point 5 (100000)





# CHAOS DWARFS



Above: The Chaos Dwarf Captain Zhar Naggrund, a first place trophy at the 2004 French Golden Demon competition. As a Chaos Dwarf, very well painted miniature, it is painted in a unique color scheme, which makes it stand out.

Far to the east in the ash-strewn wastelands lie the blackened spires of the Chaos Dwarfs. Zhar Naggrund is their capital, and there, the Chaos Dwarfs plot their vengeance on all the western world. Like the Dwarfs, the Chaos Dwarfs are obsessed with mining, are mechanically inclined, and create war machines with vast destructive properties. The Chaos Dwarfs are few in number and thus

Captain Zhudd Varriduk looked back at the Slave Train's progress. It was dark. The smoke-strewn skies blocked out the sun, and the only illumination was the ominous red fires occasionally sent up by volcanoes further to the east. Still, it was with great satisfaction that the first Chaos Dwarf Captain looked back for as far back as the eye could see to witness the grim procession of chained and shackled humans. They stumbled forward through the dusty puny and would end their short and bitter lives deep underground in the foul mining pits. Many coughed in the cold air, and already the old and the weak were stumbling. Any who fell would be instantly crushed by the iron-wheeled carts that followed the line of slaves.

The Captain was still awfully gloating at the prospect of the rich reward for bringing back such a workforce when he noticed a Hobgoblin West Rider—ping heading toward his position. It could only mean that the scouts had spotted a counterattack.

take prisoners for slave labor. These captives toil ceaselessly in the grim strip mining operations in the grey, forsaken Dark Lands. Even more shocking is that the Chaos Dwarfs openly consort with the goblinoid creatures Orcs, Goblins, and their eastern cousins the Hobgoblins. Also, demonstrating their horrible affiliation with Chaos, the Chaos Dwarfs may field Bull Centaurs, grotesquely mutated but powerful creatures capable of delivering smashing blows to their foes.

## Building a Chaos Dwarf Army

The Chaos Dwarfs are no longer part of the main range of Citadel Miniatures. However, there is still a viable (if somewhat limited) army list for the Chaos Dwarfs in the *Warhammer Ravening Hordes* supplement. All other armies

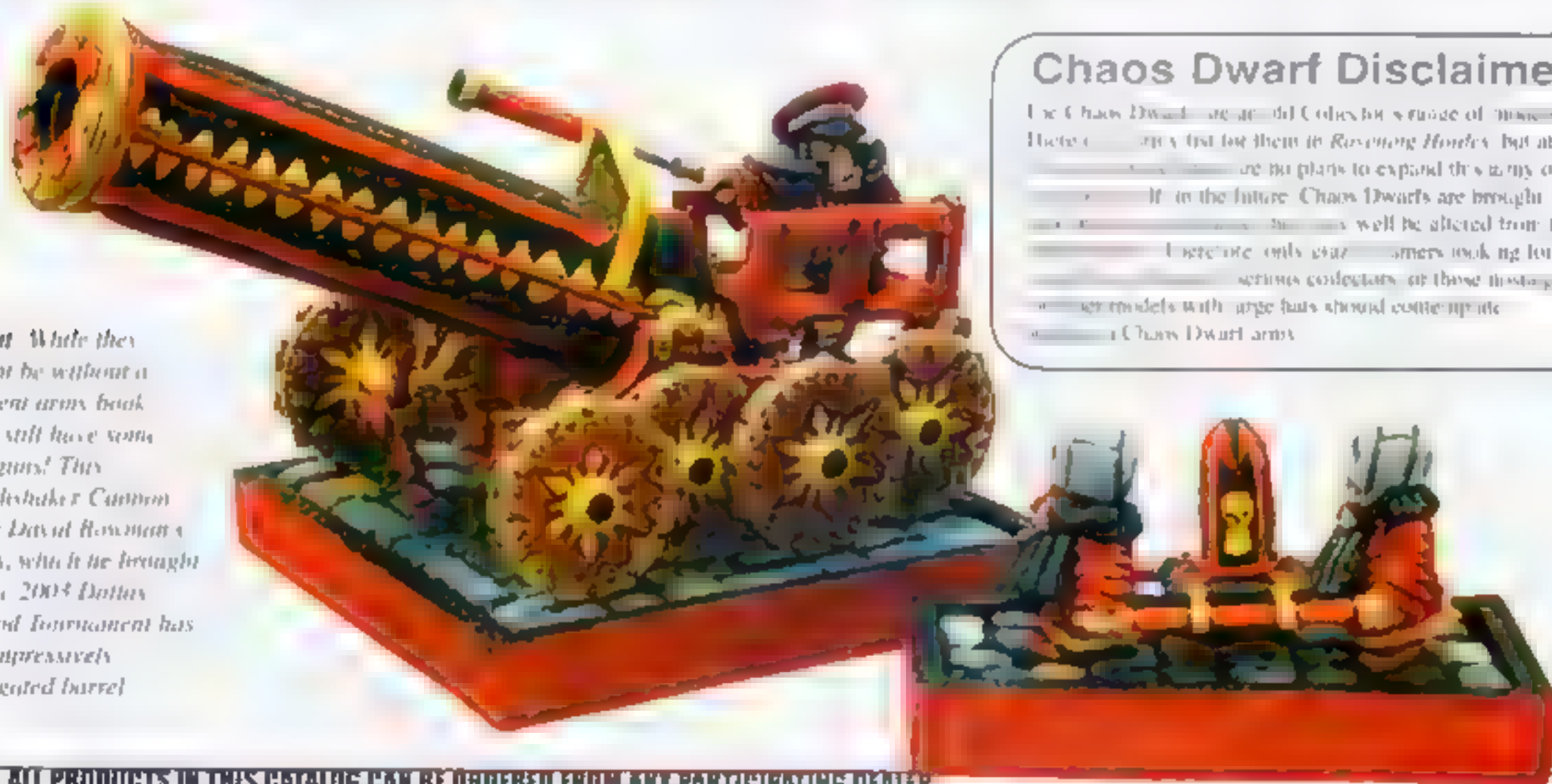
in the *Ravening Hordes* have been updated with either new Warhammer Army books or new trial army lists in *White Dwarf* magazine. The *Ravening Hordes* supplement has long since sold out (and we aren't reprinting it, because every army list save for Chaos Dwarfs is out of date). However, for those players who are desperate to bring something different to their gaming club or tournament, the Chaos Dwarf army list can be found on the Games Workshop web site under the Warhammer Gaming section.

Archivists looking for more background information as well as older versions of the Chaos Dwarf army list can look to the following out-of-print, long-since sold-out issues of *White Dwarf* 161, 162, and 163. Also, look for the very first *Warhammer Chronicles* (also out of print).

## Chaos Dwarf Disclaimer

The Chaos Dwarfs are an old Collector's Range of miniatures. There is only one list for them in *Ravening Hordes*, but at the moment, there are no plans to expand this army or to update it in the future. Chaos Dwarfs are brought back to the main range of miniatures well be altered from the original designs. Therefore, only experienced players looking for serious collectors, or those nostalgic players who want to see their old Chaos Dwarf army.

Right: While they might be without a current army book, they still have some big guns! This Earthshaker Cannon from David Rowman's army, which he brought to the 2004 Dutch Grand Tournament has an impressively elongated barrel.





## SHOWCASE



*Model of Dwarf Camp at Northern Chaos Dwarf Camp*

*Above Sneaky Chaos Dwarf Camp*

*Above Right Chaos Dwarf Camp*

*Right The Chaos Dwarf Camp*

*Below The Chaos Dwarf Camp*

*Below Right Chaos Dwarf Camp*







## COLLECTOR'S LORDS & HEROES



**Chaos Dwarf Lord**  
021100101

**Chaos Dwarf Lord Back Banner**  
0211001007



**Chaos Dwarf Lord on Great Taurus (Complete)**  
MO 0039



**Great Taurus Head**  
021100102



**Great Taurus Left Torso**  
021100104



**Great Taurus Right Torso**  
021100103



**Astragoth - Sorcerer Lord (Complete)**  
MO 0045



**Astragoth Body**  
021100901



**Astragoth Right Arm**  
021100902



**Astragoth Left Arm**  
021100903

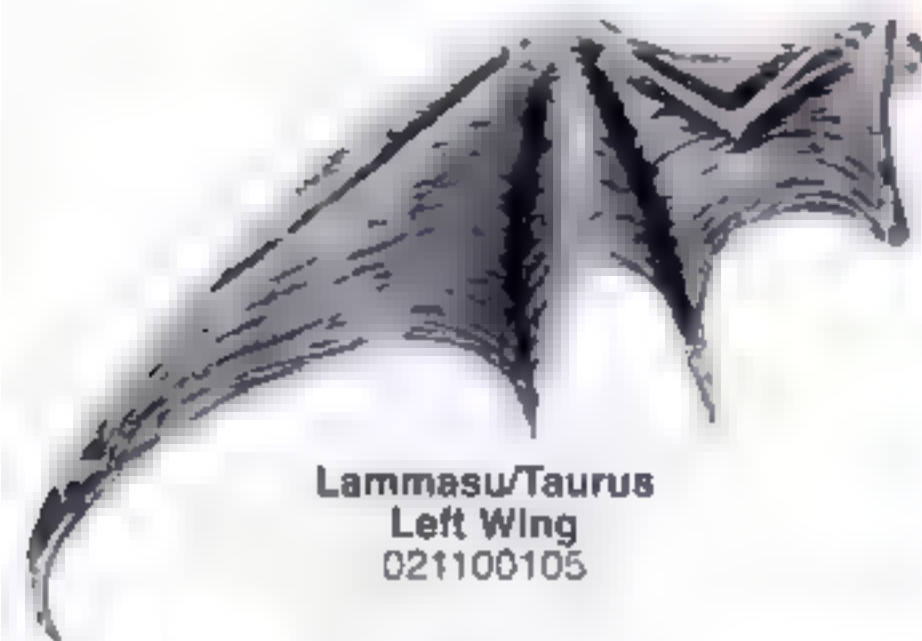


**Astragoth Exhaust & Banner Poles**  
021100904





# COLLECTOR'S LORDS & HEROES



Lammasu/Taurus  
Left Wing  
021100105



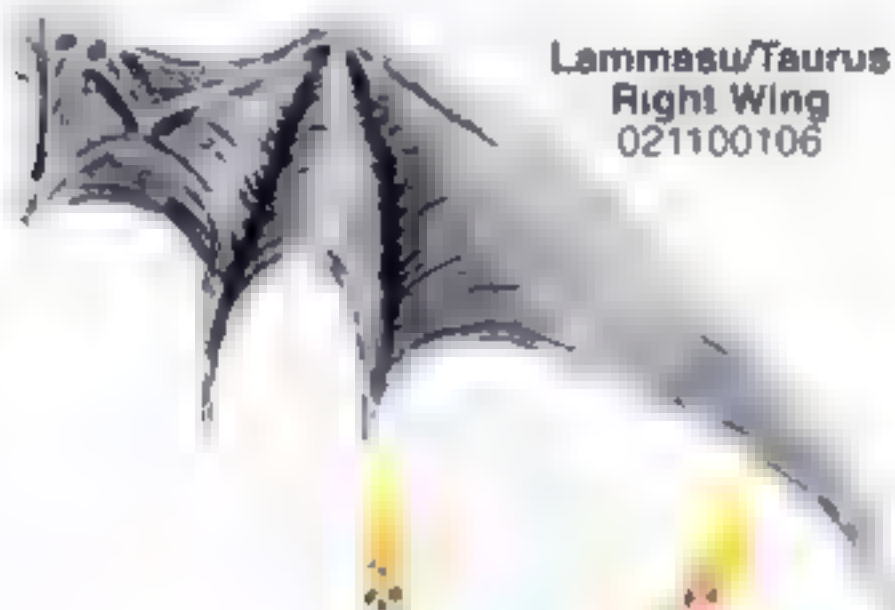
Chaos Dwarf  
Sorcerer  
021100301



Chaos Dwarf  
Sorcerer Banner  
021100302



Lammasu  
Head  
021100303



Lammasu/Taurus  
Right Wing  
021100106



Lammasu  
Body Right Side  
021100304



Lammasu  
Body Left Side  
021100305



# SHOWCASE



Chaos Dwarf Sorcerer Lord  
on Lammasu (Complete)  
MO 0041

Right This Astragorn ~~warrior~~  
uses banners from the Empire  
Knight spirit to make it look  
at on the name of The nation  
et al in the nation per  
does as part to keep it evil







## COLLECTOR'S LORDS & HEROES



*Note: Some of these models use  
the Small Round Shield sprue  
02110059011.*



**Chaos Dwarf  
Lord / Hero (Complete Random 1)**  
MO 0040



**Chaos Dwarf Sorcerer  
Lord / Hero (Complete)**  
MO 0042



**Hobgoblin Hero  
on Wolf (Complete)**  
MO 0044



**Chaos Dwarf  
Hero Banner**  
021100801



**Chaos Dwarf Hero  
w/ Axe Body 1**  
021100802



**Hobgoblin Wolf Rider  
Hero Body**  
021101701

*Note: This model comes  
with the Wolf Head  
and Body  
sprues 02110170001 &  
02110170002.*



**Hobgoblin Wolf Rider  
Hero Cloak**  
021101702



**Hobgoblin Wolf Rider  
Hero Quiver**  
021101703



**Hobgoblin Wolf Rider  
Hero Wolf Head**  
021101704



**Chaos Dwarf  
Sorcerer Body 1**  
021100803



**Chaos Dwarf Hero  
w/ Axe Body 2**  
021100804



**Hobgoblin  
Big Boss 1 (Axe)**  
021102104



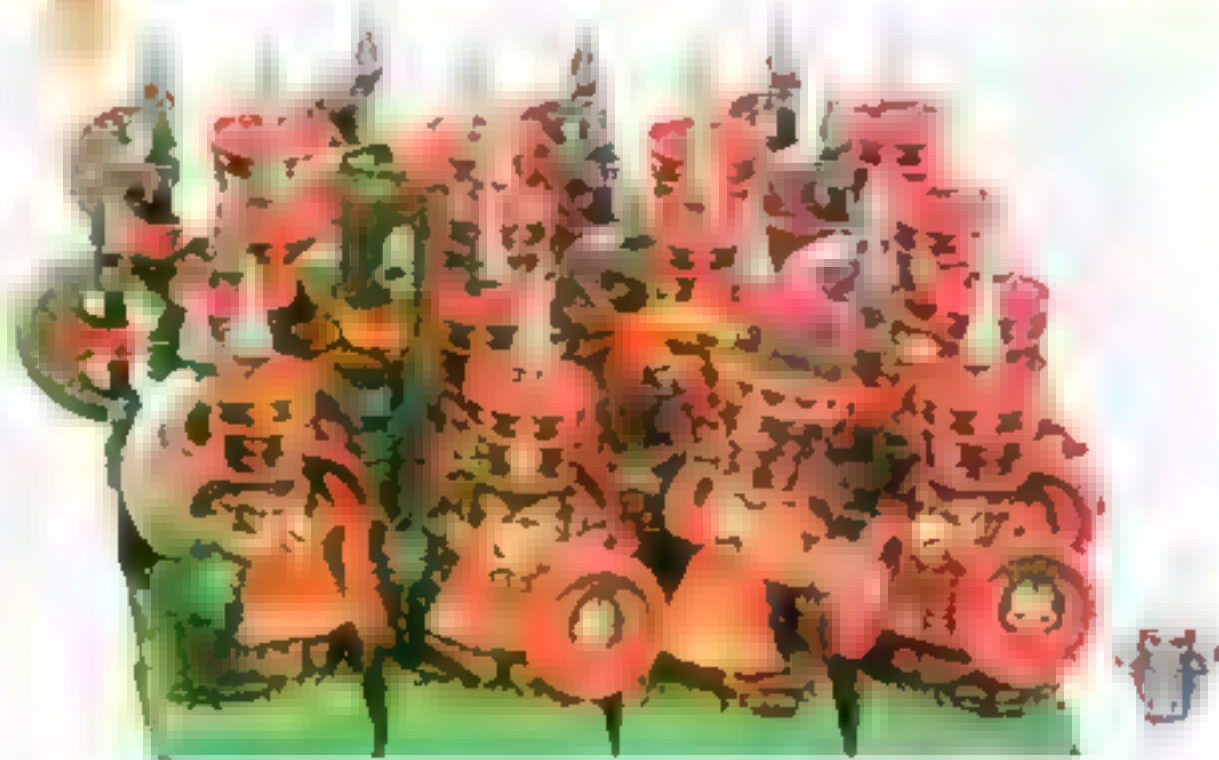
**Hobgoblin  
Big Boss 2 (Horns)**  
021102108



# CHAOS DWARFS CORE UNITS

*Note: These models use the Small Round Shield sprue (S1160000014)*

**Chaos Dwarf Warriors w/ Hand Weapons (Random 10)**  
MO 0046



**Hornblower**  
021101202



**Drummer**  
021101205



**Leader w/ Sword 1**  
021101301



**Standard Bearer 2**  
021101206



**Leader w/ Sword 2**  
021101304



**Warrior w/ Axe A**  
CDA



**Warrior w/ Axe B**  
CDB



**Warrior w/ Axe 1**  
021101101



**Warrior w/ Axe 2**  
021101102



**Warrior w/ Axe 4**  
021101104

## PAINTING CHAOS DWARF ARMOR



1. After undercoating with Chaos Black spray primer drybrush the armor with Brazen Brass



2. Next, highlight the armor with Shining Gold



3. Finally, highlight the armor with Burnished Gold



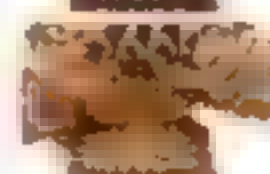
1. After undercoating with Chaos Black spray primer paint the armor Brazen Brass



2. Give the armor a wash of slightly thinned Flesh Wash



3. Once the wash dries drybrush the armor with Brazen Brass



4. To finish the armor do a very light drybrush of Shining Gold



1. After undercoating the model with Chaos Black spray, drybrush the armor with Dark Flesh



2. Next, drybrush the armor with Blood Red



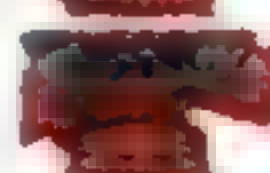
3. Next do an even lighter drybrush with Blazing Orange



4. Finally, highlight the armor with Fiery Orange



1. After priming the model with Chaos Black spray, paint the armor with two thinned coats of Blood Red



2. Wash the armor with Scorched Brown.



3. Once the wash dries, drybrush the armor with Blazing Orange



4. Finally do a very light drybrush with Fiery Orange





## PAINTING CHAOS DWARF HELMETS



1 Over a black undercoat drybrush the helmet with Brazen Brass

2 Drybrush the helmet Shining Gold

3 Drybrush the helmet Burnished Gold Paint all recess with Chaos Black and highlight with a mix of Chaos Black and Codex Grey



1 Over a black undercoat, highlight the arrows with narrow lines of Red Gore Paint the skulls with Bestial Brown

2. Apply Blood Red on the very edges of the arrows to highlight them. Highlight the skulls with Bleached Bone Highlight the black areas with a mix of Chaos Black and Codex Grey

3. Apply final highlights of Fiery Orange to the arrow tips and Skull White to the skulls Add more Codex Grey to the mix for the final highlights on the black areas of the helmet Use Boltgun Metal to paint the rivets and the metal beard beneath the skull design



Step 1 Over a black undercoat, paint the arrows with Liche Purple and the skulls with Bestial Brown

Step 2. Carefully paint a thin highlight of 25/75 Liche Purple/Skull White on the edges of the arrows Highlight the black areas with a 50/50 mix of Chaos Black and Codex Grey Highlight the skulls with Bleached Bone

Step 3. Highlight the purple arrows with a 50/50 mix of Liche Purple and Skull White Highlight only the very edges of the arrows Add more Codex Grey to the mix for the final highlights on the black areas of the helmet Do a final highlight of Skull White on the skulls Paint the rivets and metal beard with Boltgun Metal

## COLLECTORS BOSS FINISH



Warrior  
w/ Blunderbuss 4  
021100403



Warrior  
w/ Blunderbuss 2  
021100404



Warrior  
w/ Blunderbuss 3  
021100401



Warrior  
w/ Blunderbuss 7  
021100405



Warrior  
w/ Blunderbuss 5  
021100406



Warrior  
w/ Blunderbuss 6  
021100407



Warrior  
w/ Blunderbuss 1  
021100402



Chaos Dwarf Blunderbussiers (Random 10)  
MO 0047





# COLLECTORS MORE UNITS

*Note: These models  
use the Small  
Round Shield  
MO 0043*



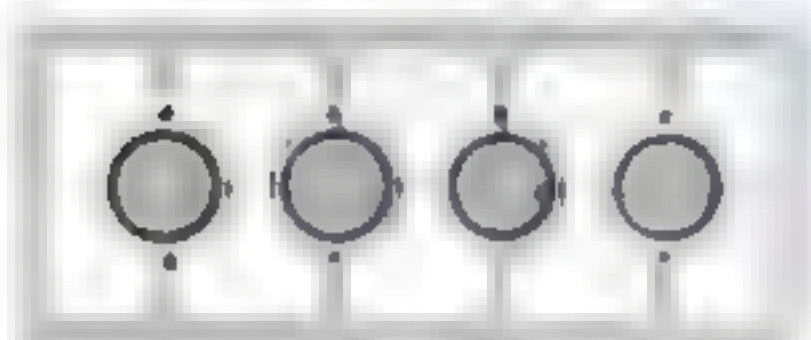
**Hobgoblin  
Standard Bearer 2**  
021102001



**Hobgoblin  
Standard Bearer 1**  
021102005



**Hobgoblin Archers (Random 10)**  
MO 0041



**Small Round Shield Sprue**  
99369999004



**Hobgoblin  
Drummer**  
021102002



**Hobgoblin  
Trumpeter**  
021102006



**Hobgoblin Boss 1  
(2-Handed Axe)**  
021102103



**Hobgoblin Boss 2  
(Swinging Axe)**  
021102107



**Hobgoblin  
Archer 1**  
021101901



**Hobgoblin  
Archer 6**  
021101902



**Hobgoblin  
Archer 3**  
021101903



**Hobgoblin  
Archer 4**  
021101904



**Hobgoblin  
Archer 2**  
021101905



**Hobgoblin  
Archer 5**  
021101906



**Hobgoblin  
Archer 7**  
021101907



**Hobgoblin  
Archer 8**  
021101908

**Hobgoblin  
Hero (1)**  
MO 0043





## MAKING LAVA BASES



1 Glue a piece of plasticard to base (alternatively use green stuff)



2 Cut in lava channels with a hobby knife (or sculpt channels out of green stuff with a sculpting tool)



3 Over a black undercoat, drybrush the surface with Shadow Grey and paint the lava channels with Red Gore

4 Drybrush the surface with Codex Grey and paint the center of the lava channel with Blood Red. Leave a little Red Gore showing around the edges



5 Paint the center of the lava channel with Blazing Orange. Leave a little Blood Red showing.



6 Finally, paint a little Bad Moon Yellow in the very center of the lava.

## COLLECTOR'S CORE UNITS



**Hobgoblin Warriors  
w/ Hand Weapons (Random 10)  
MO 0048**

*Notes: These models use the Small Round Shield sprue (0211000001)*



**Hobgoblin  
Warrior 1  
021101001**



**Hobgoblin  
Warrior 2  
021101002**



**Hobgoblin  
Warrior 3  
021101003**



**Hobgoblin  
Warrior 4  
021101004**



**Hobgoblin  
Warrior 5  
021101005**



**Hobgoblin  
Warrior 6  
021101006**



**Hobgoblin  
Warrior 7  
021101007**



**Hobgoblin  
Warrior 8  
021101008**





# COLLECTOR'S CORE UNITS



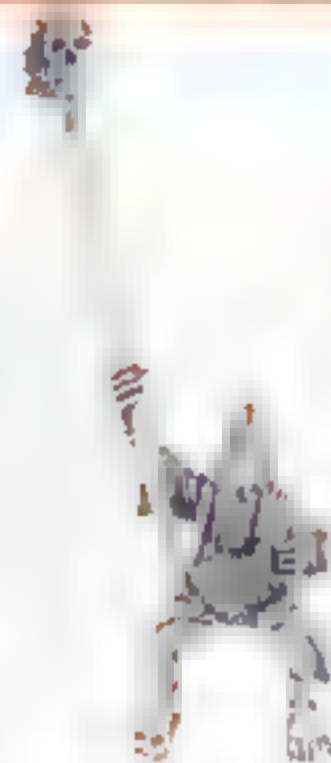
**Hobgoblin Wolf Boyz (Random 10)**  
MO 0049

**Hobgoblin Wolf Boy Archers (Random 10)**  
MO 0050

*Note: These models  
use the Small  
Round Shield sprue  
(99.169999/134)*



**Hobgoblin Wolf Rider  
Big Boss**  
021101601



**Hobgoblin Wolf Rider  
Standard**  
021101602



**Hobgoblin Wolf Rider  
w/ Axe & Shield 1**  
021101503



**Hobgoblin Wolf Rider  
w/ Axe & Shield 2**  
021101504



**Hobgoblin Wolf Rider  
w/ Axe & Shield 3**  
021101505



**Hobgoblin Wolf Rider  
w/ Axe & Shield 5**  
021101508



**Hobgoblin Wolf Rider  
w/ Axe & Shield 4**  
021101509



**Hobgoblin Wolf Rider  
Archer 1**  
021101501



**Hobgoblin Wolf Rider  
Archer 2**  
021101502

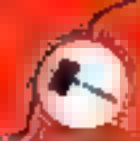


**Hobgoblin Wolf Rider  
Archer 3**  
021101506

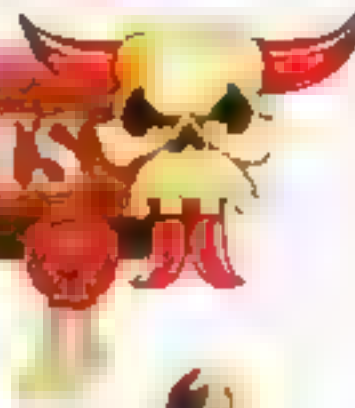


**Hobgoblin Wolf Rider  
Archer 4**  
021101507

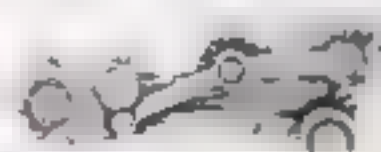




## COLLECTOR'S SPECIAL UNITS



**Rocket Launcher  
Left Base**  
021100704



**Rocket Launcher  
Right Base**  
021100703



**Chaos Dwarf  
Gunner**  
021100701



**Chaos Dwarf  
Loader**  
021100702



**Rocket Launcher  
Launcher**  
021100705



**Rocket  
Launcher  
Crank**  
021100706



**Death Rocket (Complete)**  
MO 0052



**Hobgoblin Bolt Thrower (Complete)**  
MO 0053



**Bolt Thrower  
Right Side**  
021101803



**Bolt Thrower  
Left Side**  
021101804



**Hobgoblin  
Spear Loader**  
021101802



**Hobgoblin  
Bolt Firer**  
021101801



**Bolt Thrower Bow**  
021101806



**Bolt Thrower  
Windless**  
021101808



**Bolt Thrower  
Towing Ring**  
021101807



**Bolt Thrower**  
021101805



**Sneaky Gif 1**  
021101401



**Sneaky Gif 2**  
021101402



**Sneaky Gif 3**  
021101403

**Sneaky Gifs (Random 10)**  
MO 0054





**Bull Centaurs (Random 5)**  
MO 0055



**Bull Centaur Upper  
Torso w/ Axe 1**  
021100503



**Bull Centaur Upper  
Torso w/ Axe 2**  
021100504



**Bull Centaur Upper  
Torso w/ Axe 3**  
021100508



**Bull Centaur Upper  
Torso w/ Axe 4**  
021100509

*Note: These models use the Small Round Shield sprue (903640044444)*



**Bull Centaur Upper  
Torso w/ Axe 5**  
021100510



**Bull Centaur  
Body Left Side 1**  
021100501



**Bull Centaur  
Body Right Side 1**  
021100502



**Bull Centaur Upper  
Torso w/ Axe 6**  
021100511



**Bull Centaur  
Body Left Side 2**  
021100506



**Bull Centaur  
Body Right Side 2**  
021100505

### PAINTING BULL CENTAURS



1 Basecoat the model with slightly thinned Red Gore. Don't worry about even coverage. Let the paint pool as it will accentuate the desired effect.



2 Wash with a mix of Red Gore, Chaos Black, water, and a drop of Gloss Varnish. Add enough Chaos Black until the Red Gore becomes slightly dirty.



3 Paint straight Blood Red onto the raised areas to create highlights.



4 You can stop at step three or add a final highlight of a 50/50 mix of Blood Red and Blazing Orange.



1 Paint with Blood Red and wash with Dark Flesh and a drop of Gloss Varnish.



2 Highlight with Blood Red.



3 Highlight with a 50/50 mix of Blood Red and Blazing Orange.



4 Highlight with Blazing Orange.





## COLLECTOR'S RARE UNITS



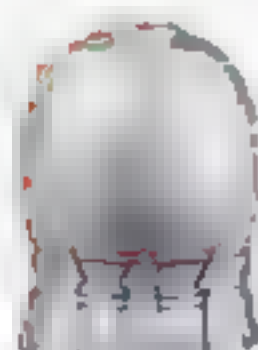
**Earth Shaker  
Shell Platform**  
021100204



**Earth Shaker  
Cannon Shell**  
021100205



**Earth Shaker  
Cannon Upper**  
021100208



**Earth Shaker  
Cannon Lower**  
021100209



**Earth Shaker  
Cannon Base**  
021100206



**Earth Shaker  
Cannon Support**  
021100211



**Earth Shaker  
Cannon Crank**  
021100212



**Earth Shaker  
Cannon Rim**  
021100210



**Chaos Dwarf  
Master Gunner**  
021100201



**Chaos Dwarf  
Shell Carrier 1**  
021100202



**Chaos Dwarf  
Shell Carrier 2**  
021100203



**Earth Shaker (Complete)**  
MO 0056





## Classic/Collector's Range

## Complete Models – Lords &amp; Heroes

|         |                                  |      |
|---------|----------------------------------|------|
| MO 0039 | Chaos Dwarf Lord on Great Taurus | \$15 |
| MO 0040 | Chaos Dwarf Lord/Hero            | \$8  |
| MO 0041 | Chaos Dwarf Sorcerer on Lammasu  | \$35 |
| MO 0042 | Chaos Dwarf Sorcerer Lord/Hero   | \$8  |
| MO 0043 | Hobgoblin Hero                   | \$6  |
| MO 0044 | Hobgoblin Hero on Wolf           | \$9  |

## Special Characters

MO 0045 Chaos Dwarf Sorcerer Lord/Hero

## Complete Units – Core

|         |                     |      |
|---------|---------------------|------|
| MO 0046 | Chaos Dwarf Warrior | \$35 |
| MO 0047 | Chaos Dwarf Warrior | \$30 |
| MO 0048 | Chaos Dwarf Warrior | \$40 |
| MO 0049 | Chaos Dwarf Warrior | \$40 |
| MO 0050 | Chaos Dwarf Warrior | \$30 |

## Complete Units – Special

|         |                     |      |
|---------|---------------------|------|
| MO 0051 | Chaos Dwarf Warrior | \$20 |
| MO 0052 | Chaos Dwarf Warrior | \$20 |
| MO 0053 | Chaos Dwarf Warrior | \$30 |

## Boxed Sets &amp; Blister Packs – Rare

|         |                     |      |
|---------|---------------------|------|
| MO 0054 | Chaos Dwarf Warrior | \$35 |
| MO 0055 | Chaos Dwarf Warrior | \$35 |

## Metal Blitz – Lords &amp; Heroes

## Chaos Dwarf Heroes

|           |                           |        |
|-----------|---------------------------|--------|
| 021100801 | Chaos Dwarf Hero Banner   | \$2.50 |
| 021100802 | Chaos Dwarf Hero w/ Axe 1 | \$8    |
| 021100803 | Chaos Dwarf Sorcerer      | \$8    |
| 021100804 | Chaos Dwarf Hero w/ Axe 2 | \$8    |

## Hobgoblin Hero on Wolf

|           |                                  |        |
|-----------|----------------------------------|--------|
| 021101701 | Hobgoblin Wolf Rider Hero Body   | \$4.50 |
| 021101702 | Hobgoblin Wolf Rider Hero Cloak  | \$1.25 |
| 021101703 | Hobgoblin Wolf Rider Hero Quiver | \$1.25 |
| 021101704 | Hobgoblin Wolf Rider Wolf Head   | \$2.50 |

## Hobgoblin Hero

|           |                              |        |
|-----------|------------------------------|--------|
| 021102104 | Hobgoblin Big Boss 1 (Axe)   | \$7.50 |
| 021102108 | Hobgoblin Big Boss 2 (Horns) | \$7.50 |

## Lord on Great Taurus

|           |                              |        |
|-----------|------------------------------|--------|
| 021100101 | Chaos Dwarf Lord             | \$8.50 |
| 021100102 | Great Taurus Head            | \$4.50 |
| 021100103 | Great Taurus Right Torso     | \$7.50 |
| 021100104 | Great Taurus Left Torso      | \$7.50 |
| 021100105 | Lammasu/Taurus Left Wing     | \$6.50 |
| 021100106 | Lammasu/Taurus Right Wing    | \$6.50 |
| 021100107 | Chaos Dwarf Lord Back Banner | \$2.50 |

## Sorcerer on Lammasu

|           |                             |        |
|-----------|-----------------------------|--------|
| 021100105 | Lammasu/Taurus Left Wing    | \$6.50 |
| 021100106 | Lammasu/Taurus Right Wing   | \$6.50 |
| 021100301 | Chaos Dwarf Sorcerer        | \$8.50 |
| 021100302 | Chaos Dwarf Sorcerer Banner | \$2.50 |
| 021100303 | Lammasu Head                | \$5.50 |

|           |                         |        |
|-----------|-------------------------|--------|
| 021100304 | Lammasu Right Body Side | \$7.50 |
| 021100305 | Lammasu Left Body Side  | \$7.50 |

## Special Characters

## Astragoth – Sorcerer Lord

|           |                                  |        |
|-----------|----------------------------------|--------|
| 021100901 | Astragoth Body                   | \$6.25 |
| 021100902 | Astragoth Right Arm              | \$1.25 |
| 021100903 | Astragoth Left Arm               | \$1.25 |
| 021100904 | Astragoth Exhaust & Banner Poles | \$2.75 |

## Metal Blitz &amp; Plastic Sprues – Core

## Chaos Dwarf Warriors

|           |                          |        |
|-----------|--------------------------|--------|
| 021101101 | Warrior w/ Axe 1         | \$3.75 |
| 021101102 | Warrior w/ Axe 2         | \$3.75 |
| 021101104 | Warrior w/ Axe 4         | \$3.75 |
| 021101202 | Drumlayer                | \$3.75 |
| 021101205 | Drumlayer                | \$3.75 |
| 021101208 | Standard Bearer 2        | \$3.75 |
| 021101301 | Leader w/ Sword 1        | \$3.75 |
| 021101304 | Leader w/ Sword 2        | \$3.75 |
| CDA       | Warrior w/ Axe A         | \$3.75 |
| CLB       | Warrior w/ Axe B         | \$3.75 |
| 993699904 | Small Round Shield Sprue | \$1    |

## Chaos Dwarf Blunderbussiers

|           |                          |        |
|-----------|--------------------------|--------|
| 021100401 | Warrior w/ Blunderbuss 3 | \$3.75 |
| 021100402 | Warrior w/ Blunderbuss 1 | \$3.75 |
| 021100403 | Warrior w/ Blunderbuss 4 | \$3.75 |
| 021100404 | Warrior w/ Blunderbuss 2 | \$3.75 |
| 021100405 | Warrior w/ Blunderbuss 7 | \$3.75 |
| 021100406 | Warrior w/ Blunderbuss 5 | \$3.75 |
| 021100407 | Warrior w/ Blunderbuss 6 | \$3.75 |

## Hobgoblin Command

|           |                                 |        |
|-----------|---------------------------------|--------|
| 021102001 | Hobgoblin Standard Bearer 2     | \$3.75 |
| 021102002 | Hobgoblin Drummer               | \$3.75 |
| 021102005 | Hobgoblin Standard Bearer 1     | \$3.75 |
| 021102006 | Hobgoblin Trumpeter             | \$3.75 |
| 021102103 | Hobgoblin Boss 1 (2-Handed Axe) | \$3.75 |
| 021102107 | Hobgoblin Boss 2 (Swinging)     | \$3.75 |
| 993699904 | Small Round Shield Sprue        | \$1    |

## Hobgoblin Archers

|           |                    |        |
|-----------|--------------------|--------|
| 021101901 | Hobgoblin Archer 1 | \$3.75 |
| 021101902 | Hobgoblin Archer 6 | \$3.75 |
| 021101903 | Hobgoblin Archer 3 | \$3.75 |
| 021101904 | Hobgoblin Archer 4 | \$3.75 |
| 021101905 | Hobgoblin Archer 2 | \$3.75 |
| 021101906 | Hobgoblin Archer 5 | \$3.75 |
| 021101907 | Hobgoblin Archer 7 | \$3.75 |
| 021101908 | Hobgoblin Archer 8 | \$3.75 |

## Hobgoblin Warriors

|           |                          |        |
|-----------|--------------------------|--------|
| 021101001 | Hobgoblin Warrior 1      | \$3.75 |
| 021101002 | Hobgoblin Warrior 2      | \$3.75 |
| 021101003 | Hobgoblin Warrior 3      | \$3.75 |
| 021101004 | Hobgoblin Warrior 4      | \$3.75 |
| 021101005 | Hobgoblin Warrior 5      | \$3.75 |
| 021101006 | Hobgoblin Warrior 6      | \$3.75 |
| 021101007 | Hobgoblin Warrior 7      | \$3.75 |
| 021101008 | Hobgoblin Warrior 8      | \$3.75 |
| 993699904 | Small Round Shield Sprue | \$1    |

## Metal Blitz &amp; Plastic Sprues – Special

## Hobgoblin Wolf Riders

|           |                               |        |
|-----------|-------------------------------|--------|
| 021101501 | Hobgoblin Wolf Rider Archer 1 | \$3.75 |
| 021101502 | Hobgoblin Wolf Rider Archer 2 | \$3.75 |
| 021101503 | Hobgoblin Wolf Rider w/ Axe 1 | \$3.75 |
| 021101504 | Hobgoblin Wolf Rider w/ Axe 2 | \$3.75 |

|           |                               |        |
|-----------|-------------------------------|--------|
| 021101505 | Hobgoblin Wolf Rider w/ Axe 3 | \$3.75 |
| 021101506 | Hobgoblin Wolf Rider Archer 3 | \$3.75 |
| 021101507 | Hobgoblin Wolf Rider Archer 4 | \$3.75 |
| 021101508 | Hobgoblin Wolf Rider w/ Axe 5 | \$3.75 |
| 021101509 | Hobgoblin Wolf Rider w/ Axe 4 | \$3.75 |
| 021101601 | Hobgoblin Wolf Rider Big Boss | \$3.75 |

993699904 Small Round Shield Sprue

## Death Rocket

|           |              |        |
|-----------|--------------|--------|
| 021100701 | Death Rocket | \$3.75 |
| 021100702 | Death Rocket | \$3.75 |
| 021100703 | Death Rocket | \$3.75 |
| 021100704 | Death Rocket | \$3.75 |
| 021100705 | Death Rocket | \$3.75 |
| 021100706 | Death Rocket | \$3.75 |

## Hobgoblin Bolt Thrower

|           |                        |        |
|-----------|------------------------|--------|
| 021101801 | Hobgoblin Bolt Thrower | \$3.75 |
| 021101802 | Hobgoblin Bolt Thrower | \$3.75 |
| 021101803 | Hobgoblin Bolt Thrower | \$3.75 |
| 021101804 | Hobgoblin Bolt Thrower | \$3.75 |
| 021101805 | Hobgoblin Bolt Thrower | \$3.75 |
| 021101806 | Hobgoblin Bolt Thrower | \$3.75 |
| 021101807 | Hobgoblin Bolt Thrower | \$3.75 |
| 021101808 | Hobgoblin Bolt Thrower | \$3.75 |

## Sneaky Gits

|           |              |        |
|-----------|--------------|--------|
| 021101401 | Sneaky Git 1 | \$3.75 |
| 021101402 | Sneaky Git 2 | \$3.75 |
| 021101403 | Sneaky Git 3 | \$3.75 |

## Metal Blitz &amp; Plastic Sprues – Rare

## Chaos Dwarf Bull Centaurs

|           |                                   |        |
|-----------|-----------------------------------|--------|
| 021100501 | Bull Centaur Body Left Side 1     | \$3.75 |
| 021100502 | Bull Centaur Body Right Side 1    | \$3.75 |
| 021100503 | Bull Centaur Upper Torso w/ Axe 1 | \$5    |
| 021100504 | Bull Centaur Upper Torso w/ Axe 2 | \$5    |
| 021100505 | Bull Centaur Body Right Side 2    | \$3.75 |
| 021100506 | Bull Centaur Body Left Side 2     | \$3.75 |
| 021100508 | Bull Centaur Upper Torso w/ Axe 3 | \$5    |
| 021100509 | Bull Centaur Upper Torso w/ Axe 4 | \$5    |
| 021100510 | Bull Centaur Upper Torso w/ Axe 5 | \$5    |
| 021100511 | Bull Centaur Upper Torso w/ Axe 6 | \$5    |

## Chaos Dwarf Earthshaker Cannon

|           |                                |        |
|-----------|--------------------------------|--------|
| 021100601 | Chaos Dwarf Earthshaker Cannon | \$3.75 |
| 021100602 | Chaos Dwarf Earthshaker Cannon | \$3.75 |
| 021100603 | Chaos Dwarf Earthshaker Cannon | \$3.75 |
| 021100604 | Chaos Dwarf Earthshaker Cannon | \$3.75 |
| 021100605 | Chaos Dwarf Earthshaker Cannon | \$3.75 |
| 021100606 | Chaos Dwarf Earthshaker Cannon | \$3.75 |
| 021100607 | Chaos Dwarf Earthshaker Cannon | \$3.75 |
| 021100608 | Chaos Dwarf Earthshaker Cannon | \$3.75 |







# DARK ELVES

*It was with the coming of the dawn that the keen Elven eyes in of one of the many watchtowers along the Tiranoc coast spotted the rising plume of smoke.*

*Surely, that was the far northern watchtower, yet why was the clear clarion trumpet call heard rising above the crashing surf? A search party mounted up with tensions high, for Druchii invasions or terror raids were all too common on Ulthuan.*

*Just off the coast from the northernmost tower, a huge fog was slowly rolling back. By the time the search party reached the shore, an ominous wake could still barely be seen disappearing back into the thick mists. What was left of the broken watchtower was an atrocity. The few High Elves not taken prisoner were left as a horrific display. There could be no doubt – the Dark Elves were coming back.*

Long ago the Elven realm was split in a horrendous and merciless civil war. The Dark Elves, or Druchii as they called themselves, had their kingdoms destroyed and so retreated to the lands of Naggaroth. From these bleak and desolate lands, the Dark Elves still plot revenge against their fair High Elven cousins and issue forth in their black armadas to take slaves and wreak havoc across the whole of the Warhammer world.

## Fighting Style

The Dark Elves are a fast and highly skilled race and may field many specialized elite units in their army. There is nothing a Dark Elf army does poorly, except perhaps fighting in long drawn-out battles of attrition. With excellent Ballistic Skills and the dreaded Crossbowmen and Reaper Bolt Throwers, Dark Elves can wear down or even wipe out many enemy units through missile fire. Yet most Dark Elf players choose a more direct method of slaughter, that is, using elite troops like Witch Elves, Cold One Knights, or Executioners to slice through enemy ranks. Harpies, Shades and Dark Riders are ideal at slowing down enemy advances or joining in an attack by hitting the enemies sides or rear.

## Collecting a Dark Elf Army

Players who wish to start collecting a Dark Elf army would do well to begin with some Core troops. This is the best place to start as not only will such units fulfill the army requirements, but two Core selections will form the natural center of a player's growing army. Dark Elf warriors may be equipped with spears

*Above: This Beastmaster or Manticores was painted by the author. This model was featured in a painting competition.*

*And a Cold One Knight was painted by White Dwarf 260.*

*Below: This unit of Dark Elf Warriors was painted by Bruce.*

*and a Cold One Knight was painted by Bruce.*

*and a Cold One Knight was painted by Bruce.*

*and a Cold One Knight was painted by Bruce.*



or with repeater crossbows. Defensive-minded Dark Elf players will want lots of both spearmen and crossbowmen, while seriously offensive minded players may wish to add other Core selections like the *Fast Cavalry* Dark Riders or a few units of Corsairs.

Dark Elf generals looking to expand their armies are presented with a surprising number of wicked options. Small units of Shades can act as Scouts ahead of the main force, while Reaper Bolt Throwers are meant to sit back and rain death upon the foe from afar. Although unarmored, Witch Elves are subject to *Frenzy* and use *Poisoned Attacks*. Furthermore, the Cauldron of Blood, a powerful and evil artifact, can drive all Dark Elves, particularly Witch Elves, into an increased state of battle fury. The hitting power of Cold One Knights is undeniable, as are elite units like the Executioners or Black Guard. Cold One Chariots or massive War Hydras are also great options to put some hurt onto your foe. Character models allow more chances for Dark Elf personality to seep into an army with choices like Assassins, Sorceresses and Beaslmasters.

Prepare the slaves for sacrifice and remember to show no mercy.

*Below: Ken Symopoulos used a Games Workshop Canadian Golden Demon for this Malekith model. Bottom: Bruce Churley did a superb job on this Dark Elf model, which he created for his 2003 Charlotte GT army.*



*Left: This Dark Elf Corsair Captain was painted by Neil Green.*

*Far Right: Doug Bissett did a wonderful job on this Malekith mounted on a Black Dragon.*



*Above Right: Keith Robertson used a High Elf model and painted the skin like a Dark Elf.*







## GETTING STARTED



This 80-page rulebook contains painting and modeling guides, background and the full rules for the Dark Elves. Using this book, you can build, paint, and destroy all who challenge you.

**Warhammer Armies: Dark Elves**  
85-01-60

After starting your Dark Elf army, you may want to add a few nice, just a little bit, plucky, your current army. The Dark Elf army is divided into two main units. These Dark Elf units are the leaders of death and destruction, the elite of the army, the elite of the army, the elite of the army. They are the elite of the army, the elite of the army, the elite of the army.

When you start your Dark Elf army, you can also start your army with the Dark Elf army, the elite of the army, the elite of the army, the elite of the army.



*Left: The Dark Elf warrior was painted by James House of the UK. From Metal painting team.*



Most of the Dark Elf army is raised from the popularity of the army. Among the ranks, these wives and sisters, beautiful but deadly warriors who fight with the fury of Dagda. Some prefer the repeated crossbow, while others prefer the long, heavy-bladed spear. The Dark Elf Warrior Regiment Box includes enough兵 to field a thousand of spearmen or crossbowmen.



*A group of Dark Elf warriors sets out on a daily patrol.*



# LORDS AND HEROES



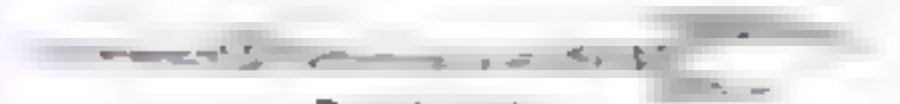
**Beastmaster on Manticore Box (1)**  
85-10



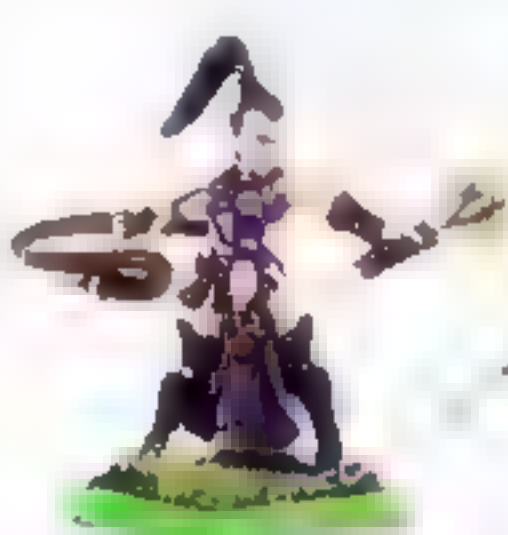
**Manticore Body**  
021204202



**Beastmaster Body**  
021204207



**Beastmaster Spear**  
021204209



**Beastmasters Blister (Random 1)**  
85-53



**Beastmaster Spear Arm**  
021205703



**Beastmaster Head**  
021204208



**Manticore Tail**  
021204205



**Manticore Left Claw**  
021204203



**Manticore Right Claw**  
021204201



**Beastmaster w/ Whip**  
021205701



**Beastmaster w/ Claw**  
021205702



**Beastmaster Whip Arm**  
021205704



**Manticore Left Leg**  
021204206



**Manticore Right Leg**  
021204204





## LORDS AND HEROES



**Assassin  
Body 1**  
021204301



**Assassin  
Body 2**  
021204302



**Assassin  
Body 3**  
021204303



**Assassin Blister (Random 1)**  
85-43



**Assassin  
Claw**  
021204304



**Assassin  
Sword**  
021204305

## SHOWCASE

*Right: This Cauldron of Blood diorama won Pablo Casalla San Martin the Slayer Sword at the Spanish Golden Demon in 2001*



**Mounted Sorceress  
Body**  
021205101



**Mounted Sorceress Blister (1)**  
85-42

*Note: This blister includes a Cold One sprue, which can be found in the Special Units section under Cold One Knights*

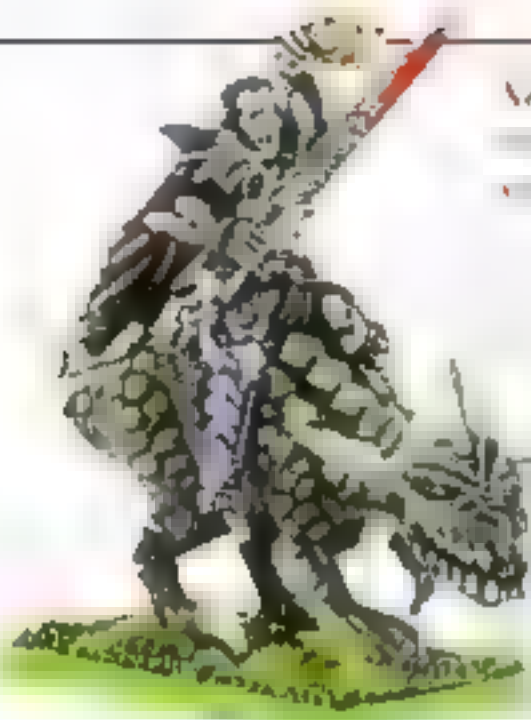


**Sorceress Blister (1)**  
021202001 (Bit)  
85-38 (Blister)



Note: The models are shown in their unarmoured state. The armour can be added to the models as follows:

# LORDS AND HEROES



**Malus Darkblade Blister (1)**  
85-41



**Malus Darkblade Body**  
021203901

**Spite Jaw**  
021203905



**Malus Darkblade Cloak**  
021203903



**Spite Head**  
021203904

**Malus Darkblade Sword**  
021203902



**Dark Pegasus Left Wing**  
021205808



**Dark Pegasus Left Side**  
021205805



**Morathi Head**  
021205802



**Morathi Blister (1)**  
85-55



**Dark Pegasus Right Side**  
021205804



**Dark Pegasus Right Wing**  
021205807



**Dark Pegasus Head**  
021205806



**Morathi Hair**  
021205803



**Morathi Body**  
021205801



*Dark Elf Warriors sneak around the rocks to set up an ambush*



# LORDS AND HEROES



**Malekith, Witch King of Naggaroth Box (1)**  
B5-07

**Black Dragon  
Right Ear**  
021203308

**Black Dragon  
Tail**  
021203313

**Black Dragon  
Left Ear**  
021203306

**Black Dragon  
Horns**  
021203307

**Black Dragon  
Left Hand**  
021203312

**Malekith  
Head**  
021203302

**Malekith  
Arm**  
021203303

**Malekith  
Saddle**  
021203305

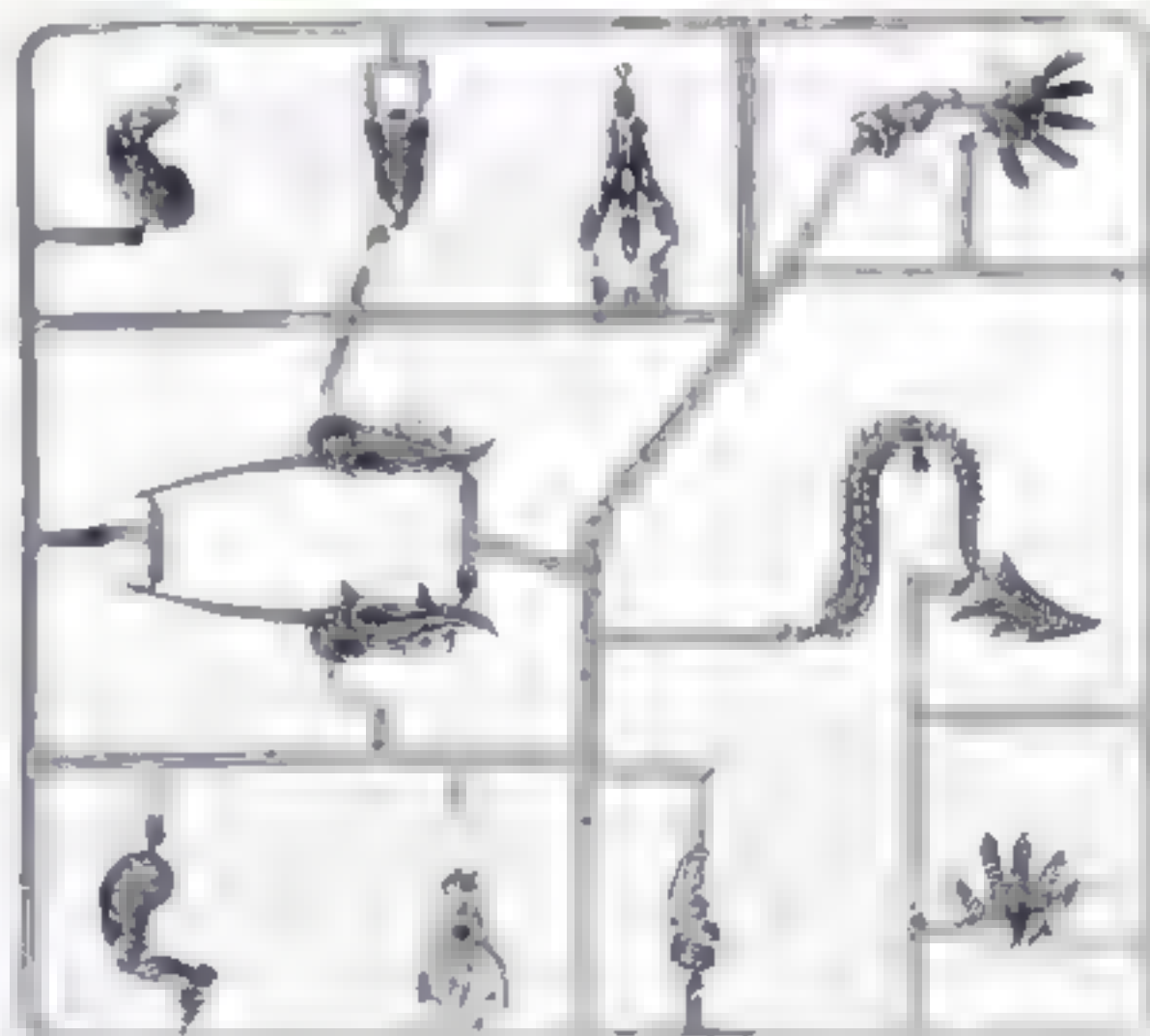
**Black Dragon  
Right Arm**  
021203311

**Malekith  
Cape**  
021203304

**Black Dragon  
Lower Jaw**  
021203309

**Black Dragon  
Head**  
021203310

**Malekith  
Body**  
021203301

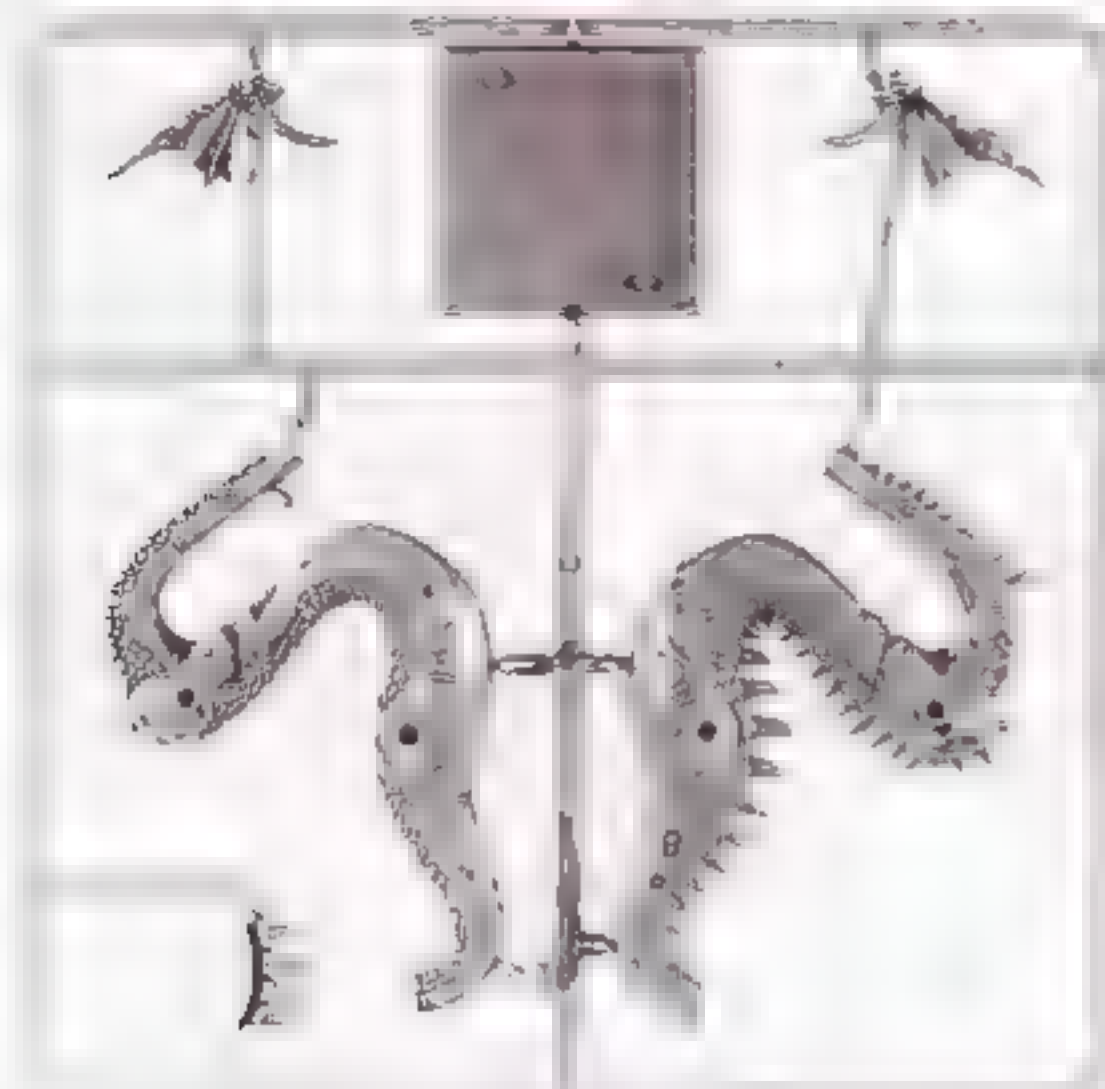


**Dragon Limbs  
Sprue**  
99389999077

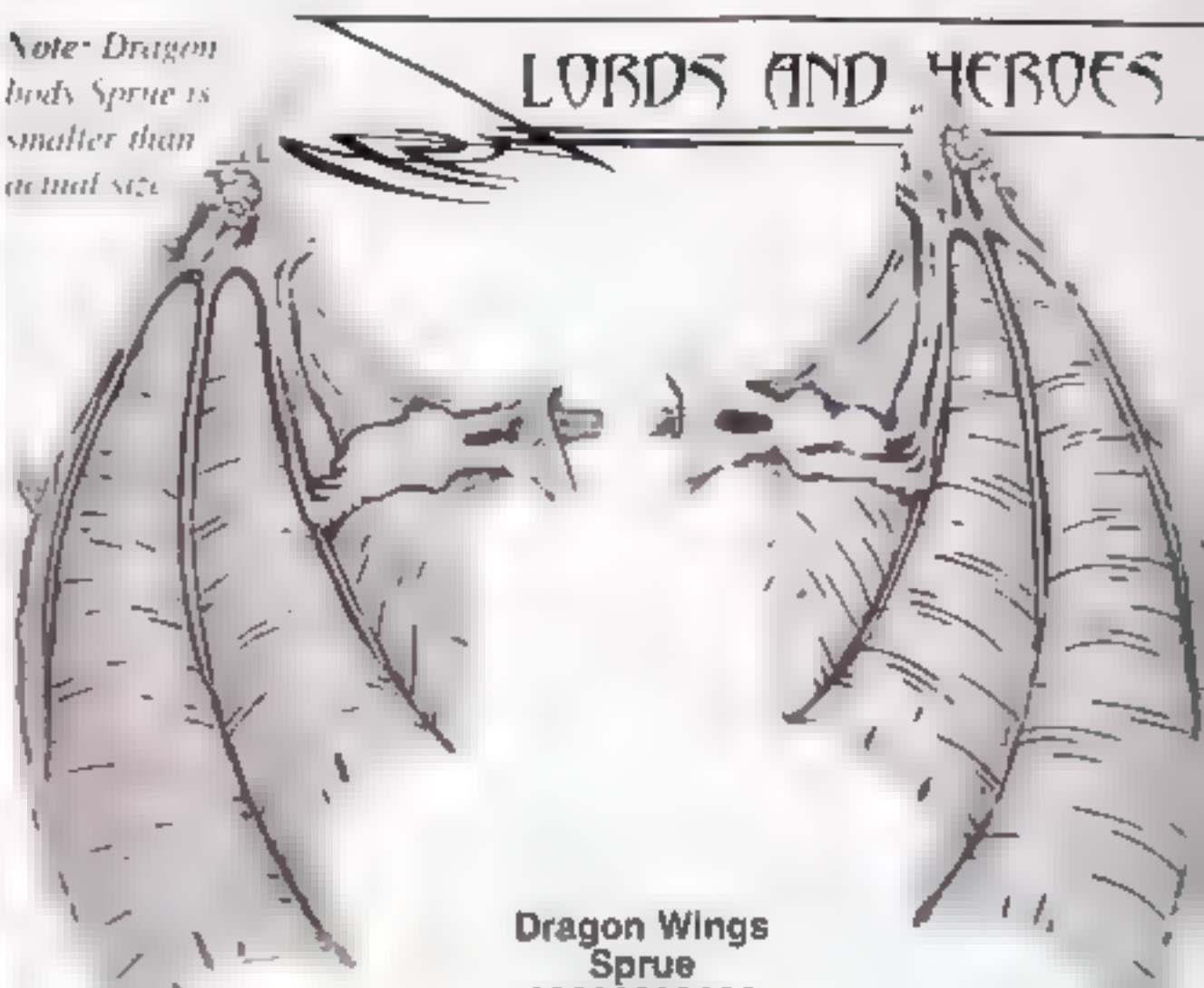


## LORDS AND HEROES

*Note: Dragon  
body Sprue is  
smaller than  
actual size*



**Dragon Body  
Sprue**  
99389999075



**Dragon Wings  
Sprue**  
99380299002



*Morgoth directs his army in a battle against the Dwarfs*



**Shadowblade Blister (1)**  
85-56



**Shadowblade  
Body**  
021205901

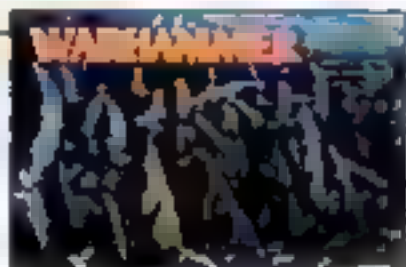


**Shadowblade  
Sword**  
021205902



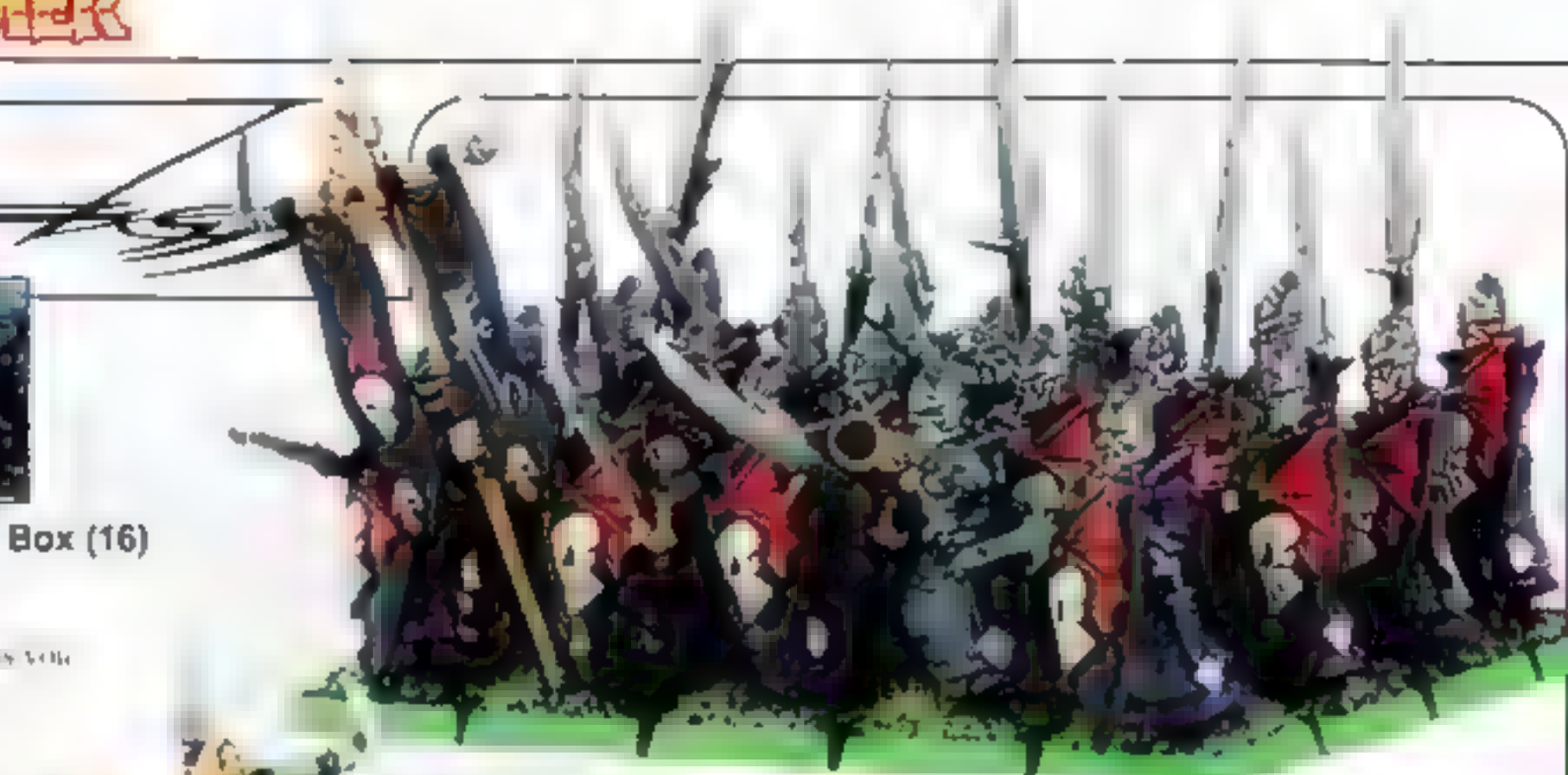


## CORE UNITS



### Dark Elf Warrior Regiment Box (16) 85-06

The Dark Elf Warrior Regiment box provides you with enough bulk to make 16 Spearmen or 16 Crossbowmen both with command.



The Core units of the Dark Elf army are drawn from the lower population. Trained from an early age, the male and female Elves of Naggaroth are skilled and merciless warriors. The Spearman regiments form the bulk of the Watch King's armies and are often found at the center of the battle line. These warriors who are less skilled with a spear are often recruited into the Crossbowmen regiments. These warriors are armed with a special crossbow that only the Dark Elves possess, the repeating crossbow. This weapon allows the warriors to shoot multiple shots without reloading in the time it would take a normal crossbowman to shoot once. When enemies at the Dark Elves see these warriors take the field, they know that soon the air will be thick with bolts flying in their direction and there is little they can do about it. It is said that entire regiments of veteran soldiers have fled the battle after only seeing the Dark Elf Crossbowmen.





Note: Sprues smaller than actual size

## CORE UNITS

### PAINTING DARK ELF WARRIORS

Assemble the model and spray it with Chaos Black Primer before you begin



**Step 1.** Drybrush the chain mail and paint all of the metal parts with Boltgun Metal. Paint all of the exposed skin Bestial Brown and the clothing with Liche Purple

**Step 2.** Highlight the armor and any metal with Chainmail. Highlight the skin with Bronzed Flesh and paint the leather pieces Bestial Brown. Add Skull White to Liche Purple so you have a 25/75 mix and highlight the clothing



**Step 3.** Highlight the chain mail armor and metal with Mithril Silver and add a final highlight of Elf Flesh to the skin areas. Mix Skull White and Liche Purple in a 50/50 mix and add a final highlight to the clothing. Add Vermin Brown to the leather areas and Codex Grey for the spear haft.

**Step 4.** Highlight the shoes with thinned-down Codex Grey and add a bit of Fortress Grey to highlight the spear haft. Paint the base Goblin Green. Add flock or static grass to finish off the model.

Dark Elf Warrior Sprue  
99380212001



The Spearman of Vengorah stand ready to charge into battle



Dark Elf Shield Sprue  
99360299009





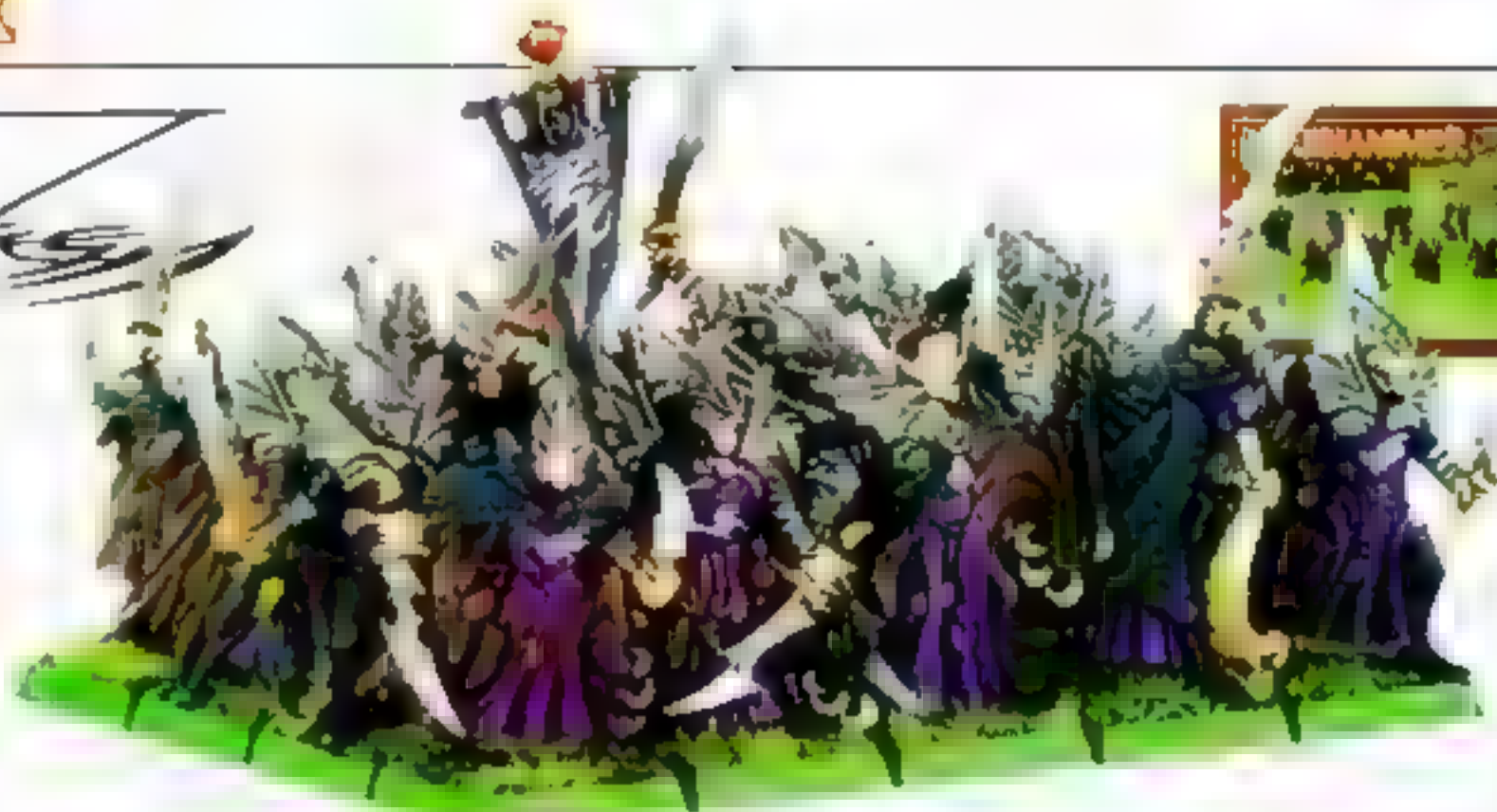
## CORE UNITS



**Corsair  
Standard Bearer**  
021203501



**Corsair  
Standard**  
021203502



**Dark Elf Corsairs Regiment Box (10) & Command Blister (3)**  
85-16 85-36



**Corsair  
Champion 1**  
021203504



**Corsair  
Champion 2**  
021203505



**Corsair  
Champion 3**  
021203507



**Corsair  
Musician**  
021203503



**Corsair 2**  
021203402



**Corsair 4**  
021203404

## SHOWCASE



**Corsair 3**  
021203403



**Corsair 1**  
021203401



*Top Left: This Witch Elf Regiment was painted by Scott Goudstern for his Grand Tournament Army. Scott's Dark Elf Army won him the Player's Choice and Best Appearance awards at the 2003 Seattle Grand Tournament. Bottom Left: These four Shades are also from Scott's army. Each model is painted to a very high standard and carefully detailed. The eyes are painted with an intricate diamond pattern in black and white which contrasts nicely with the deep purple of their robes.*



# CORE UNITS



**Dark Rider Blister (1)**  
85-50

**Dark Rider Horn**  
021205505

**Dark Rider Champion Sword**  
021205503

**Dark Rider Command Crossbow**  
021205506

**Dark Rider Standard**  
021205504



**Dark Rider 2**  
021201702



**Dark Rider 1**  
021201701



**Dark Rider 3**  
021201703



**Dark Rider 4**  
021201704



**Dark Rider Command 2**  
021205502



**Dark Rider Command 1**  
021205501



**Elven Steed Head**  
9938999015



*Note: Sprues smaller than usual size*



**Elven Steed Sprue**  
9938999005



## HARPY CONVERSIONS

We were so impressed by Scott Goldstein's Grand Tournament army that we've decided to show how he made his awesome Harpy conversions.

**Tool List.** Clippers, hobby knife, green stuff, sculpting tool, superglue, pin vise, and fine wire suitable for pinning.

**Step 1.** Assemble a Daemonette model and pin the arm to the body. Take the wings from the Vampire Bat (code number 020707602) to the body and cut away the areas painted red below.



**Step 2.** Glue the two separate wing halves together and then glue them to the back of the model.



**Step 3.** Roll some green stuff into a thin cylinder and place it on the back to cover the join between the wings. Flatten the putty with a sculpting tool and use the point of a hobby knife to sculpt the fur.



## SPECIAL UNITS



Harpy Body 1  
021204801



Harpy Body 2  
021204802



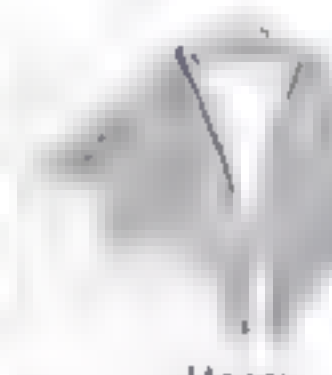
Harpy Body 3  
021204803



Harpy Body 4  
021204804



Harpy Wings 1  
021204805

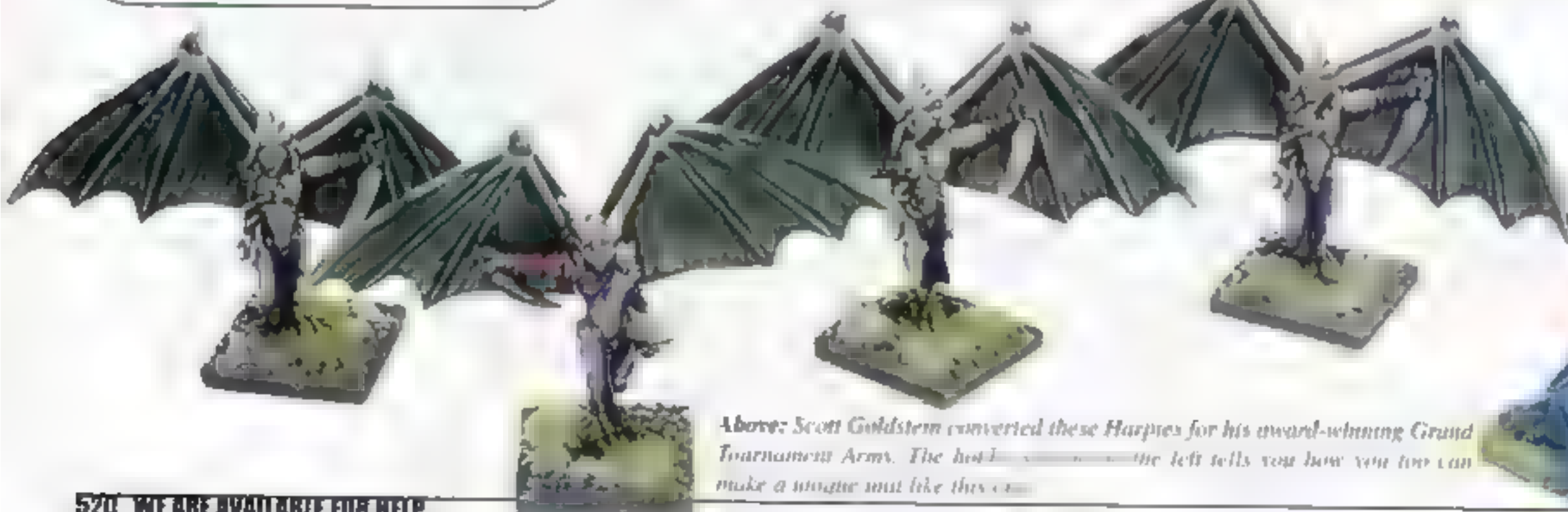


Harpy Wings 2  
021204806

Dark Elf Harpies Blister (Random 2)  
85-54



*The Harpies attack the Dwarf war machines.*



Above: Scott Goldstein converted these Harpies for his award-winning Grand Tournament Army. The hot tip on the left tells you how you too can make a unique unit like this one.



## SPECIAL UNITS



**Dark Elf Shades Blister (Random 3)**  
85-52

**Shades  
Crossbow Bar**  
021205606



**Shade  
Body 5**  
021205605



**Shade  
Body 4**  
021205604



**Shade  
Body 1**  
021205603



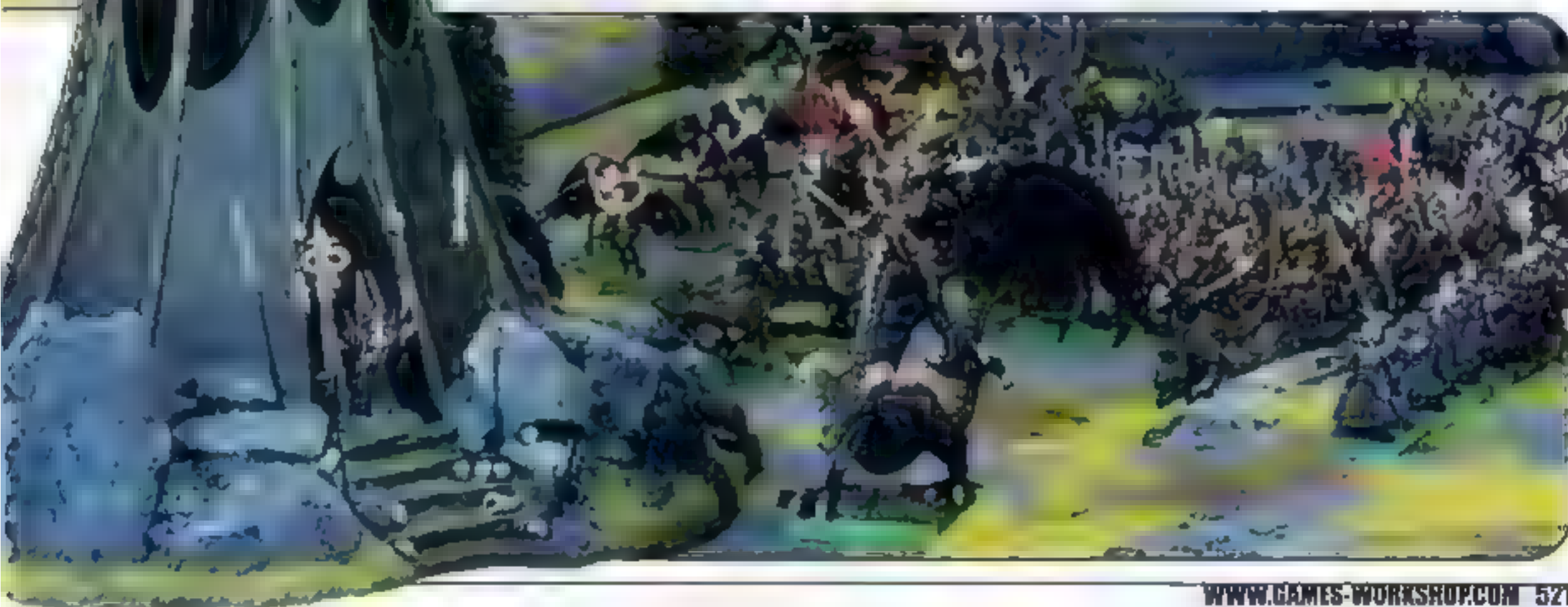
**Shade  
Body 3**  
021205601



**Shade  
Body 2**  
021205602

## SHOWCASE

*Left: This Dark Elf Shades Crossbow Bar was created by Mark Jones for the UK Society of Game Artists. On the right: A model of a Dark Elf Shade, created by the author for the Pyramid magazine.*





## SPECIAL UNITS



Witch Musician  
021204003



Witch Standard Bearer  
021204002



Dark Elf Witches Regiment Box (10) & Command Bilster (3)  
85-14 85-40



Witch Champion  
021204001



Witch 1  
021203601



Witch 2  
021203602



Witch 3  
021203603



Witch 4  
021203604



Witch 5  
021203605

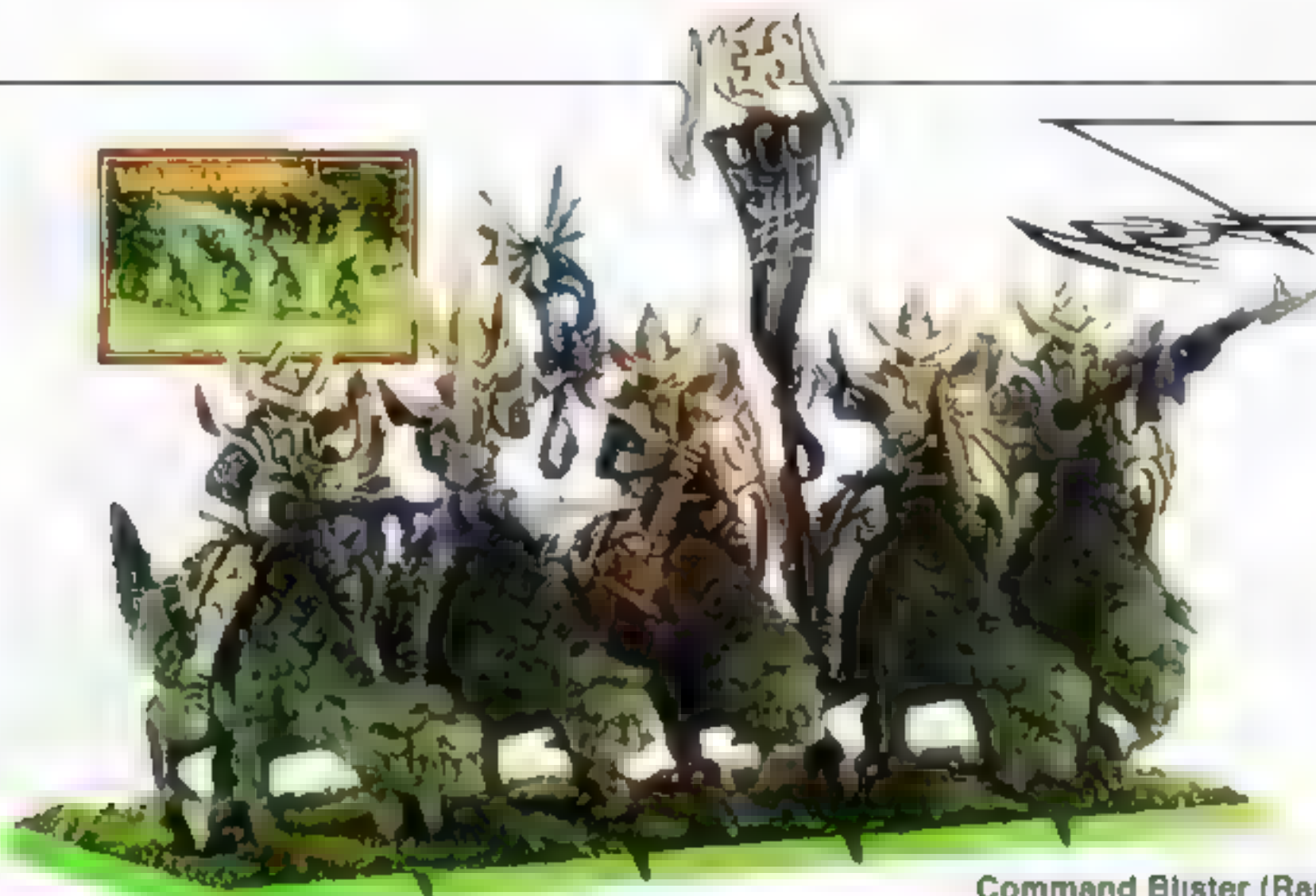
## SHOWCASE



Left: This stunning Dark Elf Repeater Bolt Thrower was painted by Noel Myer. This Chicago Golden Demon winner was the talk of Games Day. Noel used the full spectrum of color on the cloaks of the crew. He started with dark blues and finished with bright yellows. This color scheme gives an excellent contrast to the greys and metallics of the crew's armor and the Bolt Thrower itself.



## SPECIAL UNITS



**Cold One Knights Box (4)**  
85-48



**Cold One Knight  
Sword**  
021204703

**Command Blister (Random 1)**  
85-49

**Single Cold One Knight Blister  
(Random 1)**  
85-48



**Cold One Knight  
Shield 4**  
021204609



**Cold One Knight  
Shield 1**  
021204606



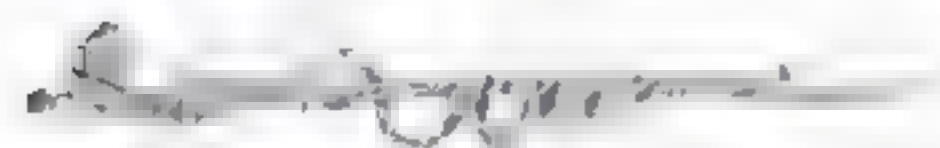
**Cold One Knight  
Shield 3**  
021204608



**Cold One Knight  
Shield 2**  
021204607



**Cold One Knight  
Shield 5**  
021204610



**Cold One Knight  
Lance 1**  
021204604



**Cold One Knight  
Lance 2**  
021204605



**Cold One Knight  
Horn**  
021204704



**Cold One Knight  
Knight 3**  
021204603



**Cold One Knight  
Knight 2**  
021204602



**Cold One Knight  
Knight 1**  
021204601



**Cold One Knight  
Command**  
021204701



**Cold One Sprue**  
99380212002





## PAINTING DARK ELF BANNERS



### Step 1

After painting the banner's background, paint the design of the runes with thinned Chaos Black. For the serpent, paint an S-shape first, then carefully add in the tongue, horns, and spines on the back.



### Step 2

Use thinned Skull White to complete the runes. Take care to leave a small black line around the edges. Paint the creature with several layers of thinned Blood Red. Take care to leave a small black line around the edges.



### Step 3

Highlight the creature with thinned Blazing Orange.

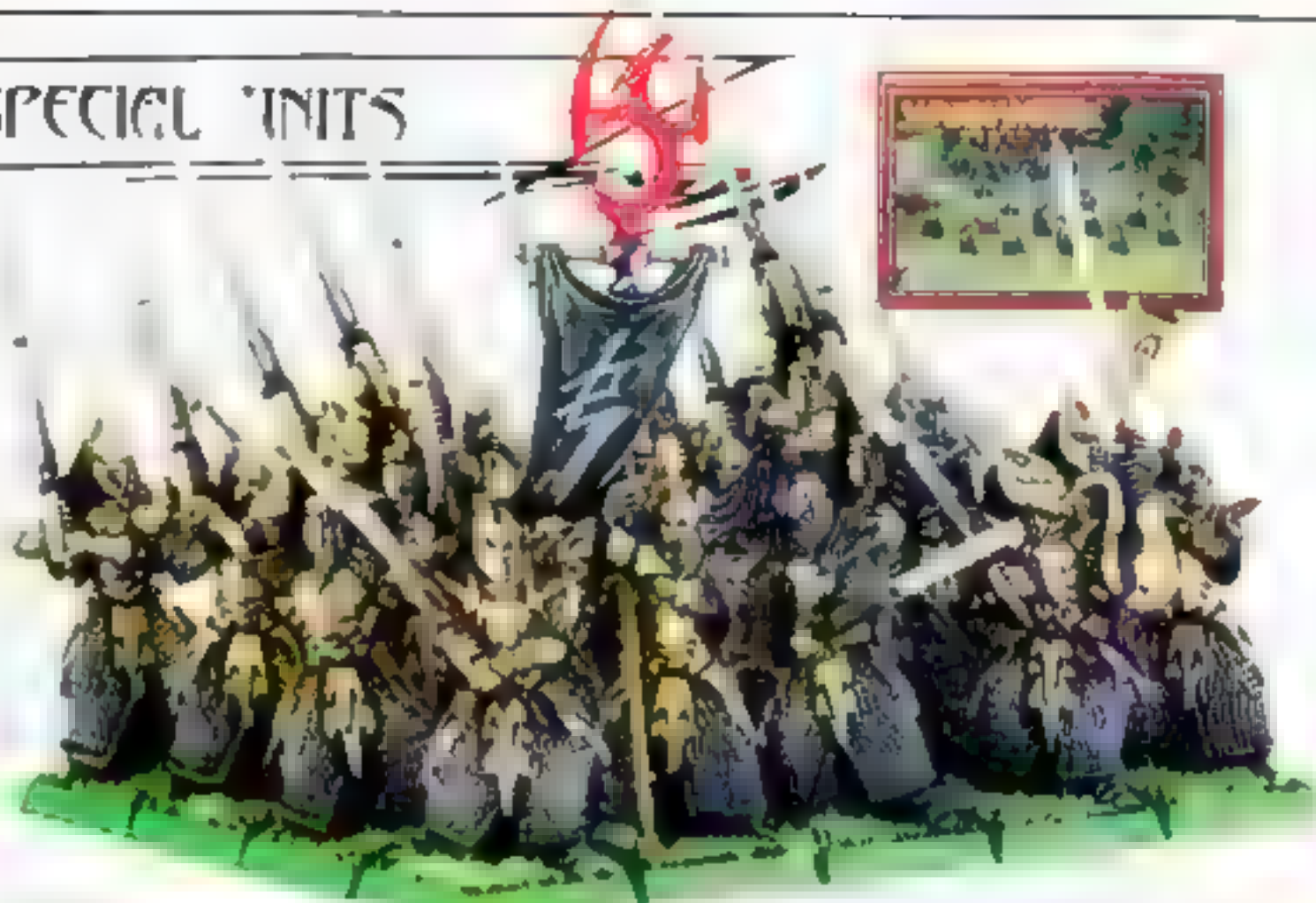


### Step 4

Highlight the creature with Golden Yellow. Add a small black dot to suggest an eye socket. Adventurous painters might want to try adding a fully painted eye to their Dark Elf banners.



## SPECIAL UNITS



Executioners Box (10), Command Blister (3), Executioners Blister (Random 2)  
85-15 85-47 85-46

Executioner  
Blade 1  
021205205



Executioner  
Blade 2  
021205206



Executioner  
Sword  
021205302



Executioner  
Musician  
021205305



Executioner  
Champion  
021205301



Executioner  
Standard Bearer  
021205303



Executioner  
Banner  
021205304

Executioner 2  
021205202



Executioner 4  
021205204



Executioner 3  
021205203



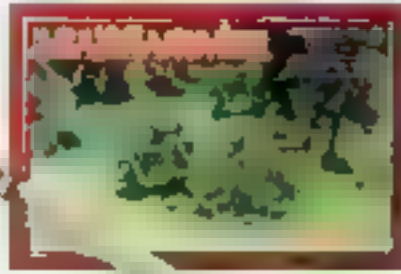
Executioner 1  
021205201





# SPECIAL UNITS

*Note: This box includes two Cold One sprues, which can be found in the Special Unit section under Cold One Knights.*



**Chariot  
Right Side**  
021205004



**Chariot  
Left Side**  
021205002



**Chariot  
Base**  
021205001

**Cold One Chariot Box (1)**  
85-12



**Chariot  
Crew 1**  
021205012



**Chariot  
Crew 2**  
021205014



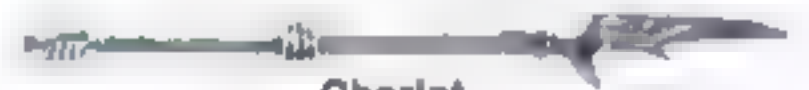
**Chariot  
Front**  
021205003



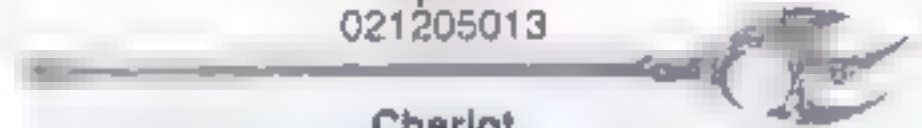
**Chariot  
Yoke**  
021205006



**Chariot  
Spear Rack**  
021205008



**Chariot  
Spear**  
021205013



**Chariot  
Banner Pole**  
021205007



**Beastmaster  
Whip Arm**  
021205704



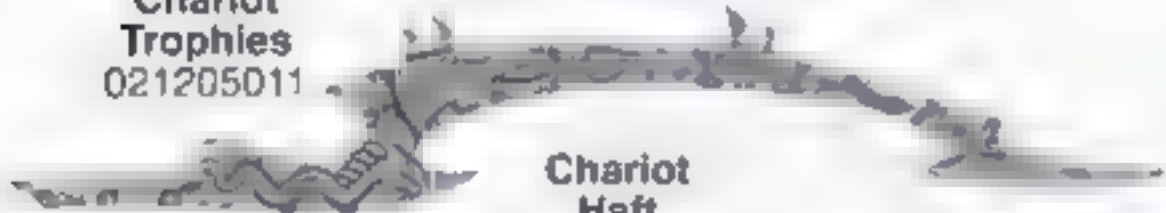
**Chariot  
Crossbow**  
021205010



**Chariot  
Blades**  
021205009



**Chariot  
Trophies**  
021205011



**Chariot  
Haft**  
021205005



*The Dark Elf chariot moves out toward the front line.*



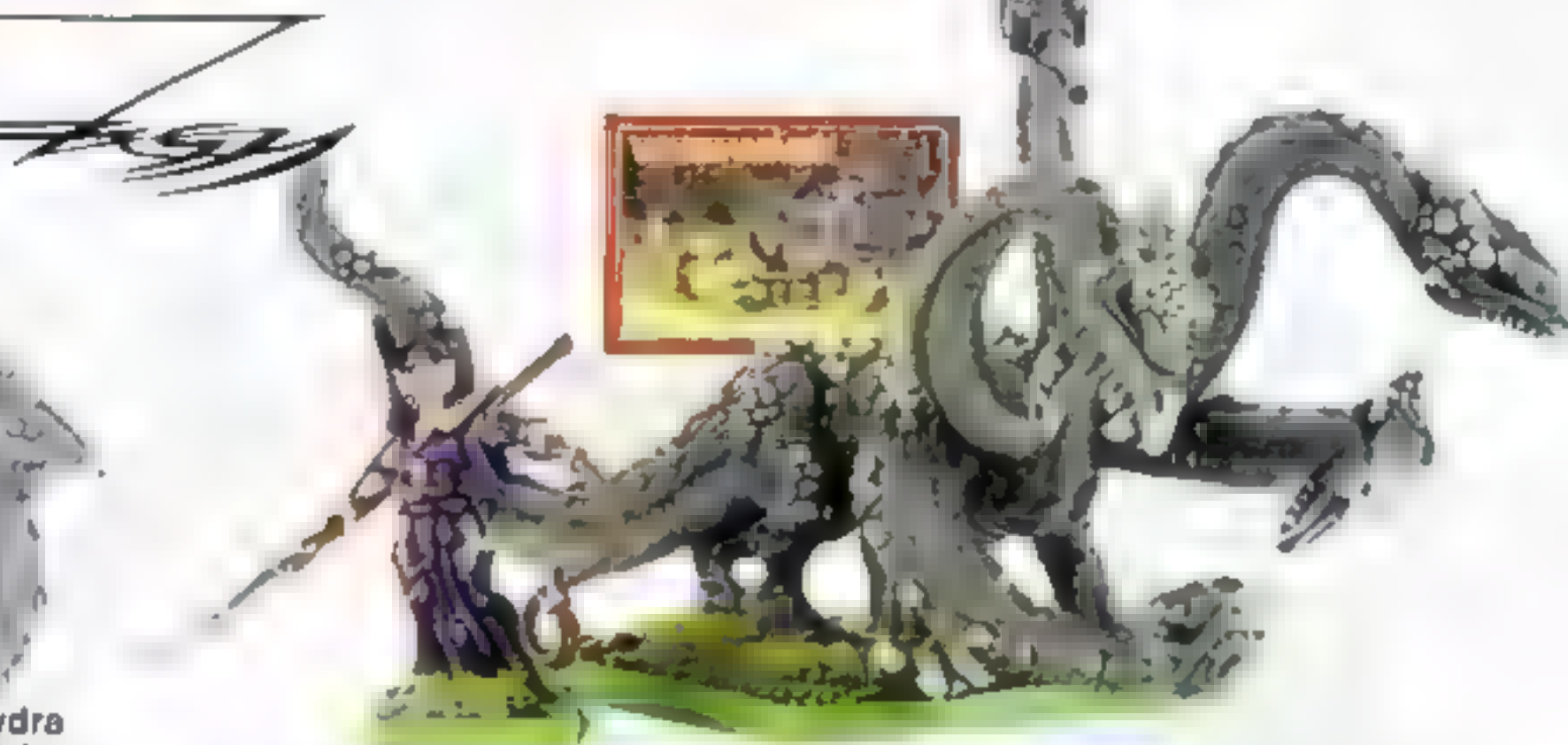
# BASE UNITS



**War Hydra  
Head 3**  
021204904



**War Hydra  
Head 4**  
021204905



**War Hydra Box (10)**  
85-11



**War Hydra  
Head 1**  
021204901



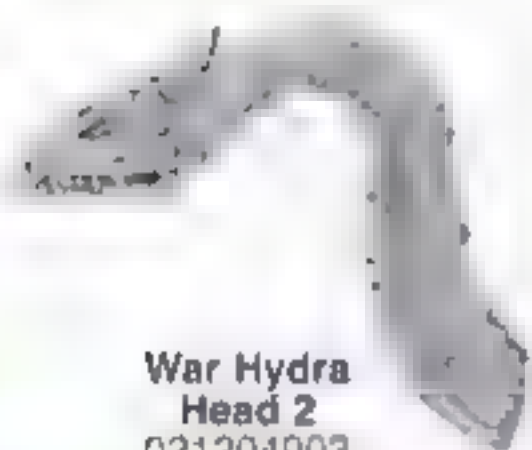
**War Hydra  
Head 5**  
021204907



**War Hydra  
Neck 1**  
021204902



**War Hydra  
Torso**  
021204909



**War Hydra  
Head 2**  
021204903



**War Hydra  
Neck 4**  
021204906



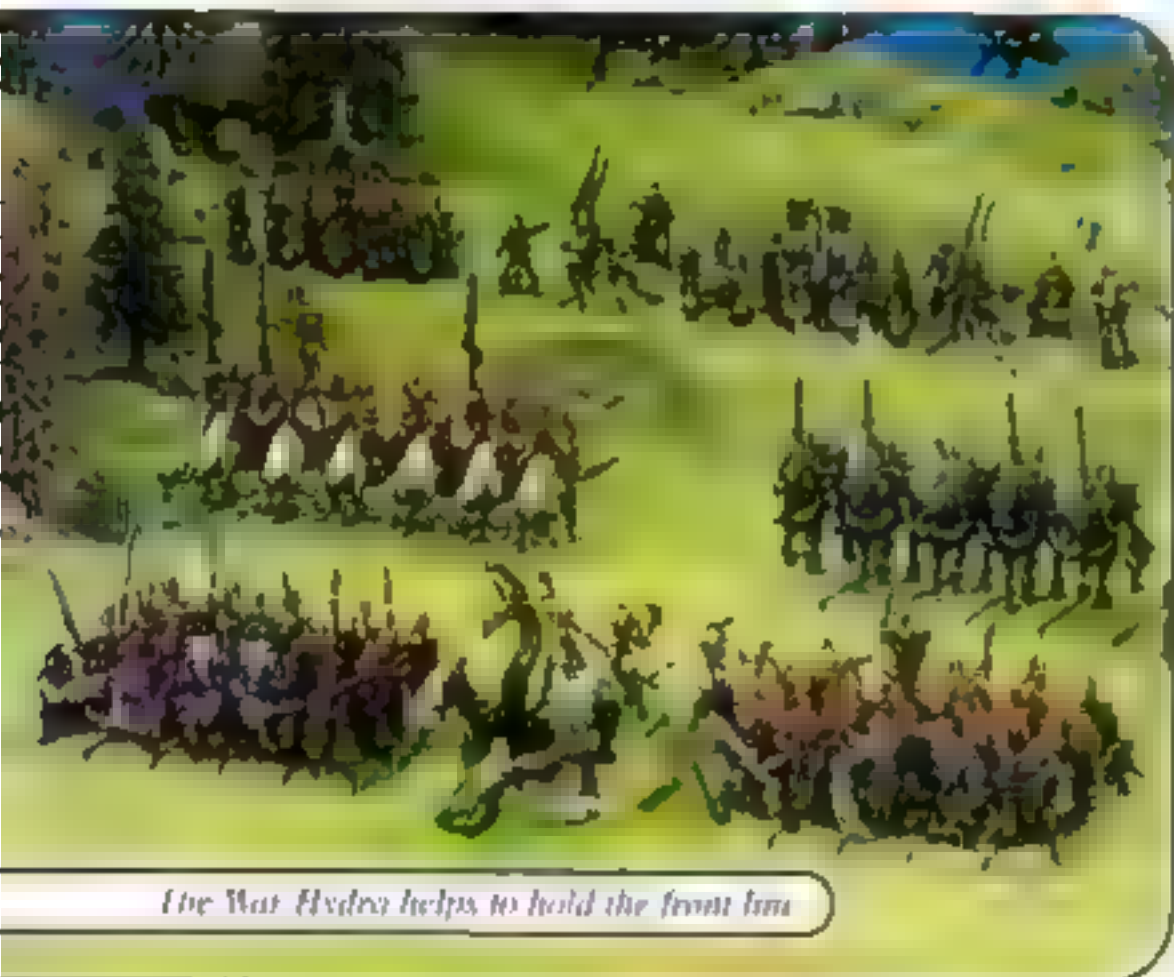
**War Hydra  
Neck 5**  
021204908



**War Hydra  
Right Back Leg**  
021204913



**War Hydra  
Tail**  
021204910



*The War Hydra helps to hold the front line*



**War Hydra  
Rt Front Leg**  
021204912



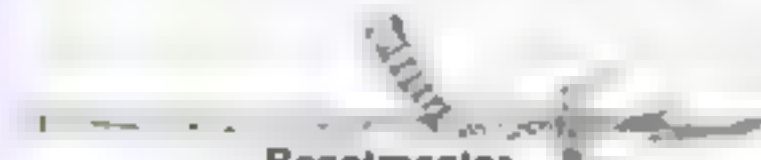
**War Hydra  
Lft Front Leg**  
021204911



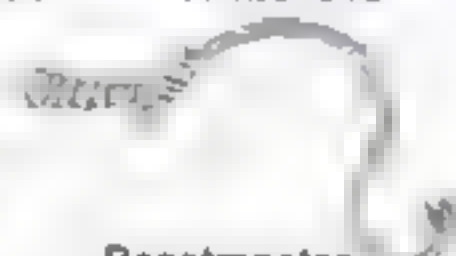
**Beastmaster  
w/ Claw**  
021204914



**Beastmaster  
w/ Whip**  
021204915



**Beastmaster  
Spear Arm**  
021205703



**Beastmaster  
Whip Arm**  
021205704



## BARE UNITS



**Cauldron of Blood Box (1)**  
85-09



**Cauldron  
Liquid**  
021204106



**Cauldron  
Bowl**  
021204105



**Cauldron  
Candles 1**  
021204107



**Cauldron  
Candles 2**  
021204108



**Cauldron  
Guardian 2**  
021204110



**Cauldron  
Guardian 1**  
021204109



**Cauldron  
Hag Queen**  
021204111



**Cauldron  
Base**  
021204101



**Cauldron  
Statue**  
021204102



**Cauldron  
Right Arm**  
021204104



**Cauldron  
Left Arm**  
021204103



Step 1: Build the Cauldron of Blood. Use the Cauldron of Blood pieces to build the Cauldron of Blood.



## PAINTING COLD ONES



**Step 1.** Prime with Skull White spray and paint the model with a slightly thinned layer of Snot Green. Wash the model with Dark Angels Green.



**Step 2.** Paint highlights of Snot Green all over the model.



**Step 3.** Paint the scales Catachan Green. It's a matter of choice whether you paint the scales individually and leave the skin color showing in between the scales, or paint the entire area the color of the scales. We chose to do a combination of both. Our scale color covers the scales and skin at the top of the Cold One. At the bottom of the model, the scale color covers only the scales.



**Step 4.** Apply a 75/25 mix of Catachan Green and Camo Green as the first highlight on the scales.



**Step 5.** Paint a final highlight of 25/75 Catachan Green and Camo Green on the edges of the scales.



## BARE UNITS

*Note: Models shown are bare units.*



**Bolt Thrower Limb**  
021203804



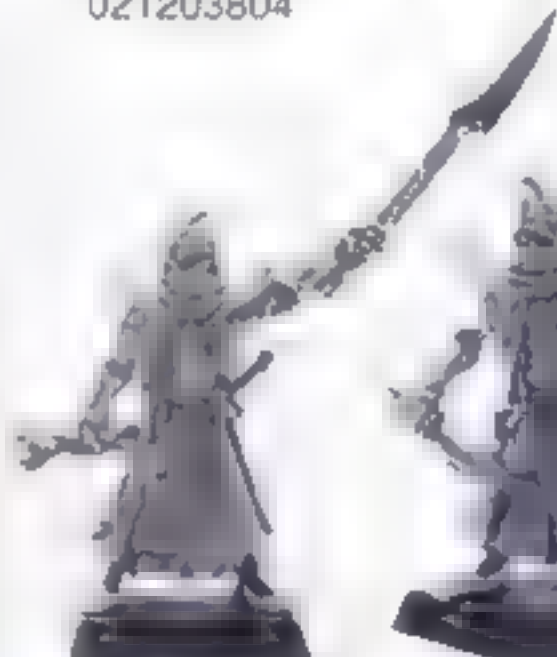
**Bolt Thrower Legs**  
021203801



**Bolt Thrower Stock**  
021203803



**Repeater Bolt Thrower Blister (1 Repeater and 2 Crew)**  
85-39



**Bolt Thrower Commander**  
021203806



**Bolt Thrower Loader 1**  
021203807



**Bolt Thrower Loader 2**  
021203808



**Bolt Thrower Windlass**  
021203802



**Bolt Thrower Bolts**  
021203805



*The Repeater Bolt Thrower and Commander are not available in the UK.*



# BARRE UNITS



Black Guard Box (10), Command Blister (3), Black Guard Blister (Random 2)  
85-13 85-45 85-44

Black Guard  
Champion Halberd  
021204504

Black Guard  
Standard Bearer  
021204505



Black Guard  
Body 2  
021204403



Black Guard  
Body 1  
021204401



Black Guard  
Champion 1  
021204501



Black Guard  
Champion 2  
021204502



Black Guard  
Drummer 1  
021204507



Black Guard  
Drummer 2  
021204508



Black Guard  
Body 3  
021204405



Black Guard  
Body 4  
021204406



Black Guard  
Halberd 1  
021204402



Black Guard  
Halberd 2  
021204404



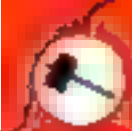
Black Guard  
Standard  
021204506



Black Guard  
Champion Sword  
021204503







## PRICE LIST

### Getting Started

85-01-60 Warhammer Armies Dark Elves \$20

### Boxed Sets & Blister Packs - Lords & Heroes

85-43 Assassin \$8

Blister includes 1 model

85-53 Beastmaster \$8

Blister includes 1 model

85-10 Beastmaster on Manticore \$40

Box includes 1 model

85-38 Sorceress \$8

Blister includes 1 model

85-42 Sorceress on Cold One \$10

Blister includes 1 model

85-41 Malus Darkblade \$13

Blister includes 1 model

85-07 Malekith: Witch King of Naggaroth \$45

Box includes 1 model

85-55 Morathi: the Hag Sorceress \$25

Box includes 1 model

85-56 Shadowblade \$15

Blister includes 1 model

### Boxed Sets & Blister Packs - Core

85-16 Corsairs \$30

Box includes 1 model

85-36 Corsairs Command \$10

Blister includes 3 models

85-06 Dark Elf Warrior Regiment \$30

Box includes 1 model

85-50 Dark Rider \$8

Blister includes 1 model

85-51 Dark Rider Command \$8

Blister includes 1 model

### Boxed Sets & Blister Packs - Special

85-52 Shades \$8

Blister includes 1 model

85-40 Witch Elves Command \$10

Blister includes 1 model

85-14 Witch Elf Regiment \$35

Box includes 1 model

85-46 Executioners \$1

Blister includes 1 model

85-47 Executioners Command \$10

Blister includes 1 model

85-15 Executioners Regiment \$35

Box includes 1 model

85-12 Cold One Chariot \$25

Box includes 1 model

85-08 Cold One Knights \$35

Box includes 1 model

85-54 Harpies \$8

Blister includes 1 model

85-48 Cold One Knights \$9

Blister includes 1 model

85-49 Cold One Knight Command \$9

Blister includes 1 model

### Boxed Sets & Blister Packs - Rare

85-11 War Hydra \$40

Box includes 1 model

85-09 Cauldron of Blood \$35

Box includes 1 model

85-39 Reaper Bolt Thrower \$20

Blister includes 1 model

85-44 Black Guard \$8

Blister includes 1 model

85-45 Black Guard Command \$10

Blister includes 1 model

85-13 Black Guard Regiment \$40

### Metal Blitz - Lords and Heroes

#### Assassins

021204301 Dark Elf Assassin 1 \$6.50

021204302 Dark Elf Assassin 2 \$6.50

021204303 Dark Elf Assassin 3 \$6.50

021204304 Assassin Claw \$2.50

021204305 Assassin Sword \$2.50

#### Beastmasters

021205701 Beastmaster 1 w Whip \$8.75

021205702 Beastmaster 2 w Claw \$8.75

021205703 Beastmaster 1 Snear Arm \$2.50

021205704 Beastmaster 2 Whip Arm \$2.50

#### Beastmaster on Manticore

021204201 Manticore Right Claw \$4

021204202 Manticore Body \$10

021204203 Manticore Left Arm \$4

021204204 Manticore Right Rear Leg \$5

021204205 Manticore Tail \$3

021204206 Manticore Left Rear Leg \$5

021204207 Beastmaster Body \$5

021204208 Beastmaster Head \$1

021204209 Beastmaster Spear \$2

#### Sorceress

021205101 Dark Elf Sorceress \$9

021205102 Dark Elf Mounted Sorceress \$10

021205103 Cold One Sprue \$3

#### Malus Darkblade

021203901 Malus Darkblade Body \$5.50

021203902 Malus Sword \$2.50

021203903 Malus Cloak \$3.50

021203904 Cold One Head \$3

021203905 Cold One Jaw \$2

021203906 Cold One Sprue \$3

#### Malekith

021203301 Witch King Body \$4

021203302 Witch King Head \$2

021203303 Witch King Arm \$2

021203304 Witch King Cloak \$3

021203305 Witch King Saddle \$3

021203306 Left Dragon Fin \$1.50

021203307 Dragon Horns \$3

021203308 Right Dragon Fin \$1.50

021203309 Dragon Jaw \$4

021203310 Dragon Head \$5

021203311 Dragon Right Arm \$5

021203312 Dragon Left Hand \$3

021203313 Dragon Tail \$6

021203314 Dragon Wing Set \$12

021203315 Dragon Body \$9

021203316 Dragon Limbs Sprue \$9

#### Morathi

021205801 Morathi Body \$2

021205802 Morathi Head \$1

021205803 Morathi Hair \$1

021205804 Dark Pegasus Right Side \$6

021205805 Dark Pegasus Left Side \$6

021205806 Dark Pegasus Head \$2

021205807 Dark Pegasus Right Wing \$6

021205808 Dark Pegasus Left Wing \$6

#### Shadowblade

021205901 Shadowblade Body \$9

021205902 Shadowblade Arm \$1

### Metal Blitz - Core

#### Corsairs

021203401 Corsair 1 \$3

021203402 Corsair 2 \$3

021203403 Corsair 3 \$3

021203404 Corsair 4 \$3

021203501 Standard Bearer \$3

021203502 Standard Top \$2

021203503 Corsair Musician \$3

021203504 Champion 1 (pointing) \$3

021203505 Champion 2 (fist raised) \$3

021203507 Champion 3 severed head, \$3

#### Dark Riders

021201701 Dark Rider 1 Hood & Scarf \$5

021201702 Dark Rider 2 (Hood) \$5

021201703 Dark Rider 3 (Man Face) \$5

021201704 Dark Rider 4 (Scarf on Face) \$5

021205501 Dark Rider Command Body 1 \$5

021205502 Dark Rider Command Body 2 \$5

021205503 Dark Rider Sword Arm \$1

021205504 Dark Rider Standard Arm \$2

021205505 Dark Rider Horn Arm \$1

021205506 Dark Rider Crossbow \$1

9438999015 Elf Steed Head \$1

9438999005 Elf Steed Body \$2

#### Warriors

9938999001 Dark Elf Warrior Sprue \$6.25

9438999009 Dark Elf Shield Sprue \$1.50

### Metal Blitz - Special

#### Cold One Chariot

021205001 Dark Elf Chariot Base \$6

021205002 Dark Elf Chariot Left Side \$3

021205003 Dark Elf Chariot Front \$3

021205004 Dark Elf Chariot Right Side \$3

021205005 Dark Elf Chariot Helt \$5

021205006 Dark Elf Chariot Yoke \$3

021205007 Dark Elf Chariot Banner Pole \$1

021205008 Dark Elf Chariot Spear Rack \$2

021205009 Dark Elf Chariot Blade Sprue \$1

021205010 Dark Elf Chariot Crossbow \$1

021205011 Dark Elf Chariot Trophies \$1

021205012 Dark Elf Chariot Crew Body 1 \$3

021205013 Dark Elf Chariot Crew 1 Spear \$1

021205014 Dark Elf Chariot Driver Body \$3

9438999002 Cold One Head and Body Sprue \$3

#### Cold One Knight

021204601 Cold One Knight 1 \$3.50

021204602 Cold One Knight 2 \$3.50

021204603 Cold One Knight 3 \$3.50

021204604 Cold One Knight Lance 1 \$2.50

021204605 Cold One Knight Lance 2 \$2.50

021204606 Cold One Shield 1 (Cross) \$1.50

021204607 Cold One Shield 2 (Horn) \$1.50

021204608 Cold One Shield 3 (Wing) \$1.50

021204609 Cold One Shield 4 (Horn Wing) \$1.50

021204610 Cold One Shield 5 (Blank) \$1.50

021204701 Cold One Champion Body \$4.50

021204702 Cold One Command Standard \$3.50

021204703 Cold One Command Sword \$2

021204704 Cold One Command Horn \$2

9438999002 Cold One Head and Body Sprue \$3

#### Executioner

021205201 Dark Elf Executioner 1 \$3

021205202 Dark Elf Executioner 2 \$3

021205203 Dark Elf Executioner 3 \$3

021205204 Dark Elf Executioner 4 \$3

021205205 Executioner Blade 1 \$1

021205206 Executioner Blade 2 \$1

021205301 Executioner Champion \$3







## PRICE LIST

*Note: The Dark Elf General uses the Classn Elven Shield apron*



**Cold One  
Head**  
021201203



General  
Legs  
021201202



**General Body**  
021201201



General  
Banner & Sword  
021201205



Cold One  
Right Side  
021201207



**Black Guard  
Lance**  
021201204



**Sorcerer**  
021201301



**Assassin 1**  
021201401



**Assassin 2**  
021201402



**Cold One**  
**Left Side**  
021201206



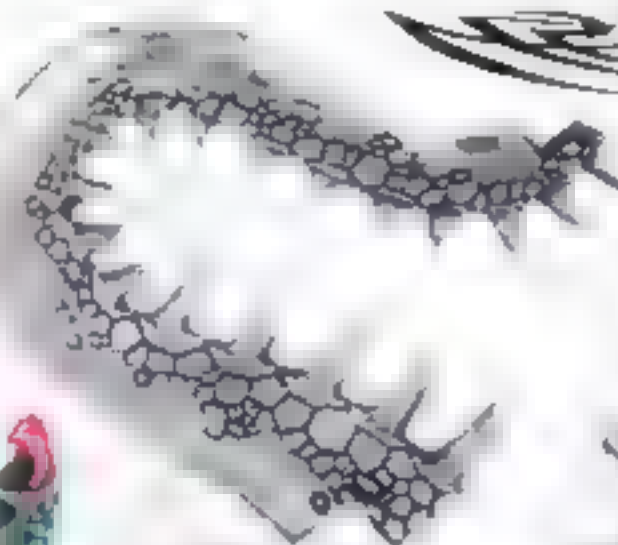
The Dark Sat. is supposed to, purge the country



## CLASSIC RANGE



**Rakarth the Beastlord**  
MO 0058



**Black Dragon Tail**  
021200105



**Black Dragon Right Arm**  
021200109



**Black Dragon Left Arm**  
021200110



**Black Dragon Horns**  
021200108



**Rakarth Body**  
021200101



**Rakarth Legs & Saddle**  
021200102



**Rakarth Whip of Agony**  
021200103



**Black Dragon Tail End**  
021200106



**Black Dragon Neck**  
021200113



**Black Dragon Head**  
021200107



**Black Dragon Right Leg**  
021200114



**Black Dragon Left Leg**  
021200115



**Black Dragon Belly**  
021200112



**Black Dragon Chest**  
021200111



**Rakarth Shield & Spear**  
021200104





## CLASSIC RANGE



**Crossbowmen 1**  
021200203



**Crossbowmen 2**  
021200204



**Crossbowmen 3**  
021200202



**Crossbowmen 4**  
021200205



**Crossbowmen 5**  
021200209

## SHOWCASE

*Below: Mark Jones does it again with this great looking Dark Elf terrain. This tree overlooks a sacrificial pond where the Witches perform their dark rituals. Their victims hang from the trees to remind those who pass what happens to trespassers.*



**Crossbowmen  
Crossbow Top**  
021200201



**Crossbowmen 6**  
021200208



**Crossbowmen 8**  
021200207



**Crossbowmen 7**  
021200206



# CLASSIC RANGE



**Spearmen 3**  
021201501



**Spearmen 1**  
021201504



**Spearmen 2**  
021201502



**Spearmen 4**  
021201503



**Spearmen 7**  
021201507



**Spearmen 8**  
021201505



**Spearmen 6**  
021201508



**Spearmen 5**  
021201506

Note: The Dark Elf  
Spearmen are the only  
units in the Classic Range  
that are not  
available in the  
Classic Range.



**Classic Elven Shield Sprue**  
99369999002

The Dark Elf army attempt to recover the Dragon's Eye.





## CLASSIC RANGE



**Corsair 2**  
021200702



**Corsair 1**  
021200701



**Banner Top 2**  
021200408



**Banner Top 3**  
021200409



**Corsair 4**  
021200704



**Corsair 3**  
021200703



**Standard Bearer 2**  
021200406



**Standard Bearer 1**  
021200405



**Banner Top 1**  
021200407



**Champion 2**  
021200502



**Musician 2**  
021200404



**Champion 1**  
021200501



**Musician 1**  
021200403





## CLASSIC RANGE



Cold One Knight  
Left Side  
021200802



Cold One  
Head 2  
021200813



Cold One  
Head 4  
021200812



Cold One  
Head 1  
021200810

*Note: The Dark Elf Cold One Knights use the Classic Elven Shield sprue when in combat.*



Cold One Knight  
Legs  
021200805



Cold One Knight  
Legs  
021200903



Cold One Knight  
Body 2  
021200804



Cold One Knight  
Body 1  
021200803



Cold One Knight  
Champion  
021201001



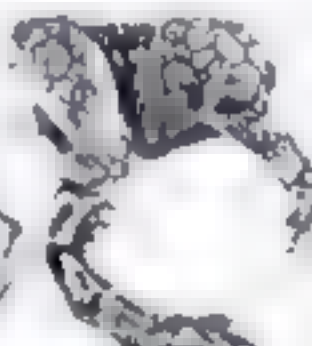
Cold One Knight  
Standard Bearer  
021200901



Cold One  
Left Side A  
021200807



Cold One  
Left Side B  
021200809



Cold One  
Right Side A  
021200806



Cold One  
Right Side B  
021200808



Cold One  
Tail 3  
021200815



Cold One  
Tail 2  
021200817



Cold One  
Tail 4  
021200814



*The Dark Elves confront their hated brethren.*



Cold One Knight  
Standard Top  
0212010902



Classic Elven Shield Sprue  
99369999002





## PAINTING WITCH ELF PALE FLESH AND VEINS

**Step 1.** Start by painting the model's skin with Fortress Grey



**Step 2.** Begin by highlighting the skin with a 60/40 mix of Fortress Grey and Skull White



**Step 3.** Highlight the skin again with final a slightly thinned 25/75 mix of Fortress Grey and Skull White. Paint veins by applying a 4/1 mix of Palid Flesh and Liche Purple. Make sure to thin this mix considerably and paint it carefully onto the model with a fine detail brush



**Step 4.** The veins are highlighted with thinned Palid Flesh



## CLASSIC RANGE



Witch 7  
021200601



Witch 5  
021200602



Witch 3  
021200606



Witch 1  
021200604



Witch 4  
021200605



Witch 2  
021200603



Witch 6  
021200607



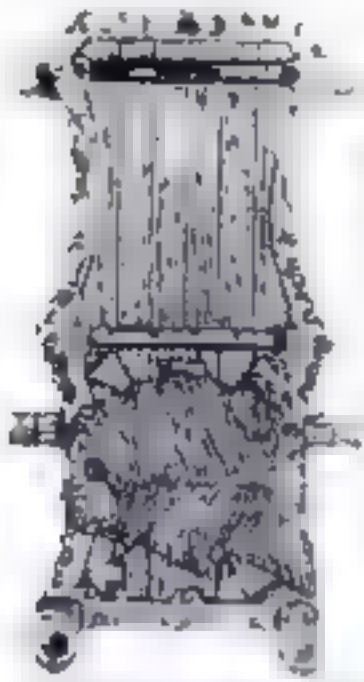
Witch 9  
021200608



Witch 8  
021200609



CLASSIC RANGE



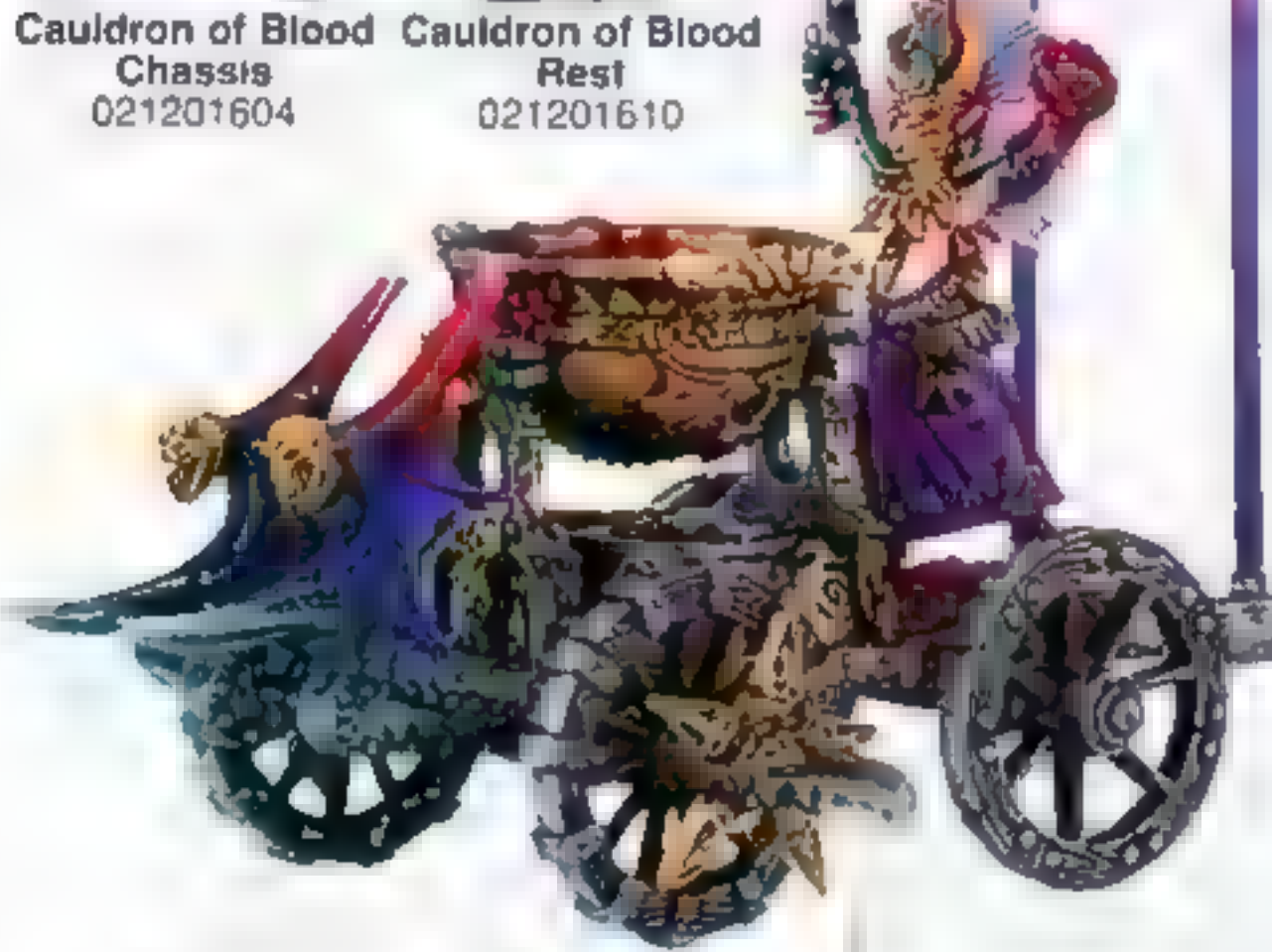
Cauldron of Blood  
Chassis  
021201604



Cauldron of Blood  
Front Blade  
021201605



Cauldron of Blood  
Rest  
021201610



Cauldron of Blood  
Guardian 1  
021201602



Cauldron of Blood  
Guardian 2  
021201603



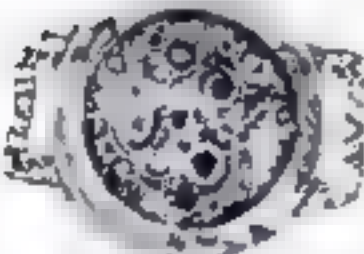
Cauldron of Blood  
Hag Queen  
021201601



Cauldron of Blood  
Scythe  
021201612



Cauldron of Blood  
Scythe Base  
021201611



Cauldron of Blood  
Top  
021201609



Cauldron of Blood  
Bottom  
021201608



Cauldron of Blood  
Coals  
021201607

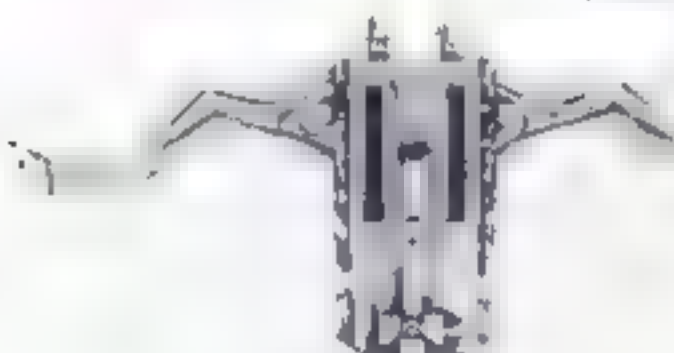


Cauldron of Blood  
Banner Pole  
021201606





## CLASSIC RANGE



**Bolt Thrower  
Bow**  
021201103



**Bolt Thrower  
Magazine Left**  
021201104



**Bolt Thrower  
Magazine Right**  
021201105



**Bolt Thrower  
Crew 2**  
021201102



**Bolt Thrower  
Crew 1**  
021201101



**Bolt Thrower  
Lever**  
021201106



**Bolt Thrower  
Stand**  
021201107



**Black Guard 1**  
021200301



**Black Guard 2**  
021200302



**Black Guard 3**  
021200303



**Black Guard 4**  
021200304





# CLASSIC RANGE



**Dark Rider  
Standard Bearer**  
021201901



**Dark Rider  
Champion**  
021201801



**Harpy  
Body 1**  
029900801



**Harpy  
Body 2**  
029900804



**Harpy  
Body 3**  
029900802



**Harpy  
Wings**  
029900803



To Download the full version of the game, visit [www.games-workshop.com](http://www.games-workshop.com)





## DARK ELF SCENERY

This Dark Elf sacrificial altar is a nice addition to any game table.

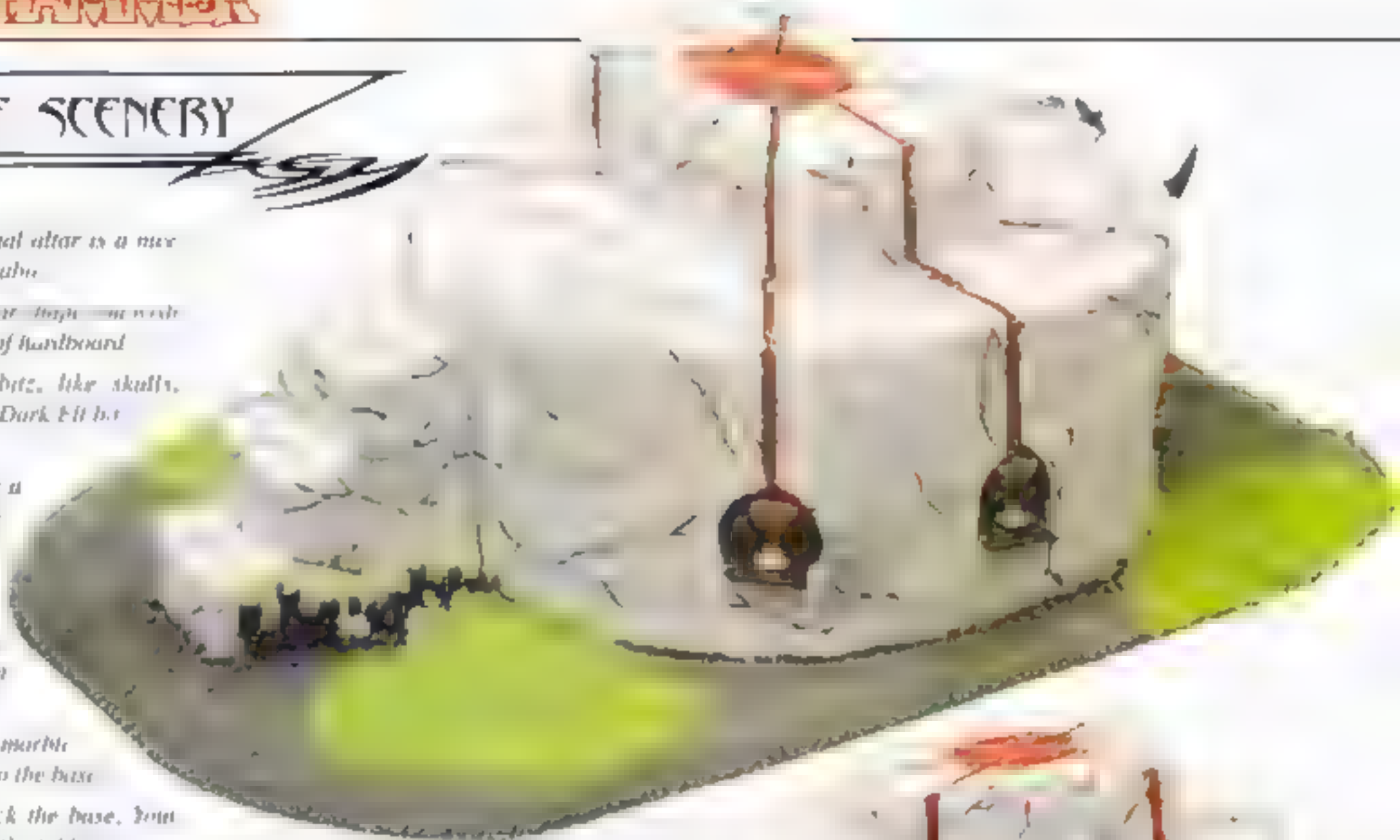
**Step 1.** Cut out any altar shape in wood and glue it to a piece of hardboard.

**Step 2.** Add small bits, like skulls, clutches, or any other Dark Elf bit to the altar.

**Step 3.** Give the altar a basecoat of white or black depending on the color of marble cracks you have. Add streaks of contrasting colors to the surface for the marble cracks.

**Step 4.** Highlight the marble cracks and glue sand to the base.

**Step 5.** Paint and flock the base. Your altar is now ready for the tabletop.



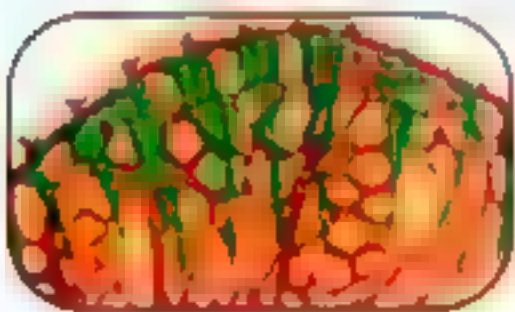
## COLORS OF WAR



Space Wolves Grey, Blood Red



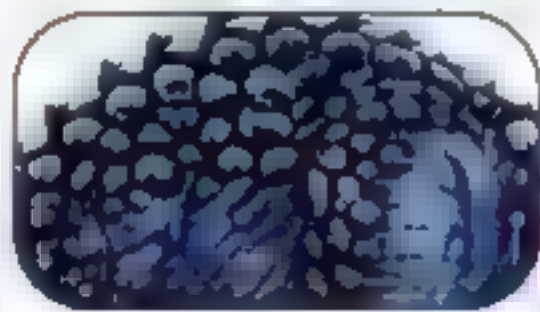
Space Wolves Orange, Black



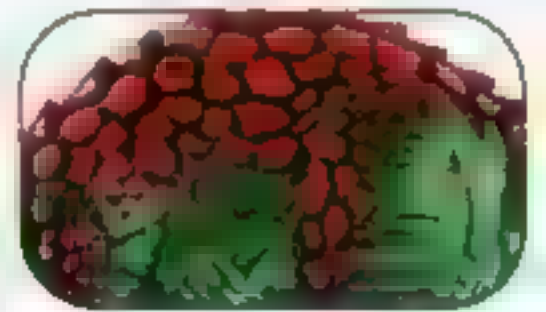
Vornir Brown, Scaly Green



Dark Fists Green, Grey



Reik Blue, Fortress Grey



Dark Angels Green, Blood Red



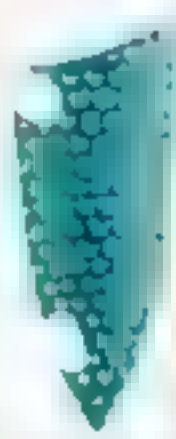
Fairy Orange, Sunburst Yellow, Chaos Black



Liche Purple, Fortress Grey, Chaos Black



Dark Angels Green, Blood Red, Bone



Scaly Green, Skull White



Blood Red, Skull White



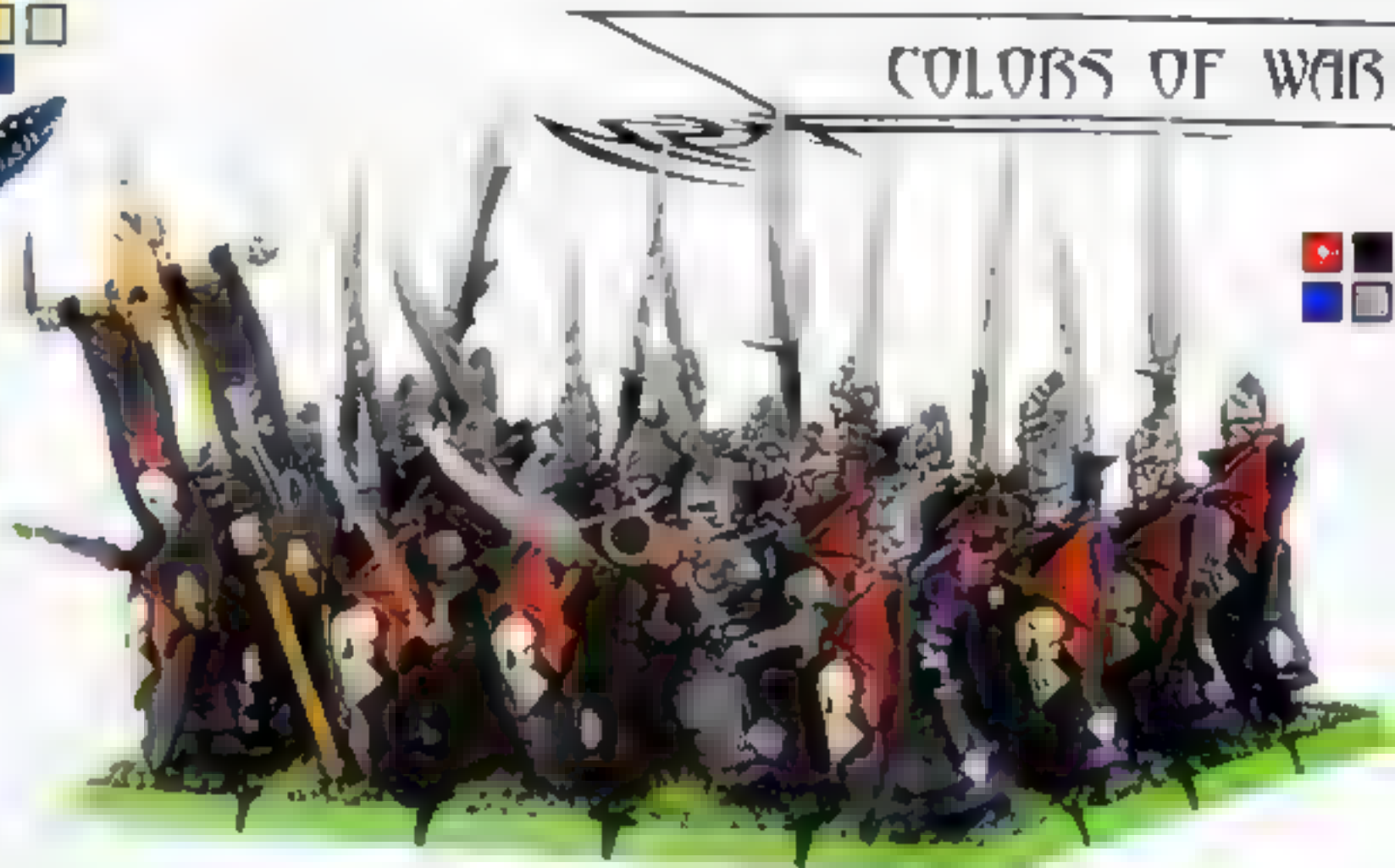
Warlock Purple, Chaos Black, Shining Gold



# COLORS OF WAR



Shining Gold Regal Blue Space Violets Grey



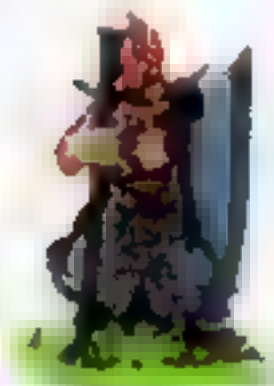
Shining Gold Charcoal



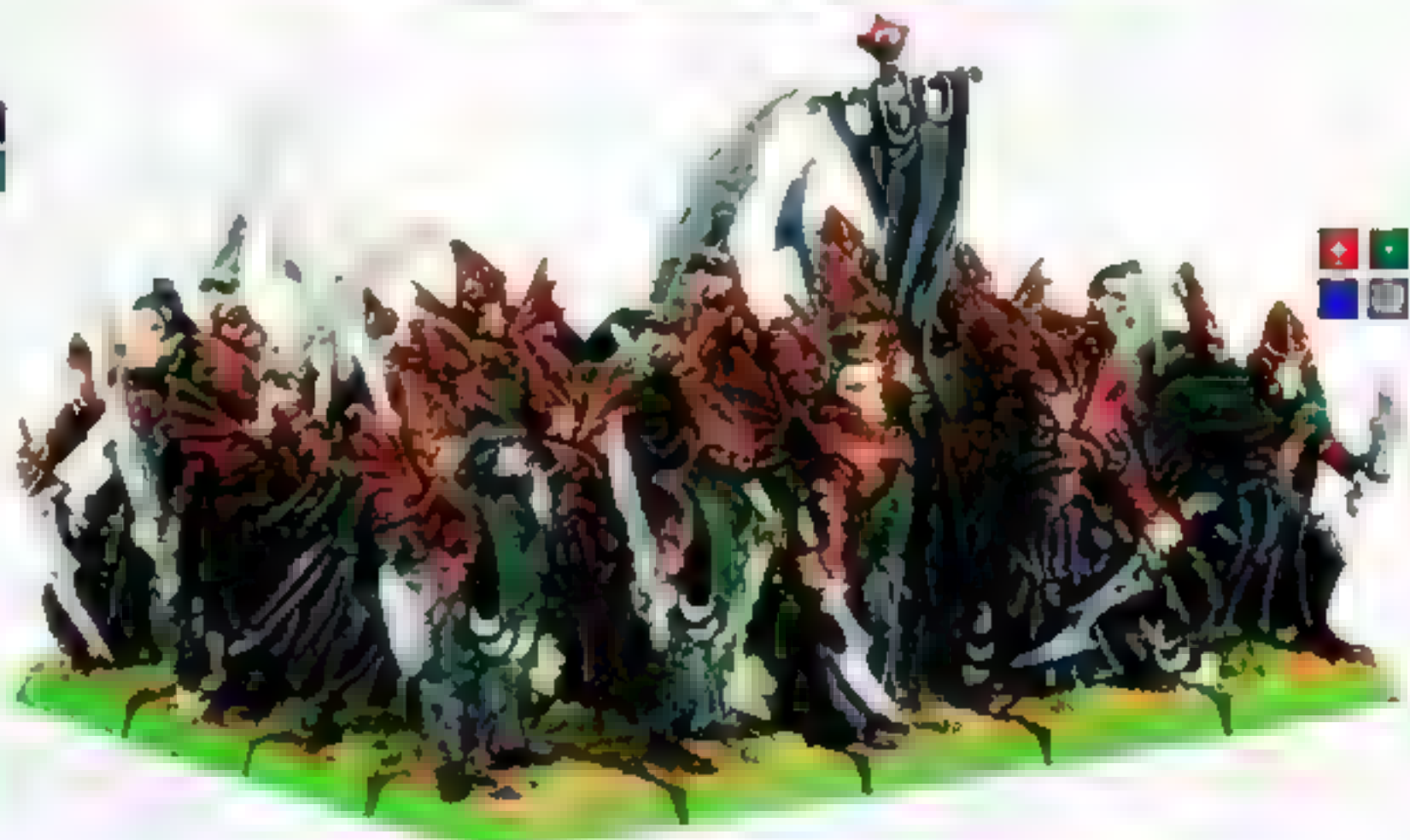
Charcoal Black Sooty Green



Charcoal Black Shining Gold



Blood Red Lichen Purple



The Dark Elf Warriors are the victory prize!





# DOGS OF WAR

Captain Pugnio watched the battle in the valley below with a certain amount of cool professionalism. His force, which amounted to several hardened units of Pikemen, a smattering of Crossbowmen, and a particularly ferocious group of Ogres, had offered its services to both sides in the fighting below.

The Dwarfs had been too penny-pinching cheap and were hoping to win the battle against the ratmen by themselves and keep their stubby little hands on all their gold! The Skaven, on the other side, had been shrewd negotiators until it turned out that all they had for trade at the moment were glowing green rocks. Certainly of no use to my treasure-seeking fighters, thought Captain Pugnio.

Still, if the Dwarfs suddenly gave the signal (by waving a red flag), then Pugnio's Dogs of War were hired. If the Skaven gave the signal (by waving a blue flag), then also, Pugnio's lads were being paid to fight. As the battle swayed back and forth in the valley below, Pugnio was fairly certain that the third option was going to be the best. Let those fools whittle each other down and then fall on them and destroy them all. The only problem, thought Captain Pugnio, is where to sell those cursed glowing rocks.



Above: Gold winner at the 2001 UK Golden Demon, this mutated giant was painted by Jasper Kuipers



Above: This Lucretia Beladonna model won Thomas David a Silver at the 2000 French Golden Demon



Left: This Ogre unit was painted by Robert Carliss and won a silver at the 2000 UK Golden Demon



The Warhammer world is a violent and turbulent place, where realms are constantly beset by attacks. The Dogs of War are literally roving armies for hire, sea-sword mercenaries who will risk their lives for profit! Some of these Dogs of War are merely cutthroat bandits, but others are professional fighters from faraway and exotic lands. Tilea, one of the kingdoms of the Old World, is especially famous for producing mercenaries, although bands of warriors come from many races and countless realms from around the Warhammer world.

## Using Dogs of War or Building a Dogs of War Army

The Dogs of War are unique in that a player may build an entire Dogs of War army or just add a unit or two of the mercenaries to bolster an existing force. There are such an amazing selection of both troop types and models to choose from that we recommend this army to more experienced Warhammer players.

### Dogs of War Disclaimer

The Dogs of War army does not have a current Army book, but does have a well prepared army list in *Warhammer Chronicles 2004*. There is not only a full list for the Dogs of War but also a complete (up to this point) write-up on all the Regiments of Renown.

This army list allows players either to field an entire army of Dogs of War or to "hire" a few units to join an existing army. There are some restrictions (e.g., Dwarfs can never fight alongside greenskins), which are fully described in the *Warhammer Chronicles 2004*.

Veteran players will find it challenging to get the most out of such a disparate group of individual units.

Players with existing armies that want to throw a monkey wrench into their foe's plans should consider adding a unit of Dogs of War. Potent Regiments of Renown like Golgfrag's Ogres can be a nasty surprise when they turn up in your Empire army! Likewise, Cannons, Pikemen, cavalry, or missile troops for armies that can't normally field such weapons can shock your opponent into making bad moves! Look under each Dogs of War troop listing in *Warhammer Chronicles 2004* to see which units will "hire out" to which armies!

### TERMINOLOGY

**Terminology.** "Dogs of War" is a generic term used to describe mercenaries. The Dogs of War army list is a list of generic troop listings (like Pikemen or Ogres) "Regiments of Renown" is a phrase used to refer to famous (especially well known) armies like Pazzo's Lost Legion or Grolgash's Veterans. It is possible to make an entire Dogs of War army without any Regiments of Renown, and likewise a player can make an entire Dogs of War army with only Regiments of Renown. Exotic armies may "hire" either for both generic Dogs of War or Regiments of Renown to join their cause.



*Dogs of War march bravely with their ally.*



*The Dogs of War army in its strength.*



## GETTING STARTED



**Warhammer Chronicles 2004**  
80-03-60

On pp. 54-60 of *Warhammer Chronicles 2004* you will find all the rules for building a Days of War army. With them, you can fight your friends and sell your services to the highest bidder.

The heart of any army is the strength of its Core regiments. On the left we see two examples of Core units available to the Days of War general. The unit at the top right of the page is the Avatars Fellowship. A large group of Pikemen, the Avatars fight in four ranks and can easily outnumber their enemies in the Combat Resolution Phase. The unit's name is no flatter than the Avatars Fellowship. Leopold's Leopard Company will never leave the battlefield because of the unit's psychological trickery. The Leopard Company throw the Avatars on the right and as they fight in four ranks with their pikes and will usually win until the last man has fallen. This regiment believes that they must carry on in the eyes of the Leopard God Emperor and therefore will not flee from battle. These two units are excellent choices for beginning your Days of War army.

*Left: This Games model was painted by Matt Riley of the US Main Order Team.*



*For Days of War, see the rules on page 54-60 in the book.*



CHARACTERS



Mercenary General  
(Complete)  
MO 0059



General  
Body  
021400301



General  
Horse Head  
021400302



Armored Horse  
Head & Body Sprue  
99380299004



Borgio  
Body  
021402901

Borgio  
Lance & Shield  
021402902

Borgio the Besieger  
Complete  
MO 0020



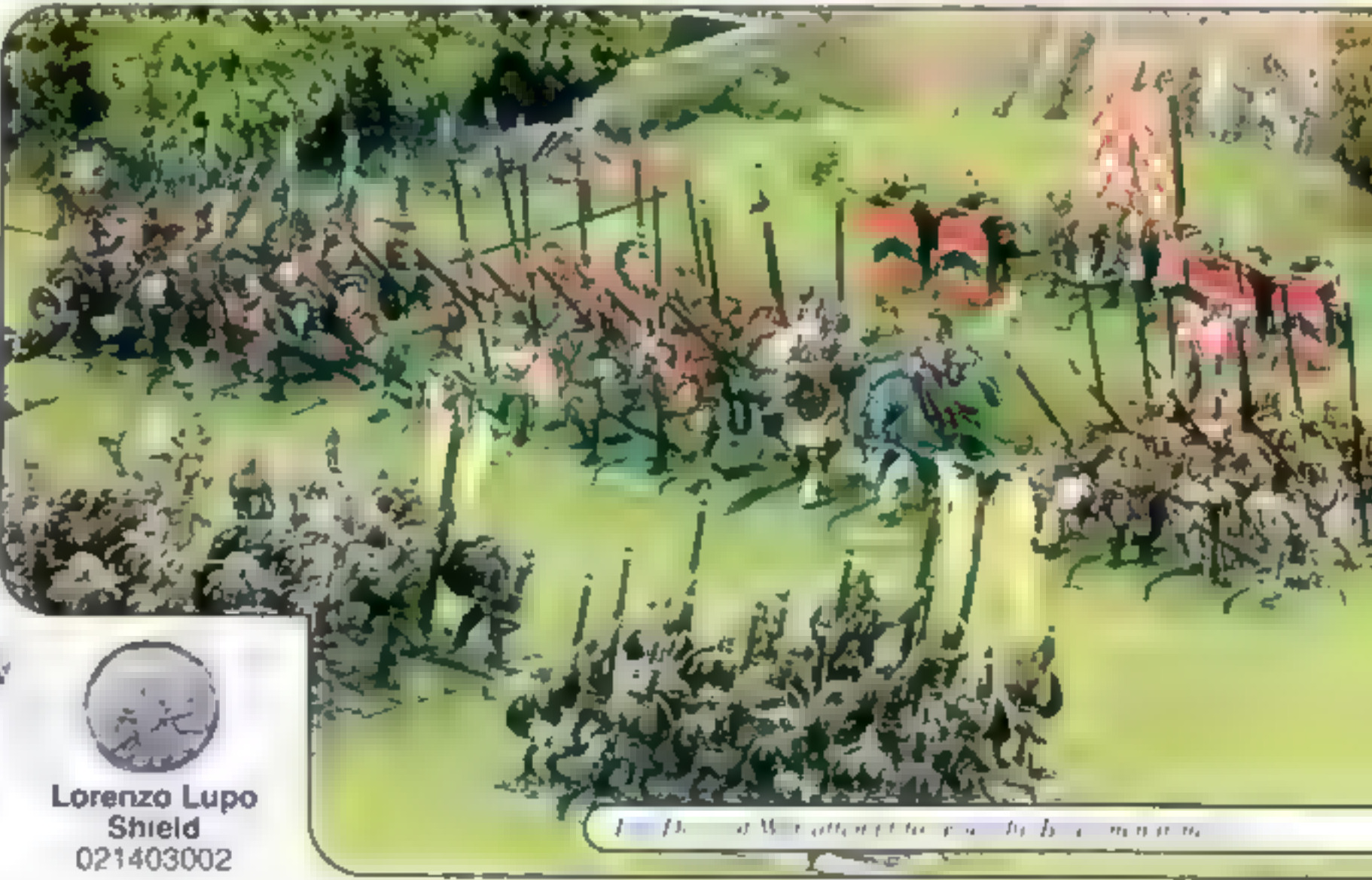
Lorenzo Lupo  
(Complete)  
MO 0023



Lorenzo Lupo  
Body  
021403001



Lorenzo Lupo  
Shield  
021403002





# CHARACTERS



**Mydas the Mean  
Body**  
021402201



**Sheikh Yadosh  
Body**  
021402204



**Mydas the Mean  
Money Chest**  
021402208



**Mydas the Mean  
Chest Lid**  
021402209



**Mydas the Mean  
Shield**  
021402203



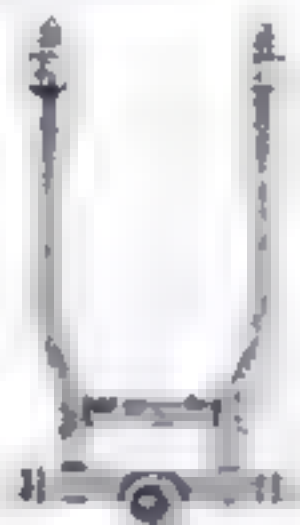
**Mydas the Mean  
Mule Tail**  
021402206



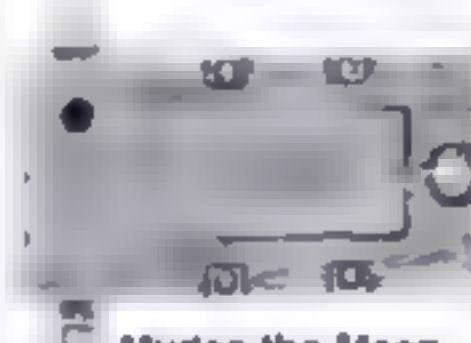
**Mydas the Mean  
Mace**  
021402202



**Medieval Horse  
Body Sprue**  
99389999003



**Mydas the Mean  
Cart Pulley**  
021402210



**Mydas the Mean  
Cart Chassis**  
021402207



**Mydas the Mean  
Mule Head**  
021402205



**Midas the Mean  
12-Spoke Wheel**  
99399999002



**Lucrezia  
Body**  
021402001



**Lucrezia Belladonna  
(Complete)**  
MO 0024



**Lucrezia  
Horse Head**  
021402002



**Bretonnian Horse  
Body Sprue**  
99389999004



**Bretonnian Horse  
Head Sprue**  
99389999014



# CHARACTERS



**Ghazak Khan  
(Complete)**  
MO 0021



**Ghazak Khan  
Wolf Head**  
021404007



**Ghazak Khan  
Body**  
021404001



**Ghazak Khan  
Sword**  
021404002



**Ghazak Khan  
Quiver**  
021404004



**Ghazak Khan  
Banner Pole**  
021404003



**Ghazak Khan  
Wolf Lft Side**  
021404005



**Ghazak Khan  
Wolf Rt Side**  
021404006



**Dark Emissary  
(Complete)**  
MO 0293



**Dark Emissary  
Body**  
021405001



**Dark Emissary  
Head**  
021405002



**Truthsayer  
(Complete)**  
021404901



**Gotrek & Felix  
(Complete)**  
MO 0022



**Gotrek**  
029902501



**Fen Beast  
Body**  
021405101



**Fen Beast  
Head**  
021405102



**Fen Beast  
Arm**  
021405104



**Fen Beast  
Spine**  
021405103



**Fen Beast  
(Complete)**  
MO 0292



**Felix  
Sword**  
029902503



**Felix  
Body**  
029902502



**Felix**  
020500402



**Gotrek**  
020500401



# CHARACTERS

021402802

**Asarnil Banner**  
021402802



**Asarnil Saddle**  
021402805



**Asarnil Shield**  
021402803



**Asarnil Body**  
021402801

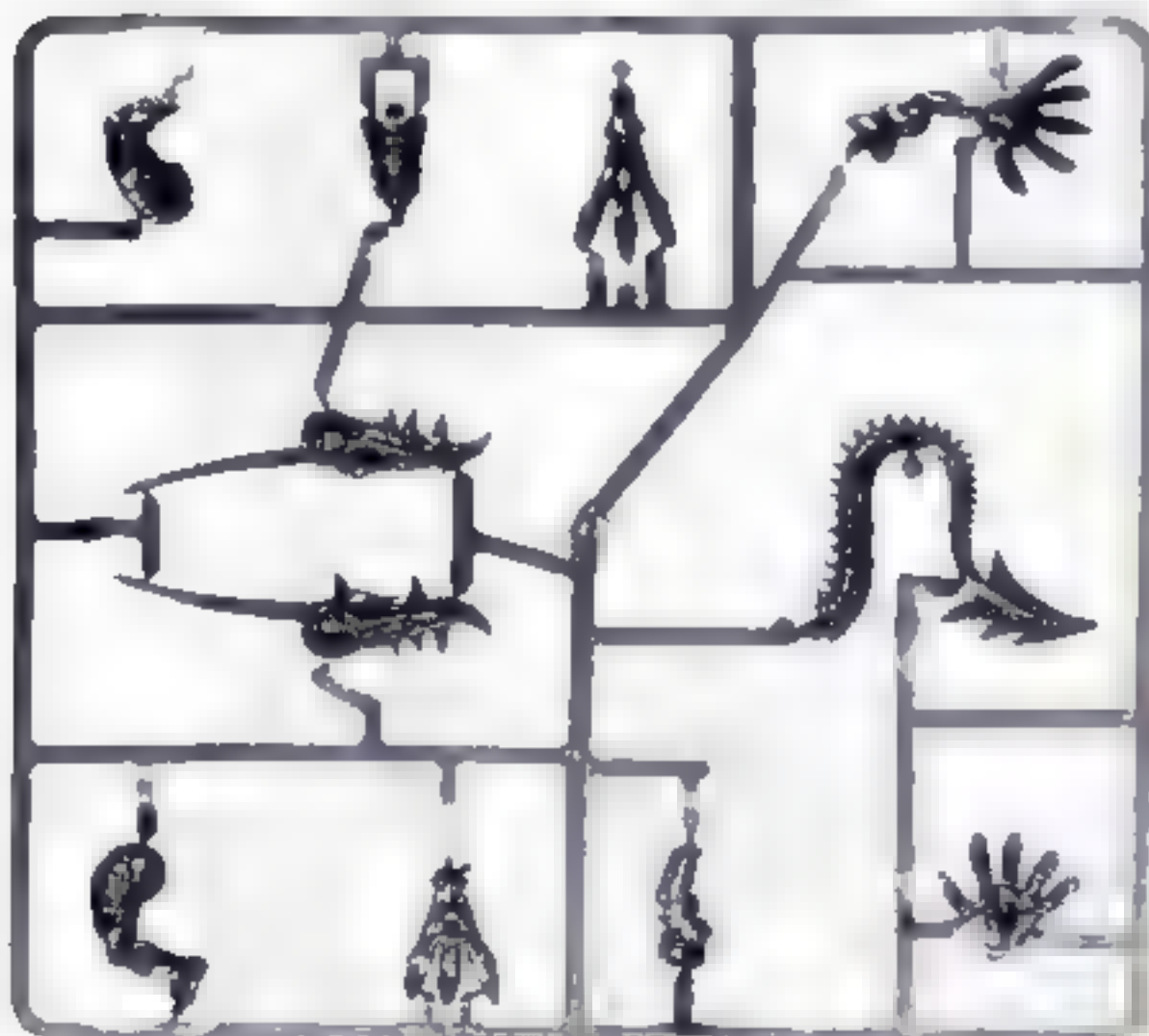


**Asarnil Sword**  
021402804

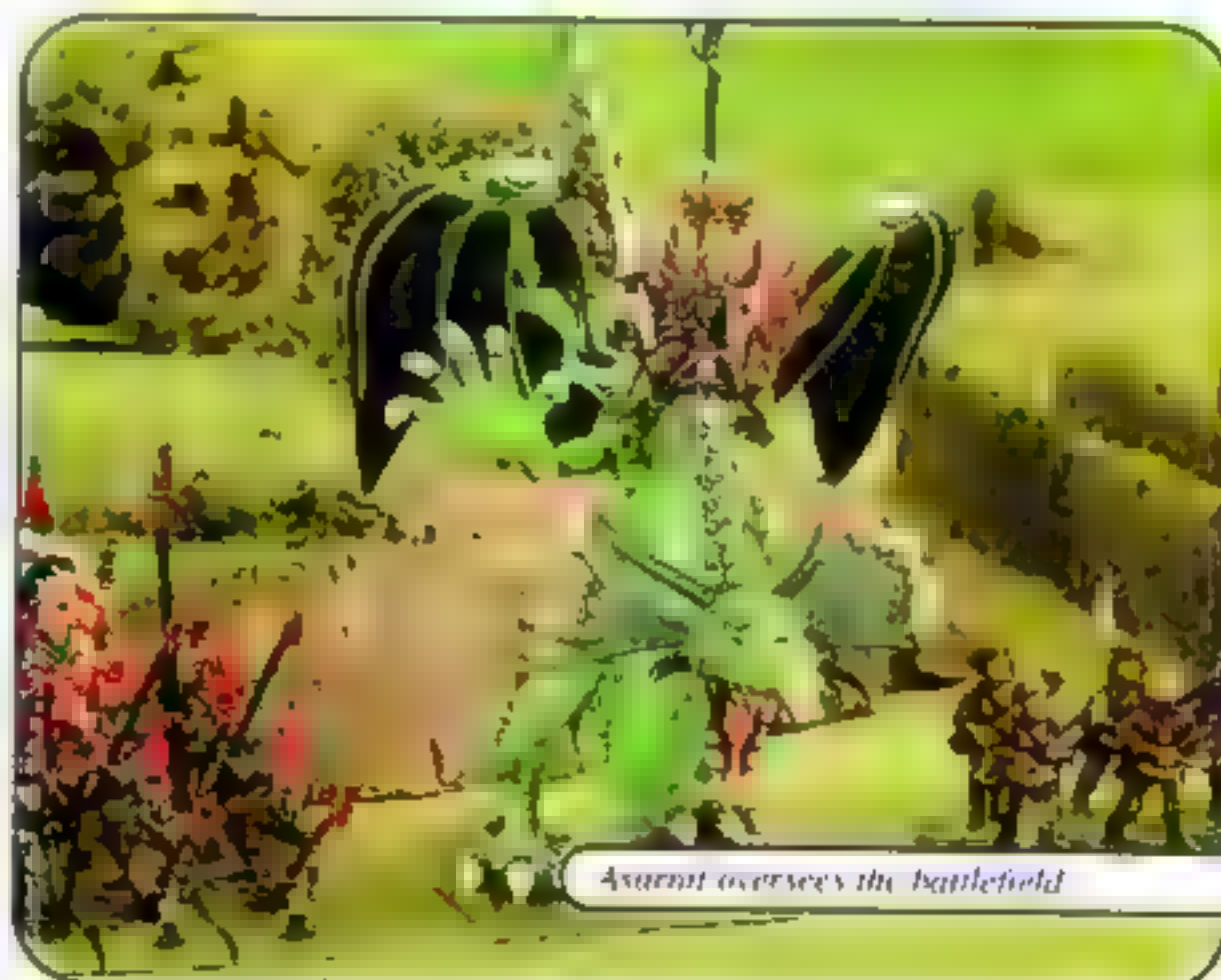
*Note: The Dragon Limbs Sprue is not shown at actual size*



**Asarnil the Dragonlord (Complete)**  
MO 0002

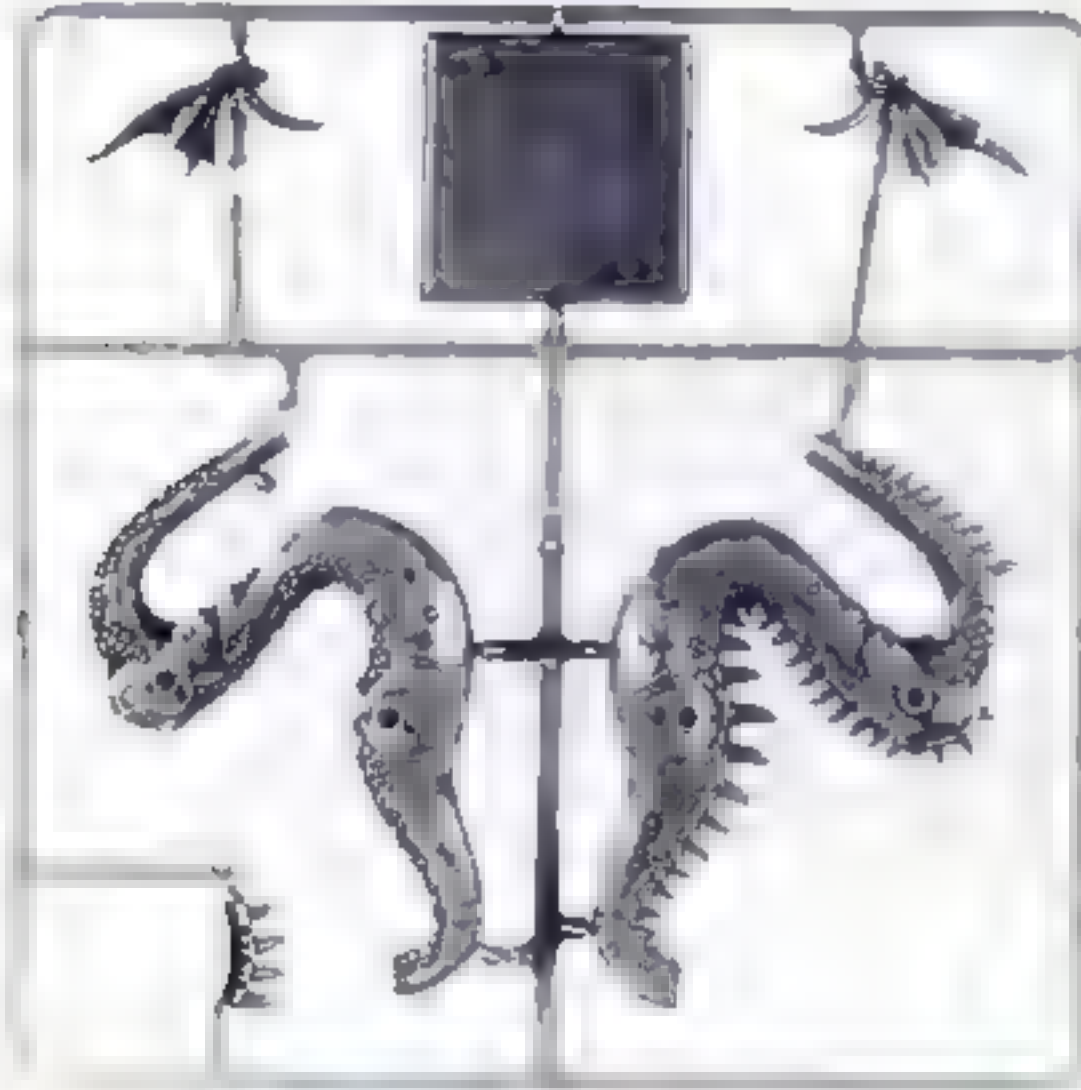


**Dragon Limbs Sprue**  
99389999077

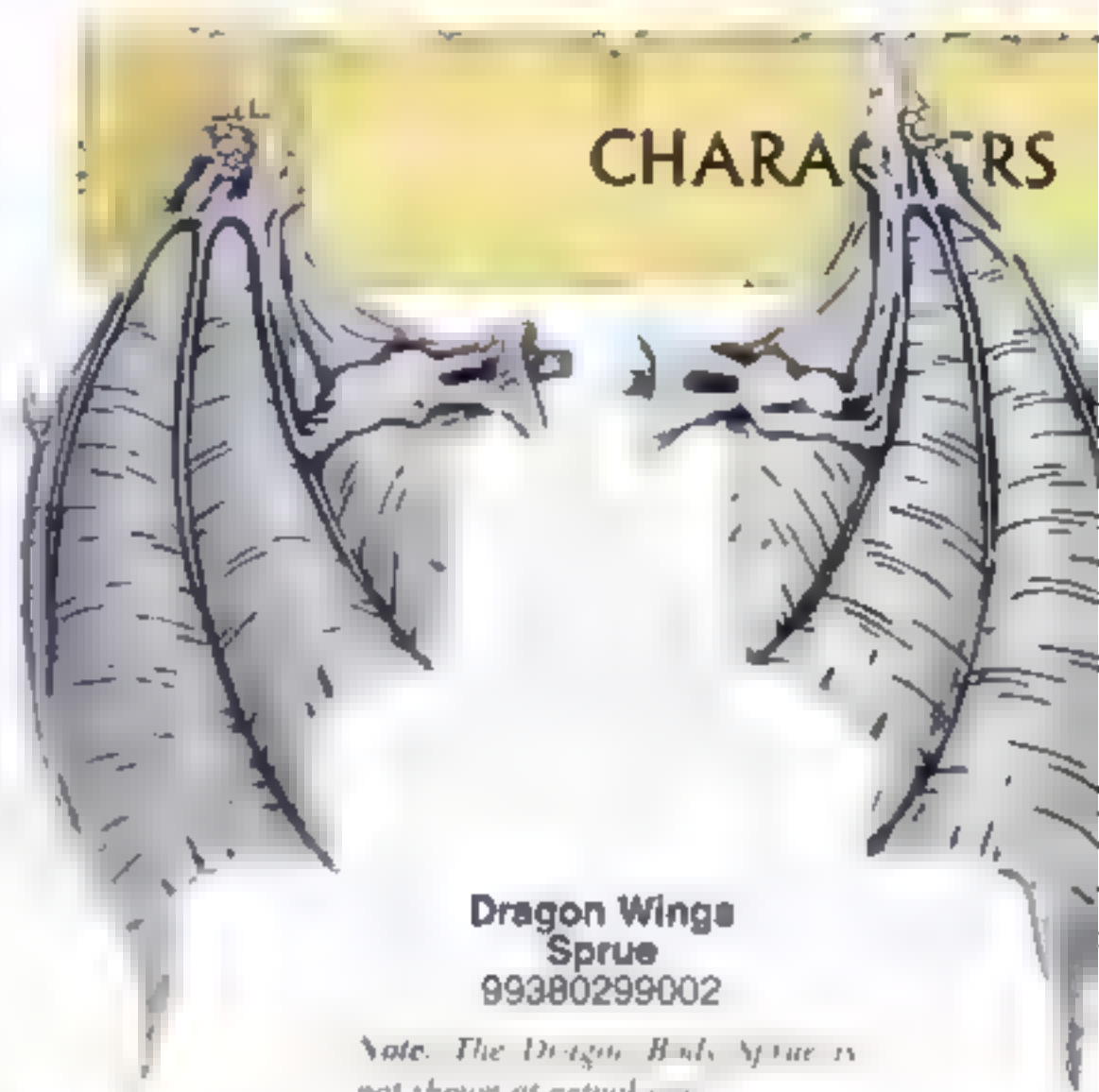


*Asarnil oversees the battlefield*



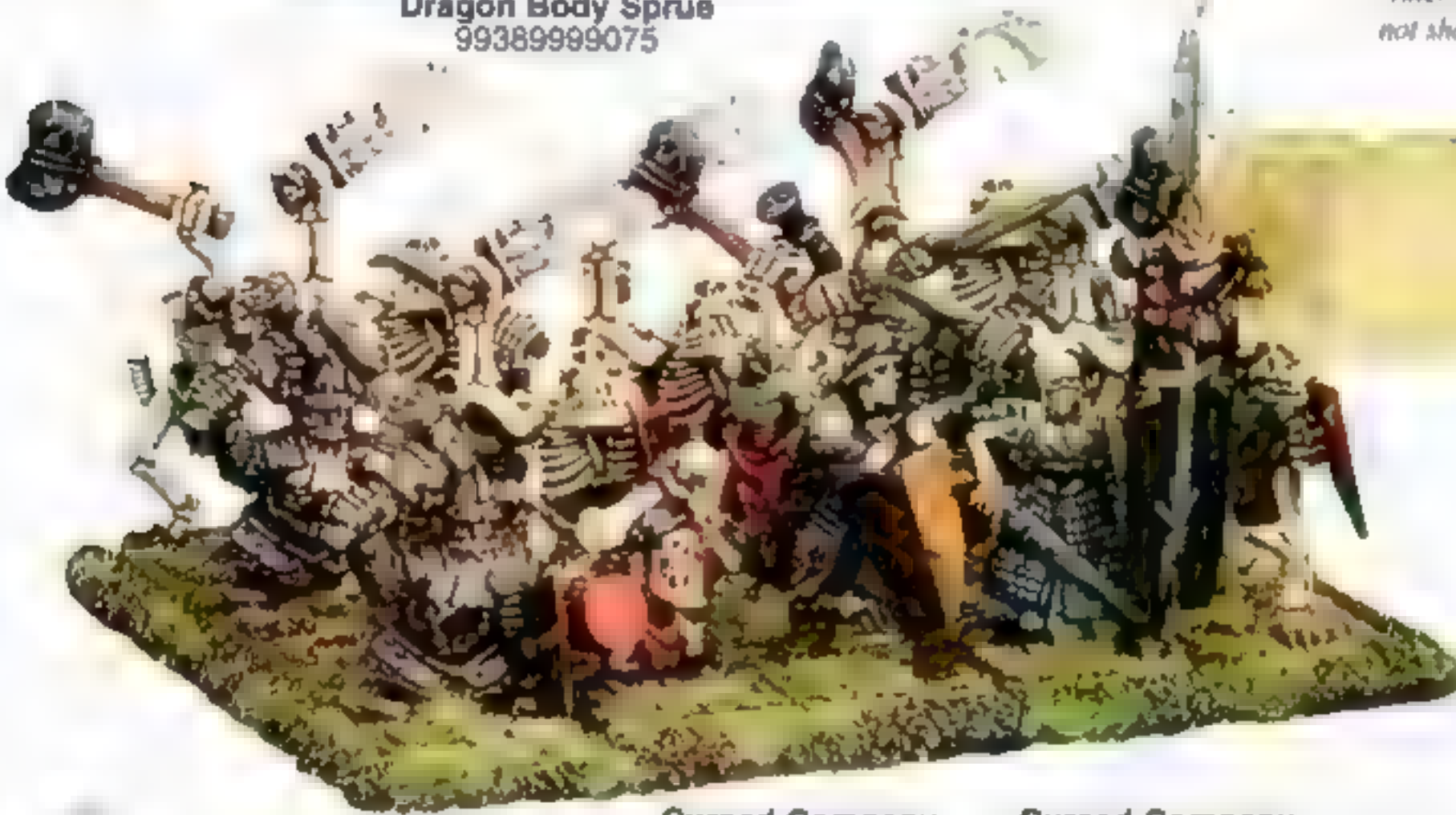


**Dragon Body Sprue**  
99389999075



**Dragon Wings Sprue**  
99380299002

*Note: The Dragon Body Sprue is not shown at actual size.*



## CURSED COMPANY



**Cursed Musician**  
020710804

**Cursed Company Blister (Random 3)**  
99-09

**Cursed Company Command Blister (3)**  
99-10



**Cursed Saurus**  
020710704



**Cursed Orc**  
020710701



**Cursed Dwarf**  
020710702



**Cursed Skaven**  
020710703



**Cursed Banner**  
020710803



**Cursed Standard Bearer**  
020710802



**Cursed Champion**  
020710801



## ALCATANI FELLOWSHIP



Delmonte  
Warhammer  
021400102



Roderigo Delmonte  
Body  
021400101



Delmonte  
Dagger  
021400103



Alcatani Fellowship (10  
w/ Roderigo & Cmd.)  
MO 0001



Alcatani  
Standard  
021400106



Alcatani  
Musician  
021400104



Alcatani  
Pikeman 2  
021400107



Alcatani  
Pikeman 3  
021400108



Alcatani  
Pikeman 16  
021401621



Alcatani  
Pikeman 5  
021400110



Alcatani  
Pikeman 4  
021400109



Alcatani  
Pikeman 17  
021401622



Alcatani  
Pikeman 18  
021401623



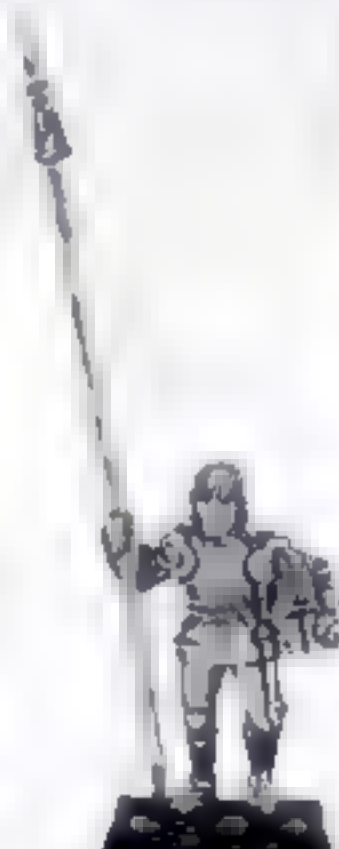
Alcatani  
Pikeman 19  
021401624



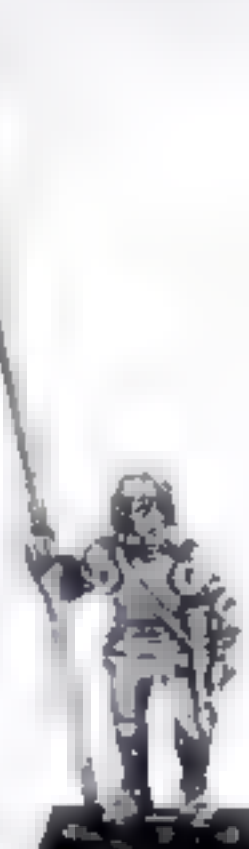
Alcatani  
Pikeman 20  
021401625



Alcatani  
Pikeman 21  
021401626



Alcatani  
Pikeman 22  
021401627



Alcatani  
Pikeman 23  
021401628



# ALCATANI FELLOWSHIP



**Alcatani  
Pikeman 9**  
021400114



**Alcatani  
Pikeman 8**  
021400113



**Alcatani  
Pikeman 7**  
021400112



**Alcatani  
Pikeman 6**  
021400111



**Alcatani  
Pikeman 15**  
021401620



**Alcatani  
Pikeman 14**  
021401619



**Alcatani  
Pikeman 1**  
021400105



**Alcatani  
Pikeman 11**  
021401618



**Alcatani  
Pikeman 10**  
021401615



**Alcatani  
Pikeman 12**  
021401617



**Alcatani  
Pikeman 13**  
021401618



*The Alcatani Fellowship holds the center of the battle line*





## LEOPOLD'S LEOPARD COMPANY



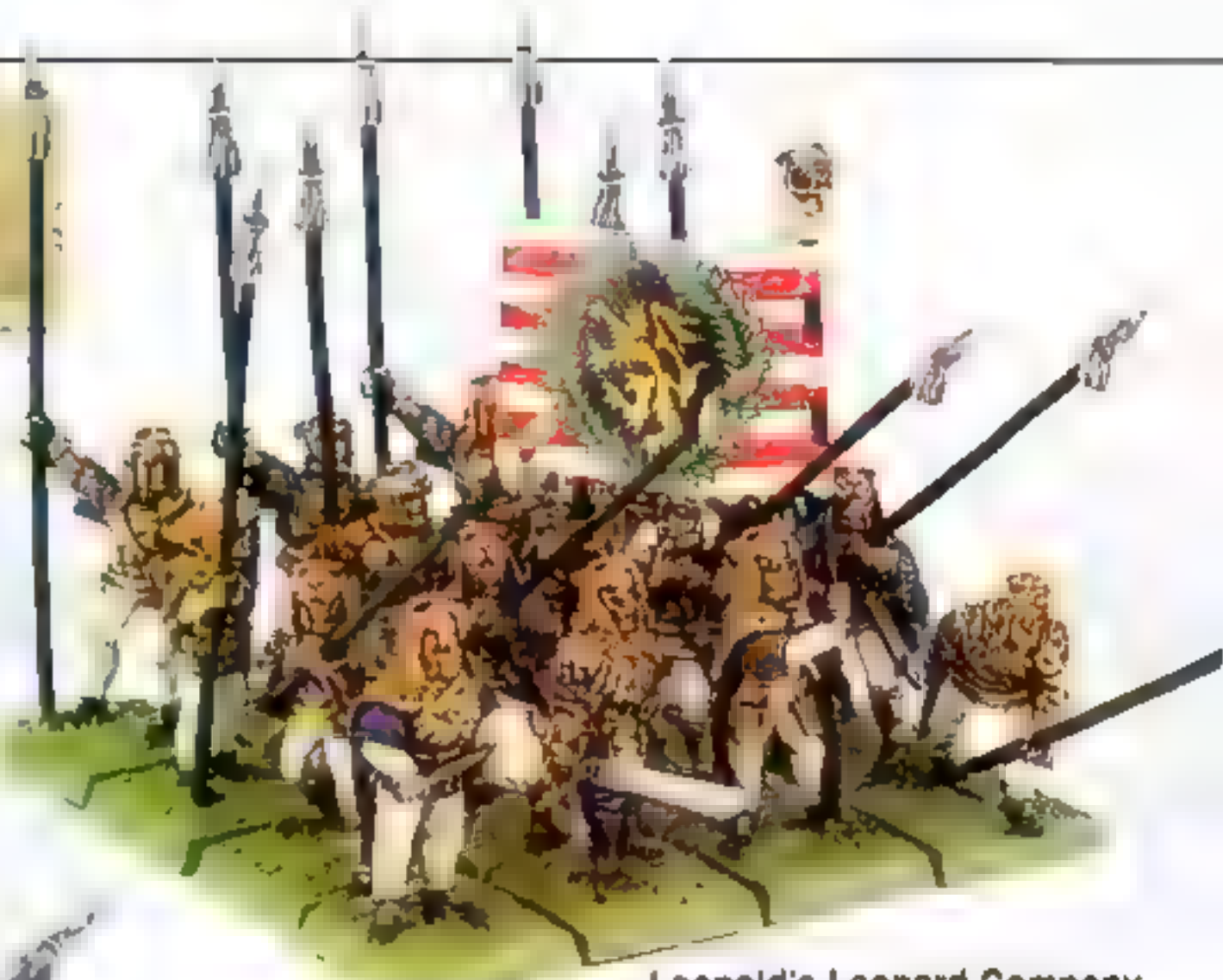
**Leopold  
Musician**  
021401111



**Leopoldo di Lucchi  
Body**  
021401109



**Leopold  
Sword**  
021401110



**Leopold's Leopard Company**  
(10 w/ Leopold & Cmd.)  
MO 0009



**Leopold  
2nd Rank Pike 1**  
021401105



**Leopold  
2nd Rank Pike 2**  
021401106



**Leopold  
1st Rank Pike 1**  
021401107



**Leopold  
1st Rank Pike 2**  
021401108



**Leopold  
Standard**  
021401112



**Leopold  
Pikeman 1**  
021401101



**Leopold  
Pikeman 2**  
021401102



**Leopold  
Pikeman 4**  
021401104



**Leopold  
Pikeman 3**  
021401103





# PIRAZZO'S LOST LEGION



Pirazzo's Lost Legion  
(10 w/ Pirazzo & Cmd.)  
MO 0014



Legionnaire  
Crossbow  
021403110



Pirazzo  
Sword  
021403113



Pirazzo  
Body  
021403112

Legionnaire  
Pike  
021403109



Legionnaire  
Musician  
021403114



Legionnaire  
Standard  
021403111



Legionnaire  
Pikeman 1  
021403101



Legionnaire  
Pikeman 2  
021403102



Legionnaire  
Pikeman 3  
021403103



Legionnaire  
Pikeman 4  
021403104



Legionnaire  
Pikeman 5  
021403105



Legionnaire  
Pikeman 6  
021403106

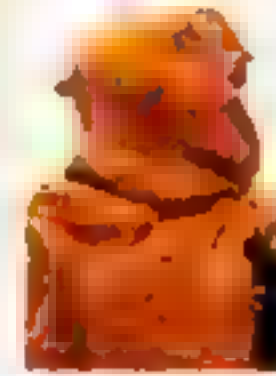


Legionnaire  
Pikeman 7  
021403107

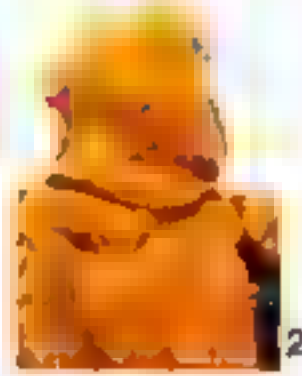


Legionnaire  
Pikeman 8  
021403108

## PAINTING LEOPARD SKIN



1.



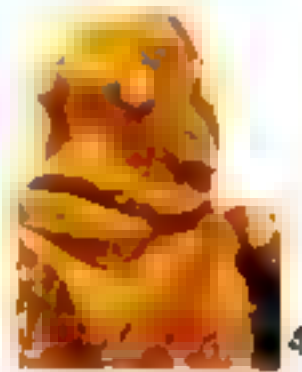
2.

**Step 1.** Prime the model black and then apply a 1/1/1 mix of Golden Yellow, Bazing Orange, and Bubonic Brown to the leopard skin

**Step 2.** Apply a 2/1/1 mix of Golden Yellow, Bazing Orange, and Bubonic Brown as the first highlight on all the high areas. Don't worry about trying to highlight each sculpted hair on the skin, because the spots will make such highlights irrelevant



3.



4.

**Step 3.** Add more Golden Yellow to the mix for the next highlight

**Step 4.** Paint straight Golden Yellow onto the very edges of the highlights. As you can see, this step makes the skin appear very vibrant



5.



6.

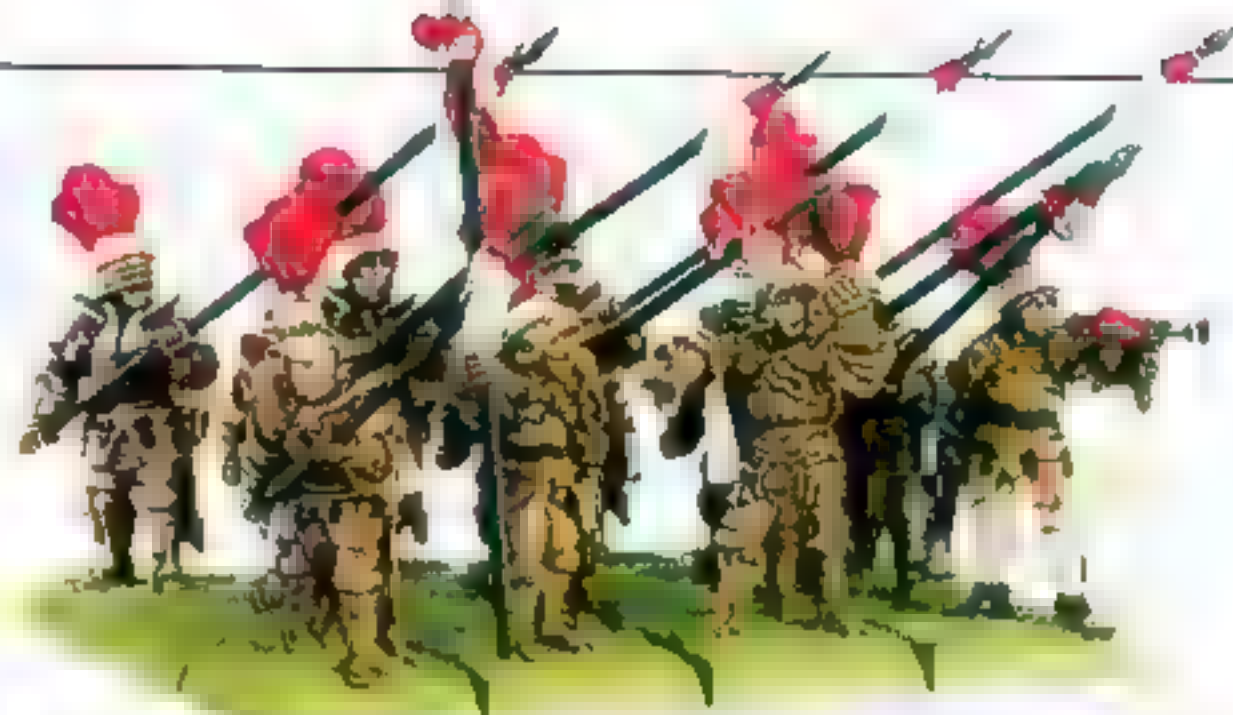
**Step 5.** Paint black spots of varying size all over the skin. The spots should get smaller and fade into obscurity on the paws, head, and tail

**Step 6.** Apply a 25/75 mix of Chaos Black and Codex Grey to highlight the spots. Simply dab the color into the middle of each spot





## RICCO'S REPUBLICAN GUARD



Republican  
Pike 1  
021400809

Republican  
Pike 2  
021400810

Republican  
Pike 3  
021400811

Republican  
Pike 4  
021400812



Republican  
Standard  
021400813



Republican  
Musician  
021400816



Rico  
Arm  
021400815



Rico  
Body  
021400814

Rico's Republican Guard  
(10 w/ Rico & Cmd.)  
MO 0015



Republican  
Pikeman 1  
021400801



Republican  
Pikeman 5  
021400802



Republican  
Pikeman 6  
021400803



Republican  
Pikeman 2  
021400804



Republican  
Pikeman 3  
021400805



Republican  
Pikeman 4  
021400806



Republican  
Pikeman 7  
021400807



Republican  
Pikeman 8  
021400808

## HALFLING HOT POT



Hot Pot  
Cook 1  
020202810



Hot Pot  
Cook w/ Rope 1  
020202811



Hot Pot  
Cook w/ Rope 2  
020202812



Hot Pot  
Pot  
020202813



Hot Pot  
Base  
020202814



Halfling Hot Pot  
(Complete)  
MO 0008



# BEARMEN OF URSLO



**Bearmen of Urslo**  
(10 w/ Beorg & Cmd.)  
MO 0003



**Bearmen  
Standard**  
021400709



**Beorg Bearstruck  
Body**  
021400706



**Bearmen  
Musician**  
021400708



**Bearmen**  
021400705



**Bearmen  
Warrior 1**  
021400701



**Bearmen  
Warrior 2**  
021400702



**Bearmen  
Warrior 3**  
021400703



**Bearmen  
Warrior 4**  
021400704

## PAINTING WOOD GRAIN

By using the following techniques, you'll be able to re-create the look of wood grain on the Galloper Gun and more. We recommend using your finest detail brush and thinning your paint to make the process easier

**Step 1.** After priming black, paint Scorched Brown onto the wood detail. Take care to leave small black lines between the wood grain



**Step 2.** Paint slightly thinned Dark Flesh on top of the Scorched Brown. Again, take care so that the small black lines and the base color show



**Step 3.** Highlight with Bestial Brown. Make sure to leave black lines and some of the base colors showing



**Step 4.** Finally, apply very thin Bubonic Brown lightly as a final highlight





# BRAGANZA'S BESIEGERS

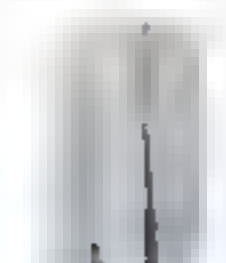


**Besieger  
Crossbow**  
021401306

**Luka Braganza  
Crossbow**  
021401302

**Braganza's Besiegers  
(10 w/ Braganza & Cmd.)**  
MO 0005

**Besieger  
Trumpet**  
021401305



**Besieger  
Pavise**  
021401307



**Luka Braganza  
Body**  
021401301



**Besieger  
Standard**  
021401303



**Besieger  
Musician**  
021401304



**Besieger 1**  
021401308



**Besieger 2**  
021401309



**Besieger 3**  
021401310



**Besieger 4**  
021401311

# LONG DRONG SLAYER'S PIRATES



**Long Drong**  
021401007



**Long Drong  
Pistols**  
021401005



**Long Drong  
Standard Top**  
021401006

**Long Drong Slayer's Pirates  
(10 w/ Long Drong & Cmd.)**  
MO 0010



**Long Drong  
Standard**  
021401008



**Long Drong  
Musician**  
021401009



**Long Drong  
Pirate 1**  
021401001



**Long Drong  
Pirate 2**  
021401002



**Long Drong  
Pirate 3**  
021401003



**Long Drong  
Pirate 4**  
021401004



# MARKSMEN OF MIRAGLIANO



**Marksmen of Miragliano**  
(10 w/ Maximilian & Cmd.)  
MO 0012



**Maximilian Damark Body**  
021400201



**Marksman Musician**  
021400203



**Marksman 1**  
021400205



**Marksman 2**  
021400206



**Marksman 3**  
021400207



**Marksman 4**  
021401809



**Marksman Standard**  
021400204



**Maximilian Crossbow**  
021400202



**Marksman Crossbow**  
021400208



**Marksman 5**  
021401810



**Marksman 6**  
021401811



**Marksman 7**  
021401812



**Marksman 8**  
021401813



**Marksman 9**  
021401814



**Marksman 10**  
021401815



**Marksman 11**  
021401816



**Marksman 12**  
021401817



*As I'm not a warrior, I'm not a Dog of War, I'm a Marksmen.*



# AL MUKTAR'S DESERT DOGS

*Note: The Medieval Horse Body Sprue can be found in the preceding Characters section under Medus the Mean and the Medieval Horsehead Sprue can be found under the Tabletop Role-playing Games section.*

Desert Dog  
Trumpet  
021400605

Desert Dog  
Shield  
021400608

**Al Muktar's Desert Dogs**  
(6 w/ Al Muktar, Sheikh Shufti, Ibn & Musician)  
MO 0200

Blind Ibn  
Body  
021400602

Sheikh Shufti  
Body  
021400603

Al Muktar  
Body  
021400601

Desert Dog  
Musician  
021400604

Al Muktar  
Desert Dog 1  
021400606

Al Muktar  
Desert Dog 2  
021402709

Desert Dog  
Sword  
021400607

Al Muktar  
Sword  
021402710

# LUMPIN CROOP'S FIGHTING COCKS

**Lumpin Croop's Halfling Archers**  
(10 w/ Lumpin & Cmd.)  
MO 0011

Lumpin Croop  
Shield  
021403706

Lumpin  
Archer 2  
021403702

Lumpin  
Archer 3  
021403703

Lumpin  
Archer 4  
021403704

Lumpin  
Standard  
021403708

Lumpin  
Archer 1  
021403701

Lumpin  
Musician  
021403707

Lumpin Croop  
Body  
021403705



# OGLAH KHAN'S WOLFBOYZ



Oglah Khan's Wolfboyz  
(6 w/ Oglah Khan & Cmd)  
MO 0013



Wolfboy  
Spear 1  
021403902



Wolfboy  
Spear 2  
021403904



Wolfboy  
Standard  
021404114



Wolf Sprue  
99380299005



Oglah Khan  
Body  
021404110



Oglah Khan  
Quiver  
021404112



Oglah Khan  
Cloak  
021404111



Wolfboy  
Standard Bearer  
021204113



Wolfboy  
Rider 3  
021203906



Wolfboy  
Rider 2  
021203903



Wolfboy  
Rider 1  
021203901



Wolfboy  
Rider 4  
021203907



Wolfboy  
Musician  
021204115



Wolfboy  
Horn  
021404116



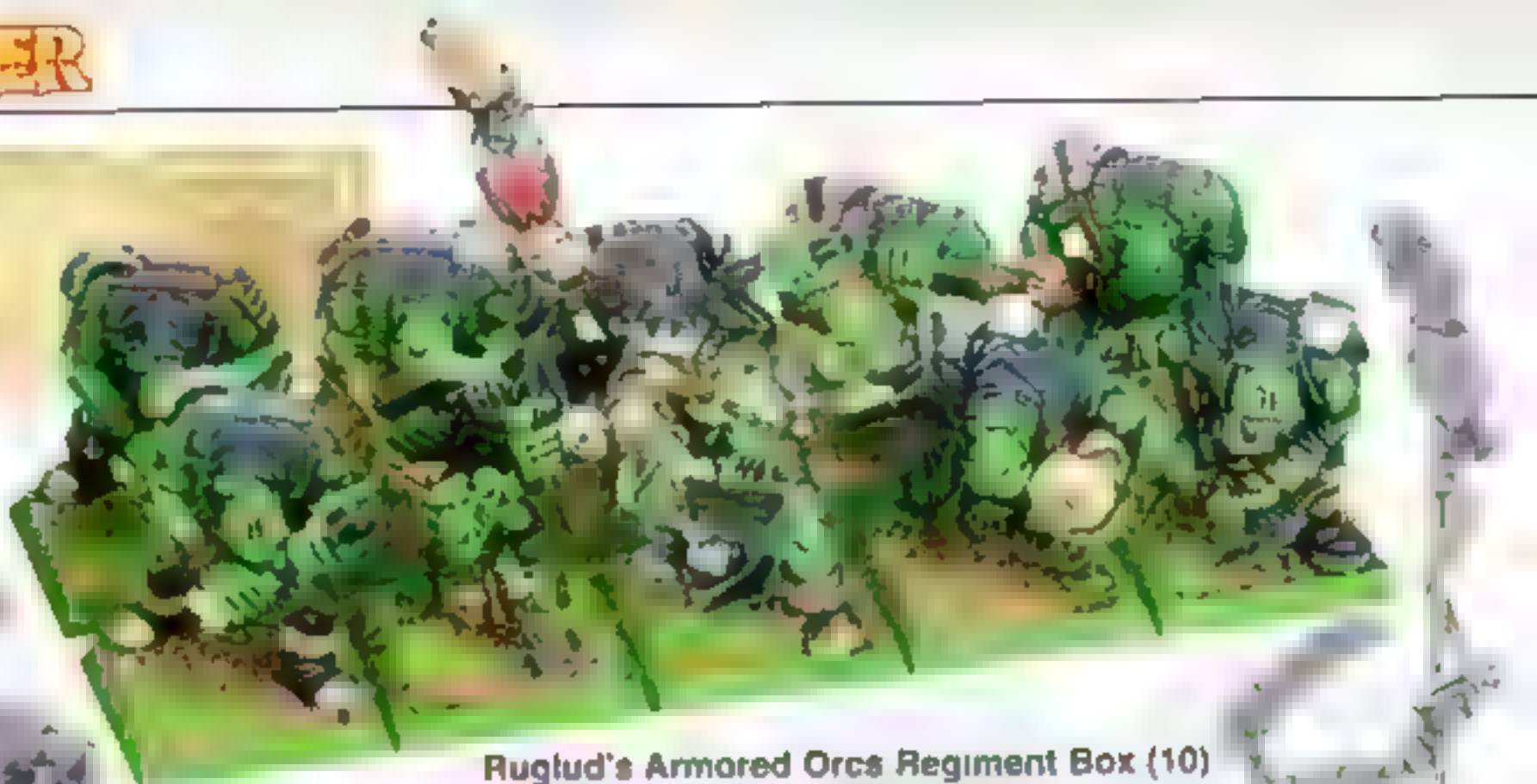
Wolfboy  
Quiver 1  
021403905



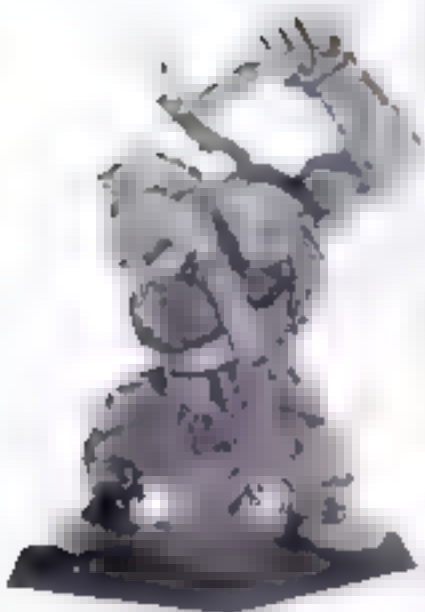
Wolfboy  
Quiver 2  
021403908



## RUGLUD'S ARMORED ORCS



**Ruglud's Armored Orcs Regiment Box (10)**  
99-16



**Ruglud Body**  
020914001



**Armored Orc Musician**  
020914005



**Ruglud Sword**  
020914003



**Ruglud Head**  
020914002



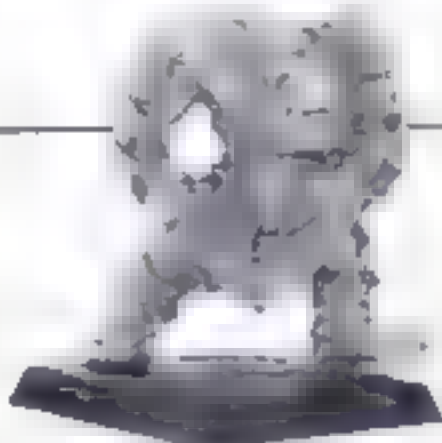
**Armored Orc Crossbow**  
020914011



**Armored Orc Standard**  
020914004



**Armored Orc Body 1**  
020914006



**Armored Orc Body 2**  
020914007



**Armored Orc Body 3**  
020914008



**Armored Orc Body 4**  
020914009



**Armored Orc Body 5**  
020914010

**Armored Orc Blister (Random 2)**  
99-17

## VESPERO'S VENDETTA



**Vespero's Vendetta (5)**  
MO 0017



**Vespero Body**  
021403401



**Vespero Arm**  
021403402



**Duelist Body 1**  
021403406



**Duelist Body 4**  
021403405



**Duelist Body 2**  
021403403



**Duelist Body 3**  
021403404



*Note: The Armored Horsemen can be found in the preceding Cavalry section under the Mercenary banner.*

## VOLAND'S VENATORS



**Voland's Venators**  
(5 w/ Voland & Cmd.)  
MO 0018

**Venator Musician**  
021403302

**Venator Standard Bearer**  
021403309

**Voland Body**  
021403301

**Venator Standard**  
021403304



**Venator Body 6**  
021403613



**Venator Body 5**  
021403612



**Venator Body 1**  
021403307



**Venator Body 4**  
021403611



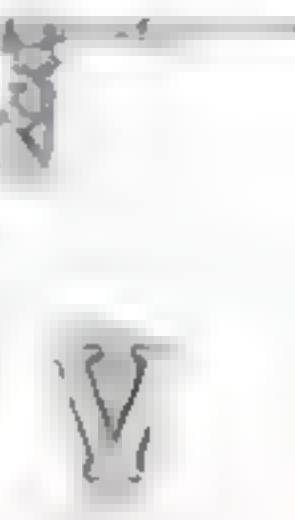
**Venator Body 2**  
021403308



**Venator Body 3**  
021403610



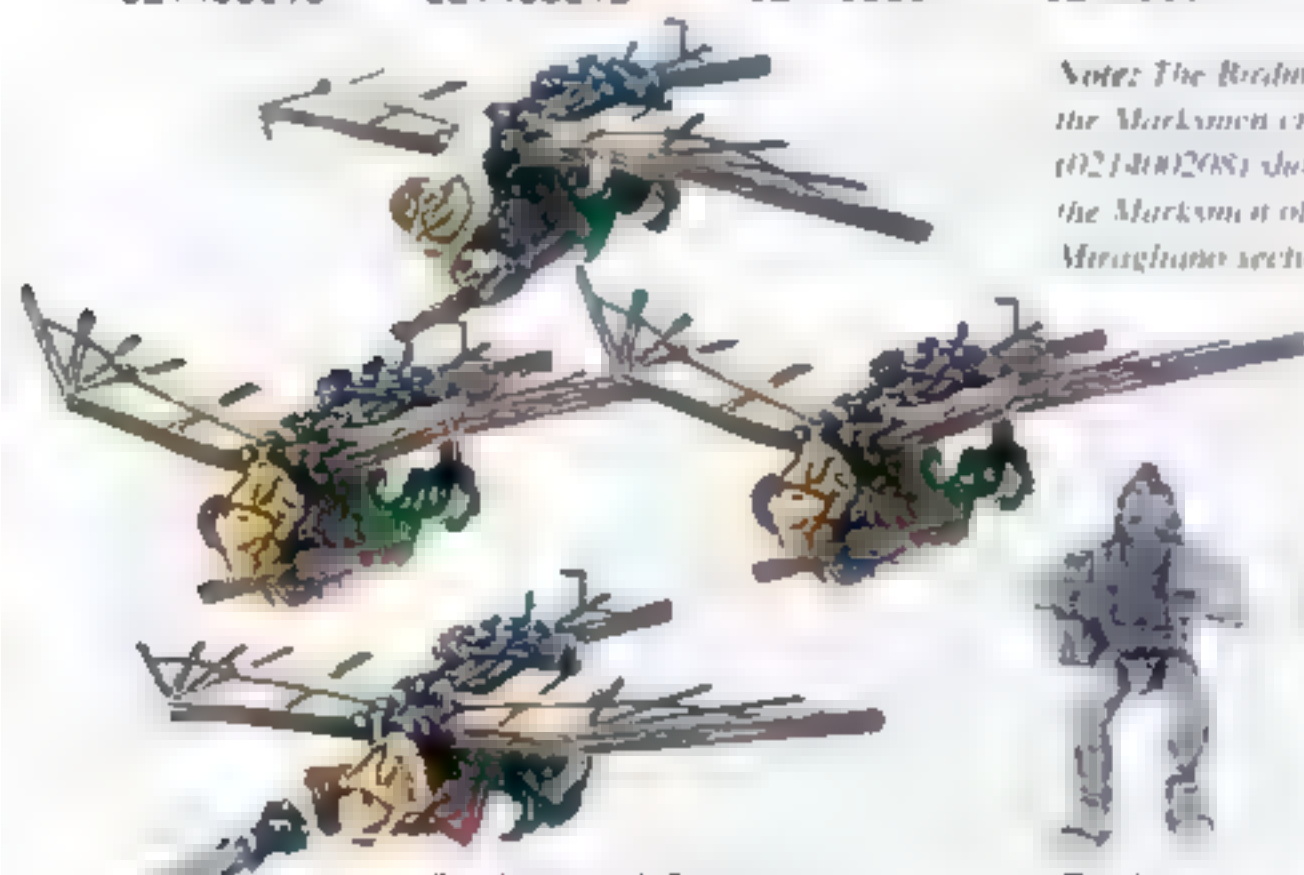
**Venator Lance**  
021403305



**Venator Shield**  
021403306

*Note: The Birdmen are the Marksmen crossbow (021401408) shown in the Marksmen of Miragliano section.*

## BIRDMEN OF CATRAZZA



**Birdmen of Catrazza**  
(5 w/ Daddallo)  
MO 0004



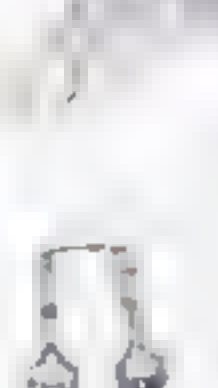
**Birdman Body 2**  
021401402



**Birdman Body 1**  
021401401



**Daddallo Body**  
021401403



**Birdman Pedals**  
021401405



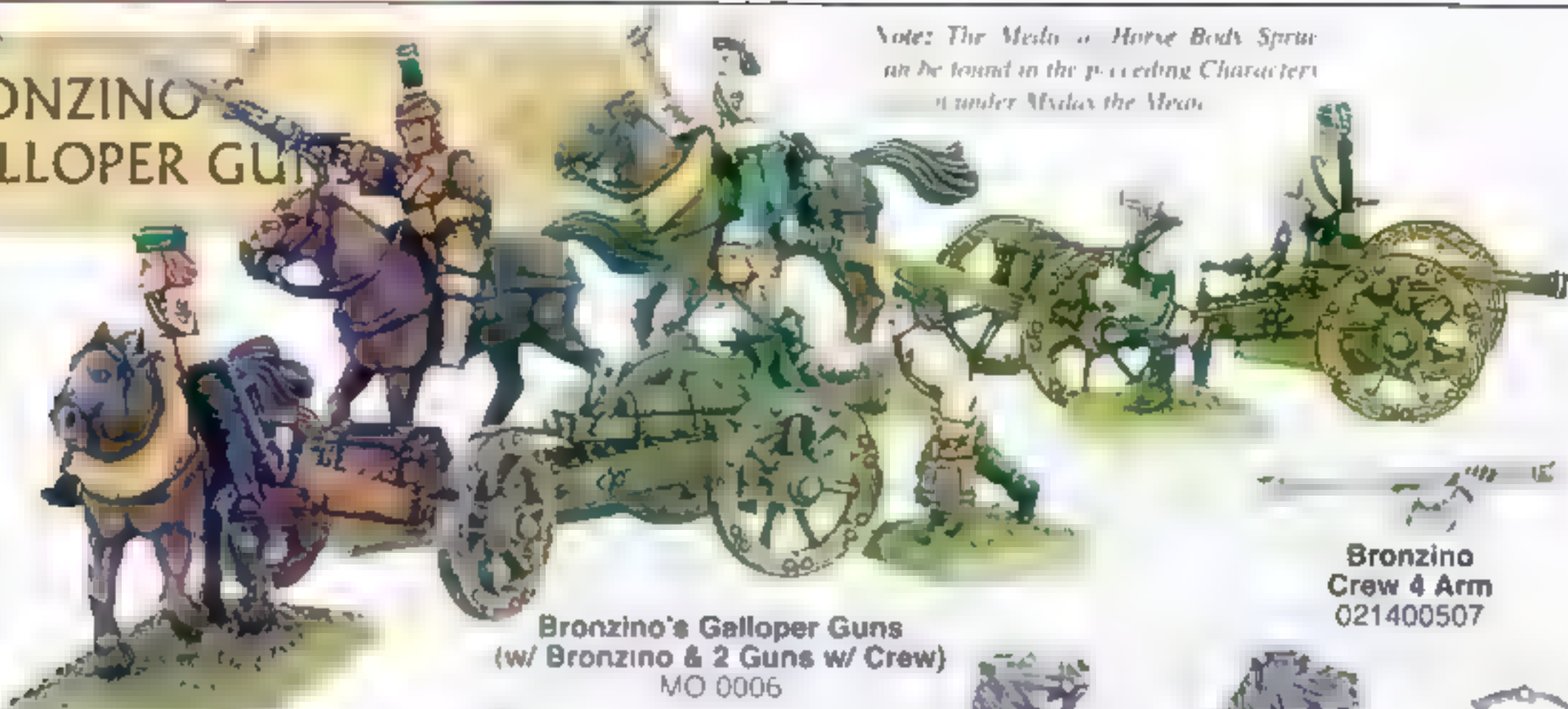
**Birdman Wings**  
021401404





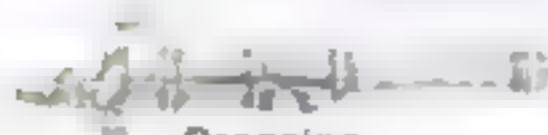
## BRONZINO GALLOPER GUNS

*Note: The Medusa Horse Body Sprue  
can be found in the preceding Characters  
under Medusa the Merc.*



**Bronzino's Galloper Guns**  
(w/ Bronzino & 2 Guns w/ Crew)  
MO 0006

**Bronzino  
Crew 4 Arm**  
021400507



**Bronzino  
Cannon**  
021400510



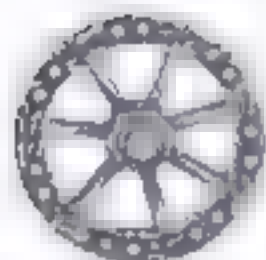
**Bronzino  
Mule Head**  
021400511



**Bronzino  
Horse Head**  
021400503



**Bronzino  
Mule Yoke**  
021400513



**Spoked Wheel**  
99399999001



**Bronzino  
Carriage**  
021400508



**Bronzino  
Limber Chassis**  
021400509



**Bronzino  
Sword**  
021400502



**Bronzino  
Ammo Case**  
021400512



**Bronzino  
Body**  
021400501



**Bronzino  
Rider 1**  
021400514



**Bronzino  
Rider 2**  
021401514



**Bronzino  
Crew 4**  
021400506



**Bronzino  
Crew 1**  
021401516



**Bronzino  
Crew 2**  
021400505



**Bronzino  
Crew 3**  
021401515

## WITCHHUNTERS JOHANN & WILHELM

**Johann & Wilhelm  
Witchhunters**  
MO 0019



**Johann**  
021204402



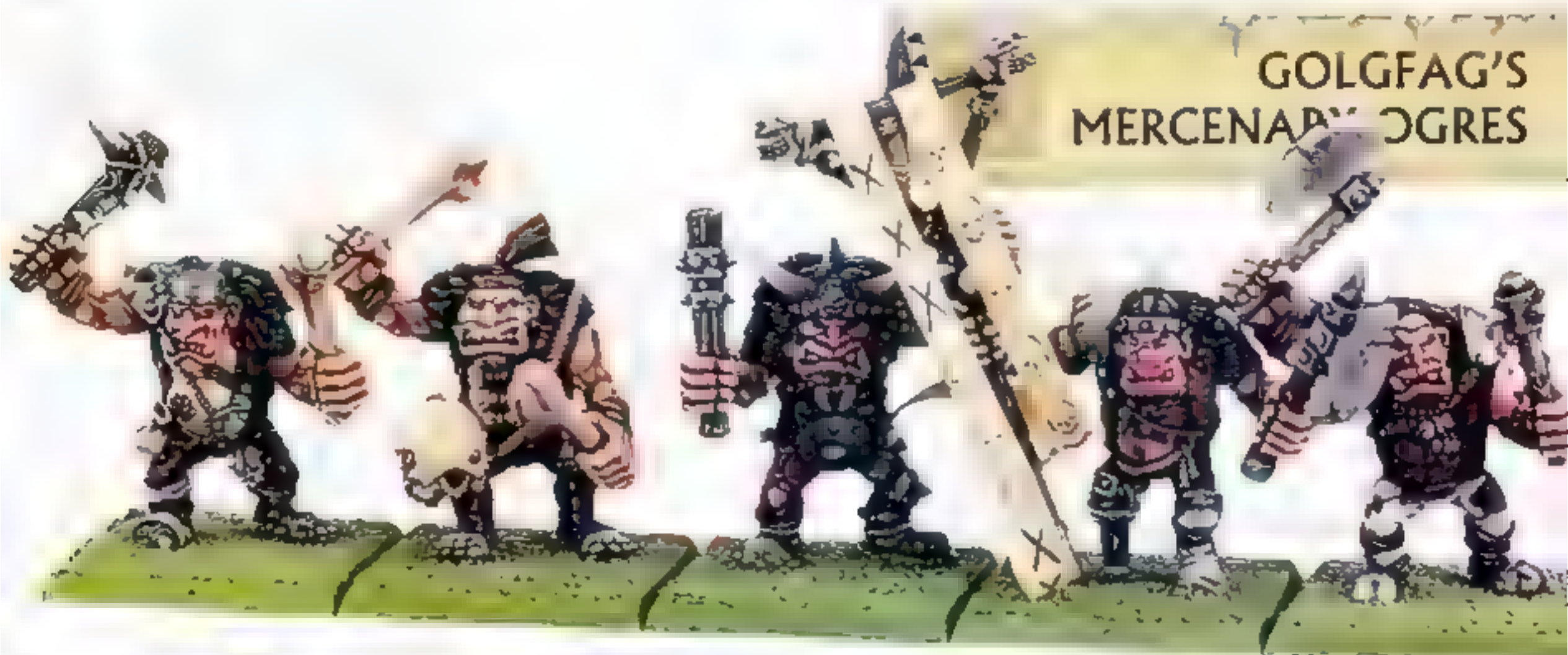
**Wilhelm**  
021204401



**Medieval Horse  
Head Sprue**  
99389999013



# GOLGFAG'S MERCENARY OGRES



Golgfag's Mercenary Ogres Box (5)  
93-07



Ogre  
Standard  
021401208



Golgfag  
Body  
021401201



Ogre  
Body 2  
021401218



Ogre  
Body 1  
021401214



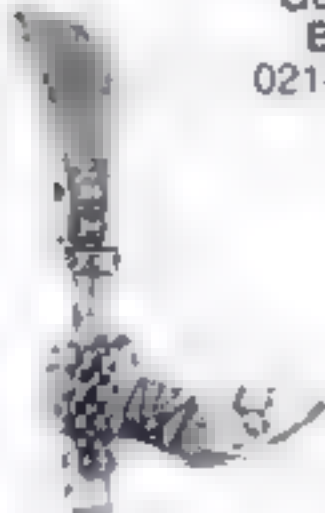
Ogre  
Drummer Body  
021401209



Ogre  
Standard Body  
021401205



Golgfag  
Head  
021401202



Golgfag  
Left Arm  
021401204



Golgfag  
Right Arm  
021401203



Ogre Standard  
Left Arm  
021401207



Ogre  
Right Arm 1  
021401217



Ogre Drummer  
Left Arm  
021401219



Ogre Drummer  
Right Arm  
021401213



Ogre  
Head 1  
021401215



Ogre  
Head 2  
021401221



Ogre  
Drummer Head  
021401210



Ogre  
Standard Head  
021401206



Ogre  
Drum  
021401211



Ogre Right  
Arm 2  
021401220



Ogre Left  
Arm 1  
021401216



Ogre Left  
Arm 2  
021401212





# GIANTS OF ALBION

Giant 2  
Rock  
021404713

Giant  
Pack of Heads  
021404704

Giant  
Hammer 1  
021404702

Giant  
Hammer 2  
021404703

Giant  
Bone Knife  
021404705

Giant 1  
Upper Lft Arm  
021404708

Giants of Albion  
(Complete)  
MO 0007

Giant 2  
Right Arm  
021404718

Giant 2  
Left Arm  
021404720

Giant 1  
Right Arm  
021404711

Giant 2  
Head 2  
021404717

Giant 1  
Head 1  
021404706

Giant 1  
Left Arm  
021404712

Giant 2  
Left Hand  
021404721

Giant 2  
Right Hand  
021404719

Giant 1  
Torso  
021404707

Giant 2  
Torso  
021404714

Giant 2  
Left Leg  
021404716

Giant 2  
Right Leg  
021404715

Giant 1  
Right Leg  
021404709

Giant 1  
Left Leg  
021404710

Hengus  
Body  
021404701



# TICHI HUICHI'S RAIDERS



**Tichi Huichi's Raiders**  
(5 w/ Tichi Hulchi & Cmd.)  
MO 0016



**Skink  
Back Banner**  
021404212



**Skink  
Totem Arm**  
021404215



**Skink  
Shield & Tail 1**  
021404209



**Skink  
Shield & Tail 2**  
021404213



**Skink  
Spear Arm 2**  
021404206



**Skink  
Champion**  
021404210



**Skink  
Musician**  
021404216



**Skink  
Rider 1**  
021404207



**Skink  
Rider 2**  
021404208



**Skink  
Spear Arm 1**  
021404205



**Skink  
Horn**  
021404217



**Skink  
Standard Bearer**  
021404214



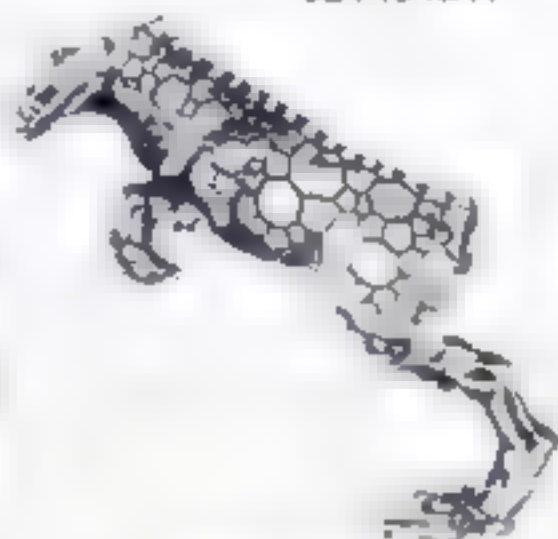
**Skink  
Rider 3**  
021404318



**Skink  
Rider 4**  
021404319



**Cold One 1  
Left Side**  
021404201



**Cold One 2  
Left Side**  
021404203



**Cold One 1  
Right Side**  
021404202



**Cold One 2  
Right Side**  
021404204

*Note: Tichi Huichi's Raiders Cold One heads and tails can be found in the Archive portion of the Dark Elves Army section of this catalog*



## PRICE GUIDE

**Classic Bits Are Listed In Blue**  
**Complete Models – Lords & Heroes**

$\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$   
 $\frac{1}{3} \times \frac{1}{3} = \frac{1}{9}$   
 $\frac{1}{4} \times \frac{1}{4} = \frac{1}{16}$   
 $\frac{1}{5} \times \frac{1}{5} = \frac{1}{25}$   
 $\frac{1}{6} \times \frac{1}{6} = \frac{1}{36}$   
 $\frac{1}{7} \times \frac{1}{7} = \frac{1}{49}$   
 $\frac{1}{8} \times \frac{1}{8} = \frac{1}{64}$   
 $\frac{1}{9} \times \frac{1}{9} = \frac{1}{81}$   
 $\frac{1}{10} \times \frac{1}{10} = \frac{1}{100}$   
 $\frac{1}{11} \times \frac{1}{11} = \frac{1}{121}$   
 $\frac{1}{12} \times \frac{1}{12} = \frac{1}{144}$

### Complete Models – Regiments

|       |                           |      |
|-------|---------------------------|------|
| 98-06 | Axe Throwing              | \$40 |
| 98-07 | Axe Throwing              | \$35 |
| 98-08 | Axe Throwing              | \$35 |
| 98-09 | Axe Throwing              | \$35 |
| 98-10 | Axe Throwing              | \$35 |
| 98-11 | Axe Throwing              | \$30 |
| 99-09 | Cursed Company            | \$9  |
| 99-10 | Cursed Company Command    | \$10 |
| 99-11 | Cursed Company            | \$50 |
| 99-07 | Golgag's Mercenary Ogros  | \$75 |
| 99-08 | Golgag's Mercenary Ogros  |      |
| 99-09 | Golgag's Mercenary Ogros  |      |
| 99-10 | Golgag's Mercenary Ogros  |      |
| 99-11 | Golgag's Mercenary Ogros  |      |
| 99-12 | Golgag's Mercenary Ogros  |      |
| 99-13 | Golgag's Mercenary Ogros  |      |
| 99-14 | Golgag's Mercenary Ogros  |      |
| 99-15 | Golgag's Mercenary Ogros  |      |
| 99-16 | Golgag's Mercenary Ogros  |      |
| 99-17 | Ruglud's Armored Orcs     | \$7  |
| 99-18 | Ruglud's Armored Orcs Reg | \$35 |
| 99-19 | Ruglud's Armored Orcs     |      |
| 99-20 | Ruglud's Armored Orcs     |      |
| 99-21 | Ruglud's Armored Orcs     |      |
| 99-22 | Ruglud's Armored Orcs     | \$1  |

### Metal Blitz – Lords & Heroes

### Mercenary General

|                            |                                |     |
|----------------------------|--------------------------------|-----|
| 99380299004                | Armored Horse Body & Head      | \$3 |
| <b>Borgio the Besieger</b> |                                |     |
| 99380299004                | Armored Horse Body and Head    | \$3 |
| <b>Ghazak Khan</b>         |                                |     |
| 021404001                  | Ghazak Khan Body               | \$3 |
| 021404002                  | Ghazak Khan Sword Arm          | \$1 |
| 021404003                  | Ghazak Khan Banner Pole        | \$1 |
| 021404004                  | Ghazak Khan Quiver             | \$1 |
| 021404005                  | Ghazak Khan Wolf Left Side     | \$3 |
| 021404006                  | Ghazak Khan Wolf Right Side    | \$3 |
| 021404007                  | Ghazak Khan Wolf Head          | \$2 |
| <b>Felix &amp; Gotrek</b>  |                                |     |
| 029902501                  | Gotrek Gurnisson (2000)        | \$6 |
| 029902502                  | Felix Jaeger (2000)            | \$6 |
| 029902503                  | Felix Sword 2000               | \$2 |
| 020500401                  | Gotrek Gurnisson (Collector's) |     |
| 020500402                  | Felix Jaeger (Collector's)     |     |

## Lorenzo Lupo

|                |                       |     |
|----------------|-----------------------|-----|
| 9438999004     | Bretonnian Horse Body | \$2 |
| 99389999014    | Bretonnian Horse Head | \$1 |
| Mydas the Mean |                       |     |



|             |                     |     |
|-------------|---------------------|-----|
| 94264940013 | Medieval Horse Body | \$2 |
| 94394940002 | 12-Spoke Wheel Sock | \$1 |

A bid<sup>o</sup>

|           |                 |     |
|-----------|-----------------|-----|
|           | Alphon Tr       |     |
|           |                 | 50  |
|           |                 | 50  |
| 021405101 | Fen Beast Body  | \$8 |
| 021405102 | Fen Beast Head  | \$2 |
| 021405103 | Fen Beast Spine | 50  |
| 021405104 | Fen Beast Arm   | 50  |

### Aspen the Organifold

|             |                 |      |
|-------------|-----------------|------|
| 99380204002 | Dragon Wing Set | \$12 |
| 99380409005 | Dragon Body     | \$9  |
| 99380409007 | Dragon Limbs    | \$9  |

### Metal Buy - Regiments

## All Muttz &amp; Desert Dogs

|                            |                          |        |
|----------------------------|--------------------------|--------|
| 021400602                  | Bling Ibn the Beggar Boy | \$     |
| 021400603                  | Shogun Shift             |        |
| 021400604                  | Desert Dog Trumpeter     | \$     |
| 021400605                  | Desert Dog Trumpet       |        |
| 021400606                  | Desert Dog 1             |        |
| 021400607                  | Desert Dog Sword Arm 1   |        |
| 021400608                  | Desert Dog Shunir        | \$     |
| 021402709                  | Desert Dog 2             |        |
| 021402710                  | Desert Dog Sword Arm 2   |        |
| 99359999013                | Medieval Horse Head      | \$1    |
| 99359999003                | Medieval Horse Body      | \$2    |
| <b>Alcatraz Fellowship</b> |                          |        |
| 021401615                  | Alcatraz Pikeman 10      | \$3 75 |
| 021401616                  | Alcatraz Pikeman 11      | \$3 75 |
| 021401617                  | Alcatraz Pikeman 12      | \$3 75 |
| 021401618                  | Alcatraz Pikeman 13      | \$3 75 |
| 021401619                  | Alcatraz Pikeman 14      | \$3 75 |
| 021401620                  | Alcatraz Pikeman 15      |        |
| 021401621                  | Alcatraz Pikeman 16      |        |
| 021401622                  | Alcatraz Pikeman 17      |        |
| 021401623                  | Alcatraz Pikeman 18      |        |
| 021401624                  | Alcatraz Pikeman 19      |        |

|           |                              |        |
|-----------|------------------------------|--------|
| 021401625 | Aicatani Pikeman 20          | \$3.75 |
| 021401626 | Aicatani Pikeman 21          | \$3.75 |
| 021401627 | Aicatani Pikeman 22          | \$3.75 |
| 021401628 | Aicatani Pikeman 23          | \$3.75 |
| 021400101 | Roderigo Delmonte Body       | \$5    |
| 021400102 | Roderigo Delmonte Hammer Arm | \$1    |
| 021400103 | Roderigo Delmonte Dagger Arm | \$1    |
| 021400104 | Aicatani Musician            | \$3.75 |
| 021400105 | Aicatani Pikeman 1           | \$3.75 |
| 021400106 | Aicatani Standard Bearer     | \$3.75 |
| 021400107 | Aicatani Pikeman 2           | \$3.75 |
| 021400108 | Aicatani Pikeman 3           | \$     |
| 021400109 | Aicatani Pikeman 4           | \$3.75 |
| 021400110 | Aicatani Pikeman 5           | \$     |
| 021400111 | Aicatani Pikeman 6           | \$     |
| 021400112 | Aicatani Pikeman 7           | \$3.75 |
| 021400113 | Aicatani Pikeman 8           | \$3.75 |
| 021400114 | Aicatani Pikeman 9           | \$     |

## Berman

|           |                      |     |
|-----------|----------------------|-----|
| 021400702 | Beaman 2             | \$  |
| 021400703 | Beaman 3             | \$  |
| 021400704 | Beaman 4             | \$  |
| 021400705 | Beaman Shield        | \$  |
| 021400706 | Beorg Bearstruck     | \$  |
| 021400707 | Beorg Bearstruck Arm | \$  |
| 021400708 | Beaman Musician      | \$3 |
| 021400709 | Beaman Standard      | \$3 |

## Bildern

|           |                   |     |
|-----------|-------------------|-----|
| 021401401 | Birdman 1         | \$2 |
| 021401402 | Birdman 2         | \$2 |
| 021401403 | Daddy 10          | \$4 |
| 021401404 | Birdman Wings     | \$3 |
| 021401405 | Birdman Pads      | \$0 |
| 021400238 | Marksman Crossbow | \$1 |

## Braganza &amp; Beninger

| Item                               | Price |
|------------------------------------|-------|
| 021401302 Luke Braganzo Crossbow   | \$3   |
| 021401303 Besieger Standard Bearer | \$3   |
| 021401304 Besieger Musician        | \$3   |
| 021401305 Besieger Scout           | \$1   |
| 021401306 Besieger Warrior         | \$1   |
| 021401307 Besieger Archer          | \$1   |
| 021401308 Besieger Cavalier        | \$3   |
| 021401309 Besieger Knight          | \$3   |
| 021401310 Besieger 3               | \$3   |
| 021401311 Besieger 4               | \$3   |

## Bronz no 9 Galopet Guns

|                       |                       |        |
|-----------------------|-----------------------|--------|
| 021400501             | Bronzing              | \$3    |
| 021400504             | Gallop Gun Rider 1    | \$3 75 |
| 021400505             | Gallop Gun Crew 2     | \$3 75 |
| 021400508             | Gallop Gun Crew 4     | \$3 75 |
| 021400511             | Gallop Gun Horse Head | \$2    |
| 021400512             | Gallop Gun Ammo Case  | \$2    |
| 021400513             | Gallop Gun Mule Yoke  | \$0 50 |
| 99389999013           | Medieval Horse Head   | \$1    |
| 99389999003           | Medieval Horse Body   | \$2    |
| <b>Cursed Company</b> |                       |        |
| 020710701             | Cursed Orc            | \$3 50 |
| 020710702             | Cursed Dwarf          | \$3 50 |
| 020710703             | Cursed Skaven         | \$3 50 |
| 020710704             | Cursed Saurus         | \$3 50 |



## PRICE GUIDE

|           |                                    |        |
|-----------|------------------------------------|--------|
| 020710801 | Cursed Champion .....              | \$3 50 |
| 020710802 | Cursed Standard Bearer (Elf) ..... | \$3 50 |
| 020710803 | Cursed Company Banner .....        | \$1    |
| 020710804 | Cursed Musician (Goblin) .....     | \$3 50 |

**Giants of Albion**

|           |                                       |        |
|-----------|---------------------------------------|--------|
| 021404701 | Hengus the Druid .....                |        |
| 021404702 | Albion Giant Hammer 1 .....           |        |
| 021404703 | Albion Giant Hammer 2 .....           |        |
| 021404704 | Albion Giant Pack of Hearts .....     |        |
| 021404705 | Albion Giant Bone Knife .....         |        |
| 021404706 | Albion Giant 1 Head .....             |        |
| 021404707 | Albion Giant 1 Torso .....            |        |
| 021404708 | Albion Giant 1 Upper Left Arm .....   | \$2 50 |
| 021404709 | Albion Giant 1 Right Leg .....        | \$5    |
| 021404710 | Albion Giant 1 Left Leg .....         | \$5    |
| 021404711 | Albion Giant 1 Right Arm .....        | \$5    |
| 021404712 | Albion Giant 1 Left Arm w/ Tree ..... | \$5    |
| 021404713 | Albion Giant 2 Rock .....             | \$5    |
| 021404714 | Albion Giant 2 Torso .....            | \$5    |
| 021404715 | Albion Giant 2 Right Leg .....        | \$5    |
| 021404716 | Albion Giant 2 Left Leg .....         | \$5    |
| 021404717 | Albion Giant 2 Head .....             | \$3    |
| 021404718 | Albion Giant 2 Right Arm .....        | \$3    |
| 021404719 | Albion Giant 2 Right Hand .....       | \$2 50 |
| 021404720 | Albion Giant 2 Left Arm .....         | \$3    |
| 021404721 | Albion Giant 2 Left Hand .....        | \$2    |

**Golgag & Mercenary Ogres**

|           |                              |        |
|-----------|------------------------------|--------|
| 021401201 | Golgag Body ..               | \$9 50 |
| 021401202 | Golgag Head .....            | \$1    |
| 021401203 | Golgag Right Arm ..          | \$2    |
| 021401204 | Golgag Left Arm .....        | \$2    |
| 021401205 | Ogre Standard Body .....     | \$8 50 |
| 021401206 | Ogre Standard Head .....     | \$1    |
| 021401207 | Ogre Standard Left Arm ..    | \$2    |
| 021401208 | Ogre Standard Right Arm ..   | \$3    |
| 021401209 | Ogre Drummer Body .....      | \$8 50 |
| 021401210 | Ogre Drummer Head .....      | \$1    |
| 021401211 | Golgag Ogre Drum .....       | \$1    |
| 021401212 | Ogre 2 Left Arm .....        | \$2    |
| 021401213 | Ogre Drummer Right Arm ..... | \$2    |
| 021401214 | Ogre 1 Body .....            | \$9 50 |
| 021401215 | Ogre 1 Head .....            | \$1    |
| 021401216 | Ogre 1 Left Arm .....        | \$2    |
| 021401217 | Ogre 1 Right Arm .....       | \$2    |
| 021401218 | Ogre 2 Body ..               | \$9 50 |
| 021401219 | Ogre Drummer Left Arm ..     | \$2    |
| 021401220 | Ogre 2 Right Arm .....       | \$2    |
| 021401221 | Ogre 2 Head ..               | \$1    |

**Hot Pot**

|           |                                    |        |
|-----------|------------------------------------|--------|
| 020202810 | Hot Pot Cook w/ Cleaver .....      | \$3 50 |
| 020202811 | Hot Pot Cook w/ Rope 1 .....       | \$3 50 |
| 020202812 | Hot Pot Cook w/ Rope 2 .....       | \$3 50 |
| 020202813 | Hot Pot Calapull Cooking Pot ..... | \$3    |
| 020202814 | Hot Pot Calapull Base .....        |        |

**Leopold's Leopard Company**

|           |                                   |        |
|-----------|-----------------------------------|--------|
| 021401101 | Leopold Pikeman 1 .....           |        |
| 021401102 | Leopold Pikeman 2 .....           |        |
| 021401103 | Leopold Pikeman .....             |        |
| 021401104 | Leopold Pikeman 4 .....           |        |
| 021401105 | Leopold 2nd Rank Pikeman 1 .....  |        |
| 021401106 | Leopold 2nd Rank Pikeman 2 .....  |        |
| 021401107 | Leopold 1st Rank Pikeman 1 .....  |        |
| 021401108 | Leopold 1st Rank Pikeman 2 .....  | \$3 75 |
| 021401109 | Leopoldo di Lucca .....           |        |
| 021401110 | Leopoldo di Lucca Sword Arm ..... | \$1    |
| 021401111 | Leopold Drummer .....             | \$3 75 |
| 021401112 | Leopold Standard .....            | \$3 75 |

**Long Drong Slayer's Pirates**

|           |                |        |
|-----------|----------------|--------|
| 021401001 | Pirate 1 ..... | \$3 75 |
| 021401002 | Pirate 2 ..... | \$3 75 |
| 021401003 | Pirate 3 ..... |        |

**Lumpin Croop & Archer**

|           |                             |  |
|-----------|-----------------------------|--|
| 021403701 | Lumpin Croop Archer 1 ..... |  |
| 021403702 | Lumpin Croop Archer 2 ..... |  |
| 021403703 | Lumpin Croop Archer 3 ..... |  |
| 021403704 | Lumpin Croop Archer 4 ..... |  |
| 021403705 | Lumpin Croop .....          |  |
| 021403706 | Lumpin Croop Sword .....    |  |
| 021403707 | Lumpin Croop Musician ..... |  |
| 021403708 | Lumpin Croop Standard ..... |  |

**Marksmen of Miragiano**

|           |                                |  |
|-----------|--------------------------------|--|
| 021400201 | Marksmen Damara .....          |  |
| 021400202 | Marksmen Right Arm .....       |  |
| 021400203 | Marksmen Drummer .....         |  |
| 021400204 | Marksmen Standard Bearer ..... |  |

**Marksmen 12****Oglah Khan & Wolfboyz**

|           |                                |  |
|-----------|--------------------------------|--|
| 021403901 | Oglah Khan Wolf rider 1 .....  |  |
| 021403902 | Oglah Khan Spear Arm 1 .....   |  |
| 021403903 | Oglah Khan Wolf rider 2 .....  |  |
| 021403904 | Oglah Khan Spear Arm 2 .....   |  |
| 021403905 | Oglah Khan Quiver 1 .....      |  |
| 021403906 | Oglah Khan Wolf rider 3 .....  |  |
| 021403907 | Oglah Khan Wolf rider 4 .....  |  |
| 021403908 | Oglah Khan Quiver 2 .....      |  |
| 021404110 | Oglah Khan Body .....          |  |
| 021404111 | Oglah Khan Cape .....          |  |
| 021404112 | Oglah Khan Quiver .....        |  |
| 021404113 | Oglah Khan Standard Body ..... |  |

**Wolf Head and Body****Pirazzo's Lost Legion**

|           |                             |  |
|-----------|-----------------------------|--|
| 021403301 | Pirazzo's Lost Legion ..... |  |
| 021403302 | Pirazzo's Lost Legion ..... |  |
| 021403303 | Pirazzo's Lost Legion ..... |  |
| 021403304 | Pirazzo's Lost Legion ..... |  |
| 021403305 | Pirazzo's Lost Legion ..... |  |
| 021403306 | Pirazzo's Lost Legion ..... |  |

**Legionnaire Musician  
Ricco & Republican Guard**

|           |                                  |     |
|-----------|----------------------------------|-----|
| 021400812 | Republican Pike 4 .....          |     |
| 021400813 | Republican Standard Bearer ..... |     |
| 021400814 | Ricco .....                      |     |
| 021400815 | Ricco Arm .....                  | \$1 |
| 021400816 | Republican Musician .....        |     |

**Republican Pike 4****Republican Standard Bearer**

|           |                           |     |
|-----------|---------------------------|-----|
| 021400814 | Ricco .....               |     |
| 021400815 | Ricco Arm .....           | \$1 |
| 021400816 | Republican Musician ..... |     |

**Ruglud & Armored Orcs**

|           |                              |     |
|-----------|------------------------------|-----|
| 020914001 | Ruglud Body .....            | \$5 |
| 020914002 | Ruglud Head .....            | \$2 |
| 020914003 | Ruglud Arm .....             | \$2 |
| 020914004 | Ruglud Standard Bearer ..... | \$4 |
| 020914005 | Ruglud Musician .....        | \$4 |
| 020914006 | Ruglud Orc Body 1 .....      | \$4 |
| 020914007 | Ruglud Orc Body 2 .....      | \$4 |
| 020914008 | Ruglud Orc Body 3 .....      | \$4 |
| 020914009 | Ruglud Orc Body 4 .....      | \$4 |
| 020914010 | Ruglud Orc Body 5 .....      | \$4 |
| 020914011 | Ruglud Crossbow .....        | \$2 |

**Techi Hurchi & Raiders**

|           |                                      |        |
|-----------|--------------------------------------|--------|
| 021404201 | Cold One Left Side 1 .....           |        |
| 021404202 | Cold One Right Side 1 .....          |        |
| 021404203 | Cold One Left Side 2 .....           |        |
| 021404204 | Cold One Right Side 2 .....          |        |
| 021404205 | Cold One Rider Spear Arm 1 .....     | \$1    |
| 021404206 | Cold One Rider Spear Arm 2 .....     | \$1 50 |
| 021404207 | Cold One Rider Body 1 .....          |        |
| 021404208 | Cold One Rider Body 2 .....          |        |
| 021404209 | Cold One Tail & Shield Sprue 1 ..... | \$1 50 |
| 021404210 | Cold One Champ Body .....            |        |
| 021404211 | Cold One Champ Spear Arm .....       | \$1 50 |
| 021404212 | Cold One Champion Back Banner .....  | \$2    |
| 021404213 | Cold One Tail & Shield Sprue 2 ..... | \$1 50 |
| 021404214 | Cold One Rider Body 3 .....          | \$2    |
| 021404215 | Cold One Standard Arm .....          | \$2    |
| 021404216 | Cold One Horn Blower Body .....      | \$2    |
| 021404217 | Cold One Horn Blower Arm .....       | \$1 50 |
| 021404318 | Cold One Rider Body 3 .....          | \$2    |
| 021404319 | Cold One Rider Body 4 .....          | \$2    |

**Vespero & Vendetta**

|           |                   |        |
|-----------|-------------------|--------|
| 021403401 | Vespero .....     | \$6    |
| 021403402 | Vespero Arm ..... | \$1 25 |
| 021403403 | Duelist 2 .....   | \$3 75 |
| 021403404 | Duelist 3 .....   | \$3 75 |
| 021403405 | Duelist 4 .....   | \$3 75 |
| 021403406 | Duelist 1 .....   | \$3 75 |

**Voland & Venators**

|           |                            |        |
|-----------|----------------------------|--------|
| 021403301 | Voland .....               | \$1    |
| 021403302 | Venator Musician .....     | \$6    |
| 021403303 | Venator Trumpet .....      | \$1 25 |
| 021403304 | Venator Standard Arm ..... | \$1 25 |
| 021403305 | Venator Lance .....        | \$2 50 |
| 021403306 | Venator Shield .....       | \$1 25 |



## HALFLING REGIMENT

99380299004 Armored Horse Body and Head \$3

Witchhunters

1403404 Witchhunters

Halflings



**Halfling  
Champion**  
020202901



**Halfling  
Musician**  
020202902



**Halfling  
Standard Bearer**  
020202903



**Halfling  
w/ Sword**  
020202704



**Halfling  
w/ Spear 1**  
020202706



**Halfling  
w/ Spear 2**  
020202707



**Halfling  
w/ Bow 1**  
020202708



**Halfling  
w/ Bow 2**  
020202709



**Halfling  
w/ Bow 3**  
020202718



**Halfling  
w/ Bow 4**  
020202717



**Halfling  
w/ Bow 5**  
020202715

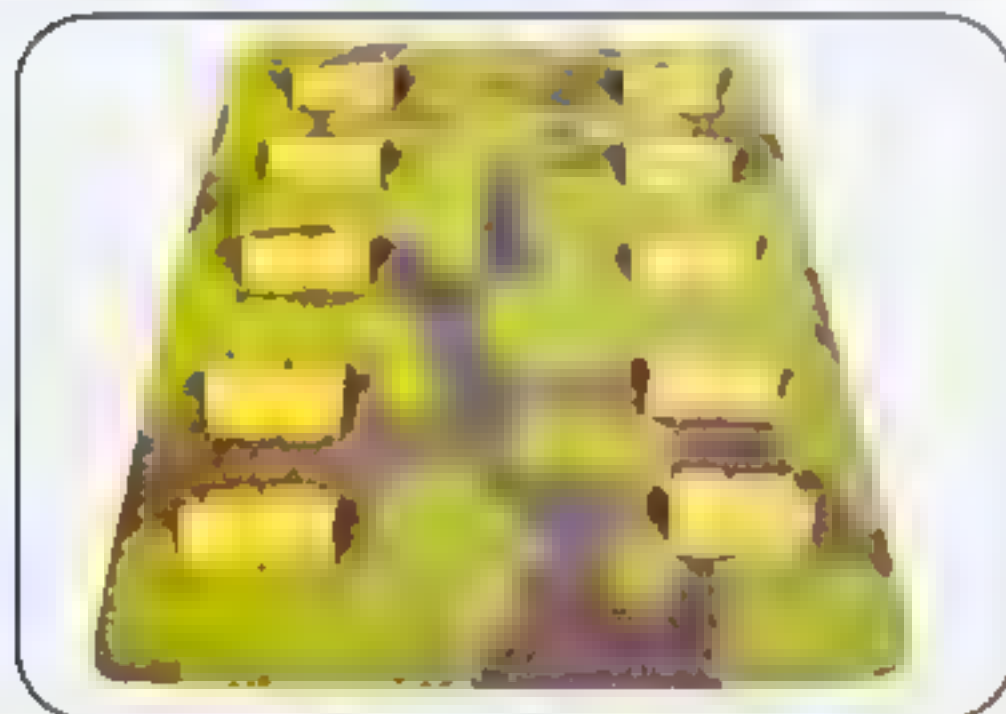
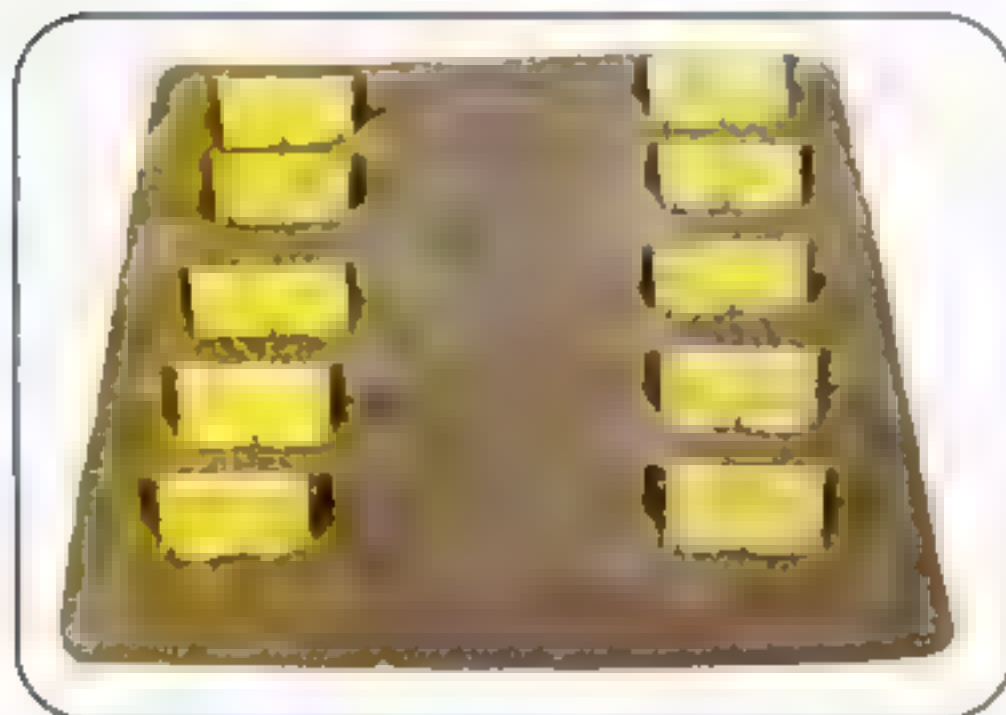
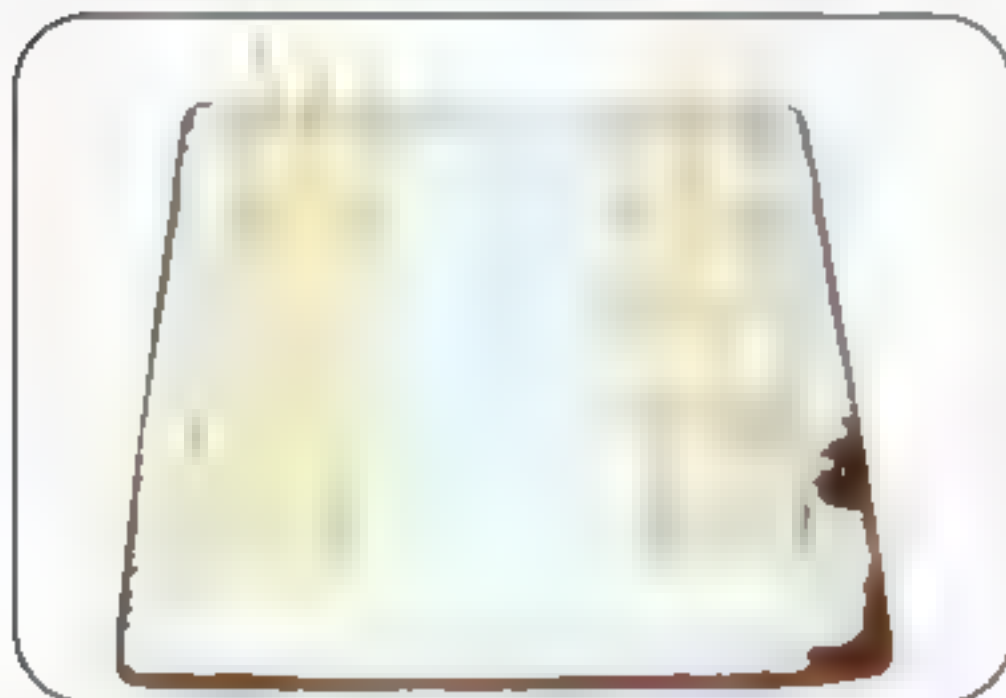


**Halfling  
w/ Bow 6**  
020202716



*The Dogs of War attempt to repel the Orc invasion force.*





## MERCENARY TENT ENCAMPMENT

### MERCENARY TENT ENCAMPMENT

A really nice way to give your wandering Dogs of War army some terrain is to make a camp for them to call home. This simple piece of terrain can function as a base to be defended, a random decorative terrain piece, or an army display base for a tournament. Whatever its use, the camp is easy to make and a great addition to your Warhammer terrain collection.

**Supplies Needed.** Hardboard, 1/2" blue foam, canvas (a small strip of canvas can be found at your local craft store), large toothpicks, 1/4" balsa wood sheet, basing sand, flock, static grass, wood glue, hot glue, and Citadel Paints

**Step 1.** Cut a piece of hardboard to the desired size of the encampment and sand down any rough edges. Hot glue an equal sized piece of blue foam to the top of the hardboard. Sand the foam down so it meets the edge of the hardboard evenly. Cut a tent frame from the balsa wood (cut a 3" piece for the crossbeam and two 1 1/2" pieces for the support pieces). Cut holes for the tent frames in the foam and fix them in place with a small dab of hot glue.

**Step 2.** Cut the tent canvas into 3" x 4" rectangles and soak them in wood glue. This step will make the canvas rigid and more able to hold its shape. Before the tents dry, drape them over the tent frames and insert the toothpicks to pin them to the foam. When dry, cut off the tops of the toothpicks. Leave enough length to hold the canvas in place and to suggest tent stakes. Cover the entire surface of the base, not the tents, with wood glue and sprinkle basing sand over the entire area.

**Step 3.** After the glue has dried, paint the entire piece, tents and all, Chaos Black. *Note: Do not use spray paint as it will melt the blue foam.* Paint the ground Scorched Brown and then highlight by lightly drybrushing Bestial Brown, then Snakebite Leather, and finally Bleached Bone. Basecoat the tents with Bubonic Brown and paint their supports and crossbeams Bestial Brown.

**Step 4.** Finish painting the tents by highlighting the canvas with Bleached Bone and the tent frames with Vermin Brown. Apply thinned-down (1/3 water to glue) wood glue to the areas where you want to put grass. Use flock or static grass and sprinkle it onto the glue. Once it dries, your camp is ready for the gaming table!



# DWARFS



*"As much as Stunties know 'bout fightin' underground, dey know nuffin' 'bout fightin' in da open," snarled Uzguts between lashings of his whip. Ever since losing his leg to a hungry Squig, Uzguts had earned his keep as chief Bully for a battery of Rock Lobbers. Still, whipping Gobboes and making them chuck big rocks was all right, and the hours were good.*

*And it was a good thing the Boyz had brought the Lobbers. Situated high up on a hill, Uzguts had watched the battle, and things weren't going well. No matter who charged – the Boyz, Boar Boyz, and even the huge Giant – nothing could break the Dwarfen center. Fragments of broken Orc units were scattered here and there, and many were in full retreat. Still, the army would escape, as there was no way those cursed beardslings could march over open ground before the Lobbers squashed them to jelly. Just at that moment, with a tremendous crash, part of the hillside slid away to reveal a dark tunnel. From out of the dust, picking their way through the rubble, an angry unit of Dwarfs with great picks and fire in their eyes emerged into the light.*

*Shortly afterward, sitting atop the greenskin corpses and the smashed timbers of the war machines, Burek Ironhelm and his unit of Miners paused to take off their helmets and extinguish the candles affixed on top.*

*"We were almost too late" said Burek, while he lit his pipe. "I knew we were supposed to take the LEFT tunnel."*

Dwarfs are well known for their short stature, shorter tempers, and long beards. It is often said (although rarely to their faces) that Dwarfs are as tough and unyielding as their mountainous homes. An ancient race, the Dwarfs once ruled the lands, but long gone are those glory days. Now, many centuries later, the Dwarfs have dwindled but still persevere. Undaunted and unforgiving to enemies of the past, the Dwarfs constantly struggle to rebuild and reclaim their kingdoms of yore.

## Fighting Style

Dwarfs make doughty warriors, and their high Leadership, Armor, and Toughness make them determined troops who give ground only begrudgingly. Most Dwarf Generals place their

trust in rock-hard infantry blocks, occasionally punctuated by Crossbowmen or Thunderers as well as a few prized war machines. While all Dwarf Warriors are formidable, the center of the line is often held by elite units. Hammerers are the personal bodyguards of the King. Longbeards are battle-hardened veterans, and Ironbreakers are equipped with nearly impervious magic armor. Any of these units, particularly with the addition of a character or two, can break enemy charges as a rocky cliff breaks the surf. The Dwarfs might be worn down, but it's gonna take a while.

Dwarfs are relentless and seldom tire, but they are not fast. Knowing that they will not surprise and outmaneuver most enemies, veteran

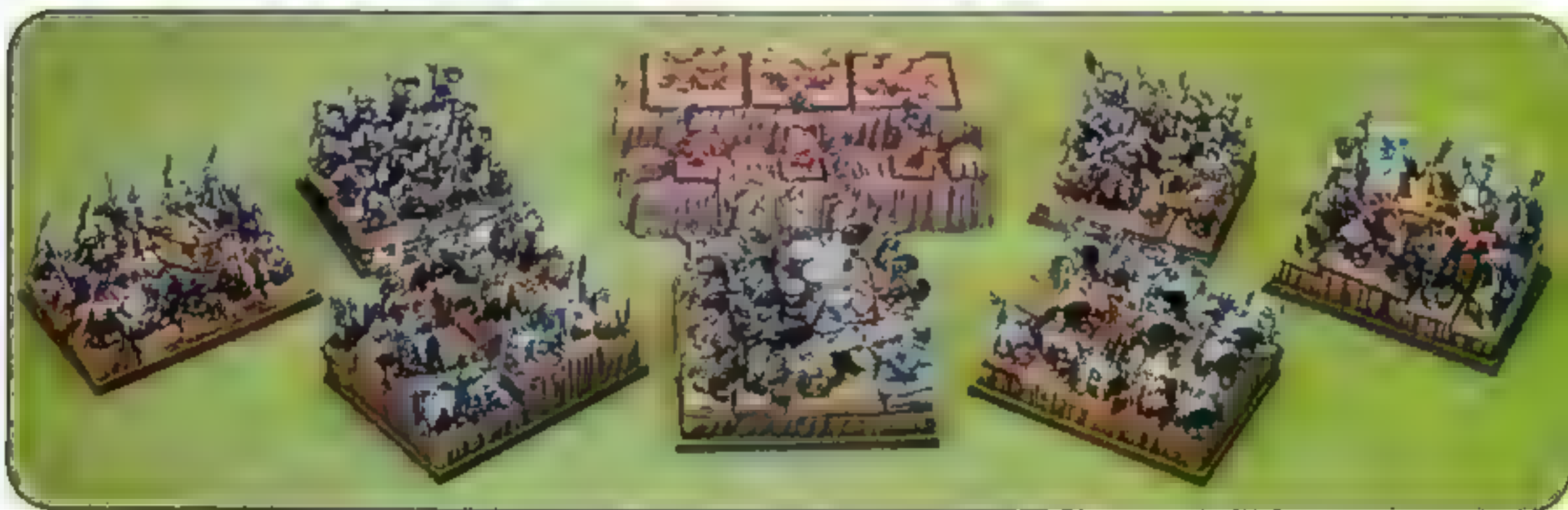
commanders often rely on defensive formations and the mutual support of infantry units. There are many variations, but in general, the Dwarf way is to take the enemy's best charge, stand firm, and then unleash a furious counterstrike.

## Collecting a Dwarf Army

Our best suggestion about beginning a Dwarf army is to start with your Core choices. As well as fulfilling any minimum requirements, a few

*Above Left: A Dwarf Lord painted by Jason Holladay*

*Below: Jason Holladay's award-winning 2002 Baltimore Grand Tournament Dwarf Army*





Core units are the perfect center for an army, no matter how large you choose to build it. Dwarfs have plenty of Core choices, but with the ability to upgrade to heavy armor and shield (with an impressive 3+ save in hand-to-hand combat), Warriors are a great start. For shooting, there is an age-old Dwarfen debate. Some favor the longer range of the Crossbowmen, while others prefer the better armor penetration of the Thunderers. Also, don't overlook the *Scouting* ability of Rangers and the amazing *Underground Advance* rule for Miners!

When players are looking to expand their armies, no Dwarf force should march out of the mountains to war without at least one of the superlative infantry Special Units of Hammerers, Longbeards, or Ironbreakers. In addition to being a colorful unit to paint, Slayers make unbreakable anchors to secure a flank or battle line. As the Dwarfs are great builders and technically advanced, war machines often play a large role in Dwarfen battle plan. Choosing from Cannons, Bolt Throwers, Stone Throwers Gyrocopters, Organ Guns, or Flame Cannons Dwarfs have a plethora of destructive options. While employing no Wizards of their own Dwarfs do have Runesmiths (great for defensive magic) and access to plenty of magical Dwarf Runes that may be used to upgrade weapons, armor, war machines, and more.

The history of the Warhammer world is rife with heroic stories of outnumbered Dwarfs holding out against superior numbers. It is time for new Dwarf Generals to carve their names into legend.

*Below: This unit of Dwarf were painted by Neil Miller for the 2002 T. & G. Golden Demon Painting Competition.*



*Below: Neil Miller has done extensive work on his Dwarf War regiments.*



*Right: This unit of Dwarf was painted by Gary Taylor for the 2002 T. & G. Golden Demon Painting Competition.*



*Right: Gary Taylor was second place at the 2002 T. & G. Golden Demon painting competition.*

*Above: A Thunderer unit painted by Jason Holliday.*





# GETTING STARTED



This 50 page rulebook contains everything you need to know to play Dwarf Army. It includes the rules for building an army of Dwarf Warriors and Dwarf Warriors with Shields.

**Warhammer Armies:  
Dwarfs  
84-01-60**



*Left: A Dwarf Warrior with a shield.*

*Right: A Dwarf Warrior with a shield.*



**Dwarf Warriors  
Regiment Box (16)  
84-06**

The Dwarf Warriors Regiment Box set is a great place to start building your Dwarf army. Included in the box is everything you need to make any one of three different regiments: a Warrior regiment with hand weapons and shields, a Warrior regiment with great weapons, or a regiment of Crossbowmen. The box also includes a player command group with a champion, musician, and standard bearer.



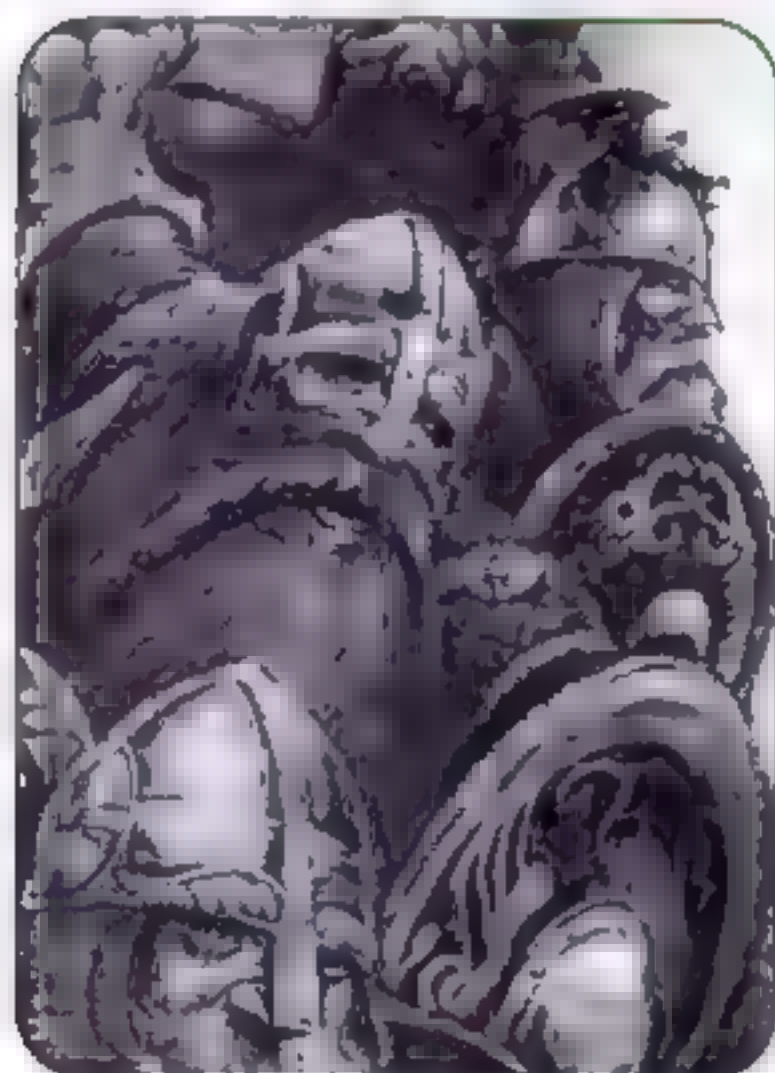
*Dwarf Warriors armed with hand weapons and shields.*



*Dwarf Warriors armed with great weapons.*



*Dwarf Warriors armed with great weapons.*





# LORDS & HEROES



**King Alrik  
of Karak-Hirn  
Box (1)**  
84-17



**King Alrik's  
Book of Grudges**  
020508805



**King Alrik's  
Shield**  
020508806



**King Alrik**  
020508801



**King Alrik's  
Axe**  
020508802



**King Alrik's  
Shieldbearer 1**  
020508803



**King Alrik's  
Shieldbearer 2**  
020508804

| Name                         | Points | Cost | Notes |
|------------------------------|--------|------|-------|
| King Alrik                   | 100    | 100  |       |
| King Alrik's Book of Grudges | 10     | 10   |       |
| King Alrik's Shield          | 10     | 10   |       |
| King Alrik's Axe             | 10     | 10   |       |
| King Alrik's Shieldbearer 1  | 10     | 10   |       |
| King Alrik's Shieldbearer 2  | 10     | 10   |       |
| Dwarf Engineer 1             | 10     | 10   |       |
| Dwarf Engineer 2             | 10     | 10   |       |
| Dwarf Runesmith Blister (1)  | 10     | 10   |       |
| Dwarf Lord Blister (1)       | 10     | 10   |       |
| Dwarf Lord Axe               | 10     | 10   |       |



**Dwarf  
Engineer 1**  
020508401



**Dwarf  
Engineer 2**  
020508402



**Dwarf  
Runesmith  
Blister (1)**  
020501701 (Bl)  
84-46 (Blister)

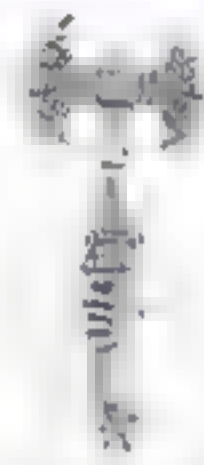
**Dwarf Engineer Blister (Random1)**  
84-57



**Dwarf Lord Blister (1)**  
84-35



**Dwarf Lord  
Body**  
020507802



**Dwarf Lord  
Axe**  
020507801





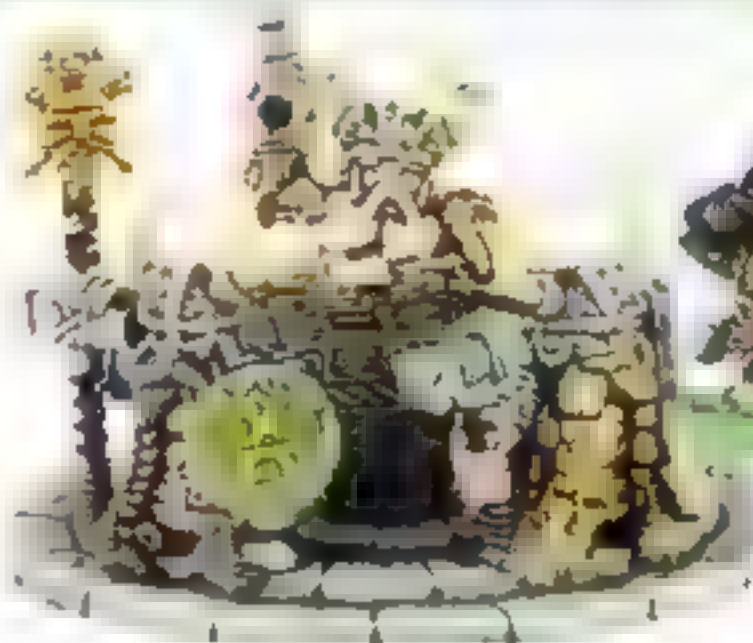
## LORDS & HEROES



Anvil of Doom  
Forge & Coals  
020507312



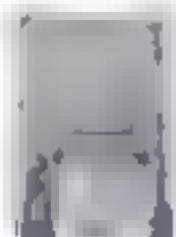
Anvil of Doom  
Chimney  
020507310



Thorek Ironbrow and  
the Anvil of Doom Box  
(1 Anvil and 4 Crew)  
84-07



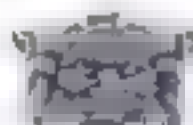
Anvil of Doom  
Forge Rt Side  
020507313



Anvil of Doom  
Forge Lft Side  
020507311



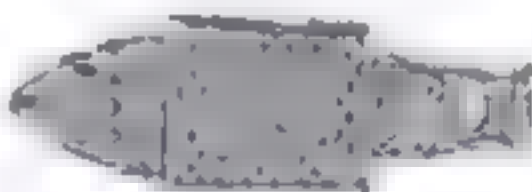
Anvil of Doom  
Bellows  
020507309



Anvil of Doom  
Anvil Pillar  
020507306



Anvil of Doom  
Base  
020507314



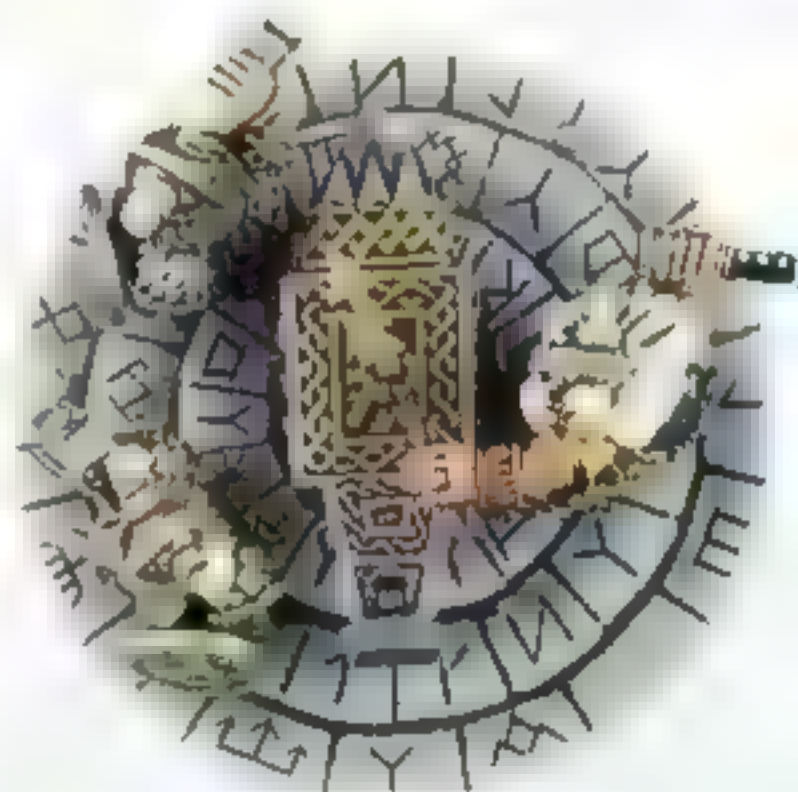
Anvil of Doom  
Anvil Head  
020507307



Anvil of Doom  
Forge Hood  
020507308



Anvil of Doom  
Banner Pole  
020507301



Above: Detail shot of  
the Anvil of Doom



Thorek's  
Tongs  
020507304



Anvil of Doom  
Guardian Shield  
020507305



Anvil of Doom  
Guardian 2  
020507318



Anvil of Doom  
Guardian 1  
020507317



Rune Priest  
Thorek Ironbrow  
020507316



Anvil of Doom  
Apprentice  
020507303



Apprentice's  
Tongs  
020507302



Thorek's  
Hammer  
020507315

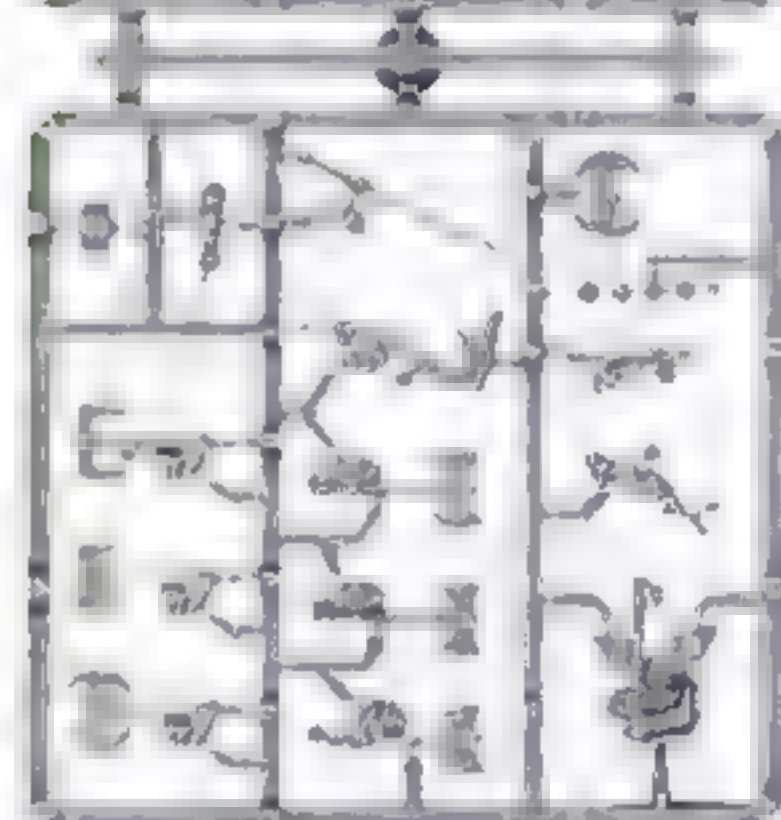
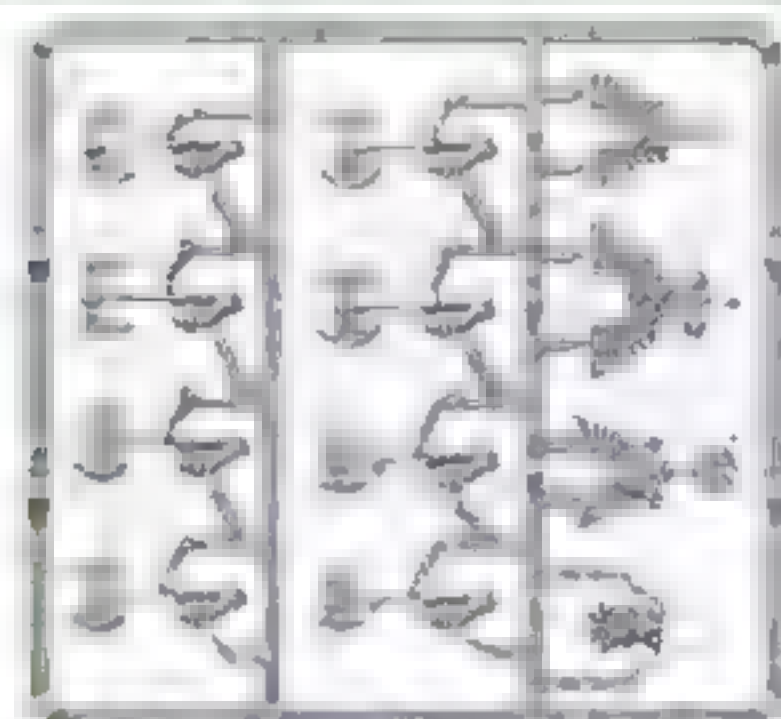




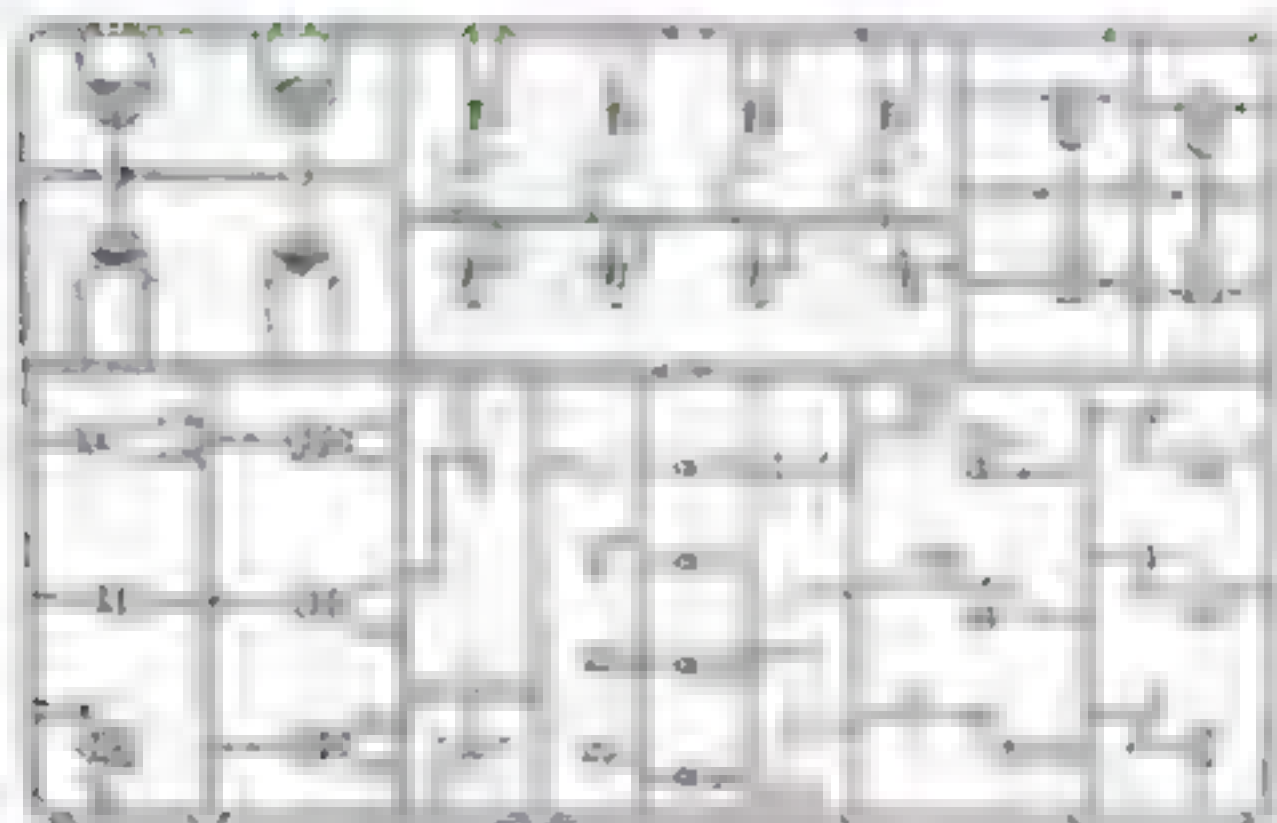
## CORE UNITS



**Dwarf Regiment Box (16)**  
84-06

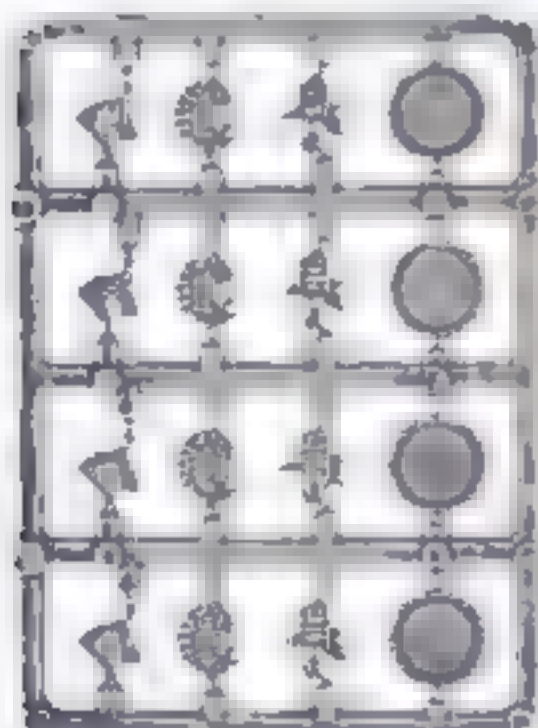


**Dwarf Regiment Command Sprue**  
99380205002



**Dwarf Warrior Sprue**  
99380205001

*Note: Sprue shown at 50% of actual size.*



**Dwarf Warrior Shield Sprue**  
99380299007

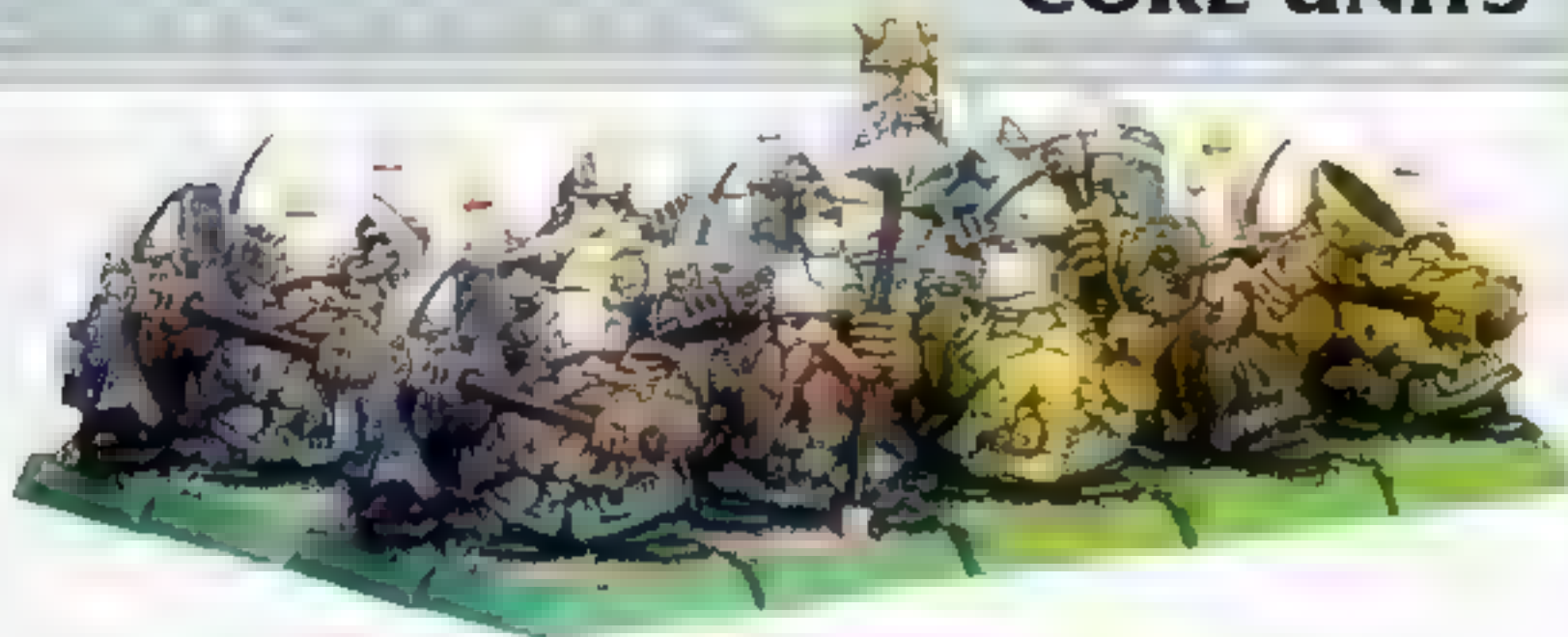
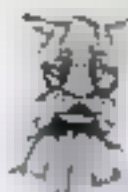


*Karl & Nora Grosshagen*





## CORE UNITS



**Miner Regiment Box (10) & Command Blister (3)**  
84-12 84-44



**Miner Champion**  
020503203



**Miner Standard**  
020503201



**Dwarf Miner 3**  
020503103



**Dwarf Miner 4**  
020503104



**Dwarf Miner 2**  
020503102



**Dwarf Miner 1**  
020503101



**Dwarf Miner 5**  
020503105



**Miner Musician**  
020503202

*Note: Joseph Bayman is part of the Classic Range.*



**Rangers Regiment Box (10) & Command Blister (3)**  
84-11 84-53



*Luis Otava built this incredible looking Dwarf Command Miner Hero*



**Dwarf Command Miner Hero**  
020501801



**Ranger 1**  
020503505



**Ranger 3**  
020503507



**Ranger 2**  
020503506



**Ranger Champion**  
020503503



**Ranger Standard**  
020508001



**Ranger Musician**  
020508002



## CORE UNITS



**Thunderers Regiment Box (10) & Command Blister (3)**  
84-08 84-50



**Thunderer Standard**  
020507703



**Thunderer Standard Top**  
020507704



**Thunderer 1**  
020507601



**Thunderer 2**  
020507602



**Thunderer 3**  
020507603



**Thunderer 4**  
020507604



**Thunderer Champion**  
020507701



**Thunderer Musician**  
020507702

## SHOWCASE



*Dwarf defending the doors to their mountain fortress*





## SPECIAL UNITS



### SLAYER TATTOO

After you complete the painting on your Slayer model, it's time to add his tattoos. Tattoos can be anything - ferocious monsters, swirls, runes, and more. The only limit is your imagination.



#### Step 1.

Thin down some Chaos Black and use it to paint the tattoo carefully with a fine detail brush.



#### Step 2.

Fill the tattoo in with Ultramarines Blue. Take care to leave a black line around the edge. Note - if you don't want to paint the black line first, just start with this step.



#### Step 3.

Carefully add a few thin lines of Ice Blue for highlights.



Slayer Regiment Box (10) & Command Blister (3)  
84-14 84-38



Slayer Standard  
020502101



Slayer Musician  
020502103



Slayer Banner Top  
020502102



Slayer w/ Axe 1  
020502507



Slayer w/ Axe 2  
020502510



Troll Slayer 1  
020502557





# SPECIAL UNITS



**Troll Slayer 2**  
020502551



**Troll Slayer 3**  
020502552



**Troll Slayer 4**  
020502511



**Troll Slayer 5**  
020502512



**Troll Slayer 6**  
020502513



**Giant Slayer 1**  
020502654



**Giant Slayer 2**  
020502601



**Giant Slayer 3**  
020502653



**Giant Slayer 4**  
020502602



**Giant Slayer 5**  
020502603



**Dragon Slayer 1**  
020502955



**Dragon Slayer 2**  
020502901



**Daemon Slayer 1**  
020503056



**Daemon Slayer 2**  
020503001



**Daemon Slayer 3**  
079902001



*Below: Trollslayer 4  
Trollslayers at the  
Kazul Box  
Trollslayer 4  
Trollslayer 4*





## SPECIAL UNITS



Down in the mines, that can be dangerous work," Durgrim expounded, waving a tankard as he stropped back into the tavern, heading straight for the bar. "Not as dangerous as I used to be, mind, but then that's why our ancestors turned the Ironbreakers – head to foot in the best general armor. It'd be a brave Goblin Troll or ratman who faces an Ironbreaker and doesn't turn tail. And even if the roof caved in – not that a good proper Dwarf ceiling would do that – but them Goblin tunnels is shoddy work – now times out of – a – climb out again, dust himself off, and get back to the fight, not like you young whelps.



**Ironbreaker Regiment Box (10) & Command Blister (3)**  
84-10 84-55



**Ironbreaker 1**  
020508101



**Ironbreaker 2**  
020508102



**Ironbreaker 3**  
020508103



**Ironbreaker 4**  
020508104



**Ironbreaker Standard**  
020508204



**Ironbreaker Musician**  
020508203



**Ironbreaker Shield**  
020508105



**Ironbreaker Champion Arm**  
020508201



**Ironbreaker Champion**  
020508202







# SPECIAL UNITS



Longbeard Regiment Box (10) & Command Blister (3)

84-09

84-48



Longbeard  
Standard  
020507503



Longbeard  
Standard Top  
020507504



Longbeard  
Champion  
020507501



Longbeard  
Musician  
020507502

*Note: The Dwarf Longbeards use the Dwarf Warrior shield spear shown in the Dwarf Warrior section of this catalog*



Longbeard 1  
020507401



Longbeard 2  
020507402



Longbeard 3  
020507403



Longbeard 4  
020507404



## DWARF BEARDS



- 1 Basecoat with Codex Grey
- 2 Wash with Chaos Black and a small bit of Varnish to help break the surface tension
- 3 Highlight with Codex Grey
- 4 Highlight with Fortress Grey



- 1 Basecoat with Bubonic Brown
- 2 Wash with Bestial Brown and a bit of Varnish to break the surface tension
- 3 Highlight with Bubonic Brown
- 4 Highlight with a mix Bubonic Brown and Skull White
- 5 Continue to add Skull White to make the beard more blonde



- 1 Basecoat with Scorched Brown
- 2 Add Bleached Bone to Scorched Brown for the first highlight
- 3 Continue to add increasing amounts of Bleached Bone for the subsequent highlights. These final highlights are best placed near the edges of the beard



- 1 Basecoat with Dark Flesh.
- 2 Highlight with a 50/50 mix of Dark Flesh and Blood Red
- 3 The next highlight is straight Blood Red in a few selected spots
- 4 The final highlight is a very light amount of Blazing Orange

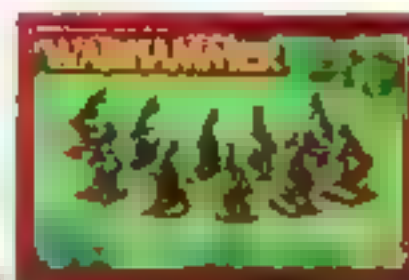




## SPECIAL UNITS



**Hammerers Regiment Box (10) & Command Blister (3)**  
84-13 84-36



**Hammerer  
Standard Top**  
020501603



**Hammerer  
Standard**  
020501602



**Hammerer 4**  
020501504



**Hammerer 3**  
020501503



**Hammerer 2**  
020501502



**Hammerer 1**  
020501501



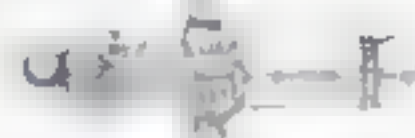
**Hammerer  
Champion**  
020501601



**Hammerer  
Musician**  
020501604



**Dwarf Cannon Blister  
(1 Cannon and 3 Crew)**  
84-40



**Dwarf Cannon  
Barrel**  
020501406



**Dwarf Cannon  
Handle**  
020501404



**Dwarf Cannon  
Crew 3**  
020501401



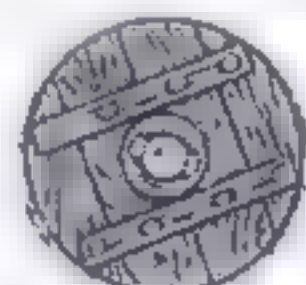
**Dwarf Cannon  
Crew 2**  
020501402



**Dwarf Cannon  
Crew 1**  
020501403



**Dwarf Cannon  
Chassis**  
020501405



**Dwarf Cannon  
Solid Wheel**  
99399999058



## SPECIAL UNITS



**Bolt Thrower Blister**  
(1 Bolt Thrower and 3 Crew)  
84-42



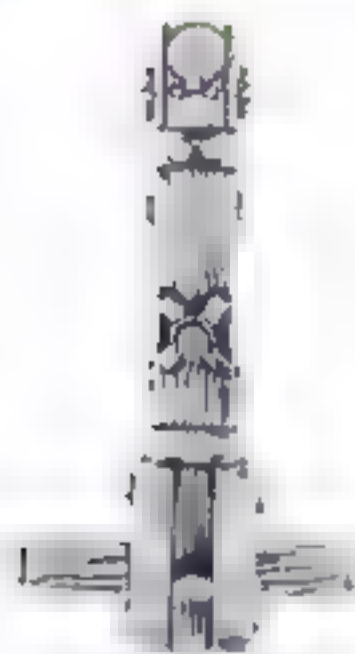
**Bolt Thrower Crew 1**  
020504201



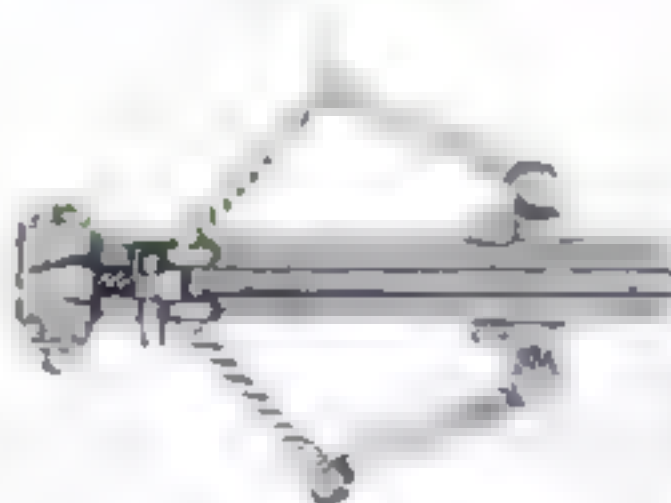
**Bolt Thrower Crew 1**  
020504202



**Bolt Thrower Crew 1**  
020504203



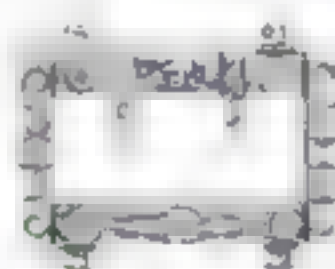
**Bolt Thrower Carriage**  
020504204



**Bolt Thrower Bow**  
020504205



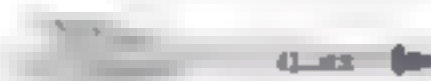
**Bolt Thrower 12-Spoke Wheel**  
99399999002



**Bolt Thrower Front Frame**  
020504206



**Bolt Thrower Handle**  
020501404



**Bolt Thrower Bolt**  
020504207

## SHOWCASE

*Below: The Dwarf Bolt Thrower Blister unit in action, firing a bolt at the enemy.*



*Right: Ned Miller's Cannon not only shoots ammunition but also gets rid of the enemy's goblins in a way that is new - fun - at least for the Dwarf.*





## SPECIAL UNITS

### PAINTING DWARF RUNES

Painting runes on Dwarf war machines adds a level of extra detail that makes the models stand out. Following are a few instructions on how to paint runes.



**Step 1.** After painting the war machine, choose a large, reasonably flat area where it will be easy to paint the fine details of the rune. Select the rune that you want to paint from *Warhammer Armies, Dwarfs*. Paint the rune design in Chaos Black. Paint wide, almost exaggerated lines so that they can be easily painted over in the following steps.



**Step 2.** For the next step, use a color of medium brightness such as Ultramarines Blue and trace the inside of the rune. Leave a bit of black on the outside of the rune to give it a bit of depth and make it stand out on the war machine.



**Step 3.** Use a bright metal color such as Burnished Gold or Mithril Silver (Burnished Gold was used here). Apply a thin line through the center of the second color. This step makes your rune stand out from the rest of the machine and easier to see. Choose a color that contrasts with the metal of the machine. Since the barrel of this Cannon is a gray metal color, bright gold was used to accent the rune.



Note: The white  
the cannon.

**Stone Thrower Blister**  
(1 Stone Thrower and 3 Crew)  
84-43



**Stone Thrower  
Right Frame**  
020504404



**Stone Thrower  
Left Frame**  
020504405



**Stone Thrower  
Front Elevator**  
020504410



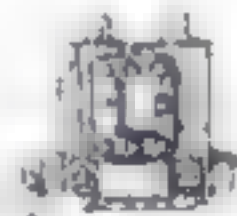
**Stone Thrower  
Throwing Arm**  
020504409



**Stone Thrower  
Front Crosspiece**  
020504407



**Stone Thrower  
Winch**  
020504411



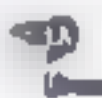
**Stone Thrower  
Elevator Crank**  
020504408



**Stone Thrower  
Arm Rest**  
020504406



**Stone Thrower  
Elevation Screw**  
020504413



**Stone Thrower  
Winch Handle**  
020504412



**Stone Thrower  
Loader 1**  
020504402



**Stone Thrower  
Loader 2**  
020504403



**Stone Thrower  
Gunner**  
020504401



## RARE UNITS



**Organ Gun Blister**  
(1 Organ Gun and 3 Crew)  
84-41

*Note: The wheels  
(001000000002) can be  
swapped.*

**Organ Gun  
Coupling**  
020504108

**Organ Gun  
Barrels**  
020504104

**Organ Gun  
Front Panel**  
020504105

**Organ Gun  
Crew 2**  
020504102

**Organ Gun  
Crew 1**  
020504101

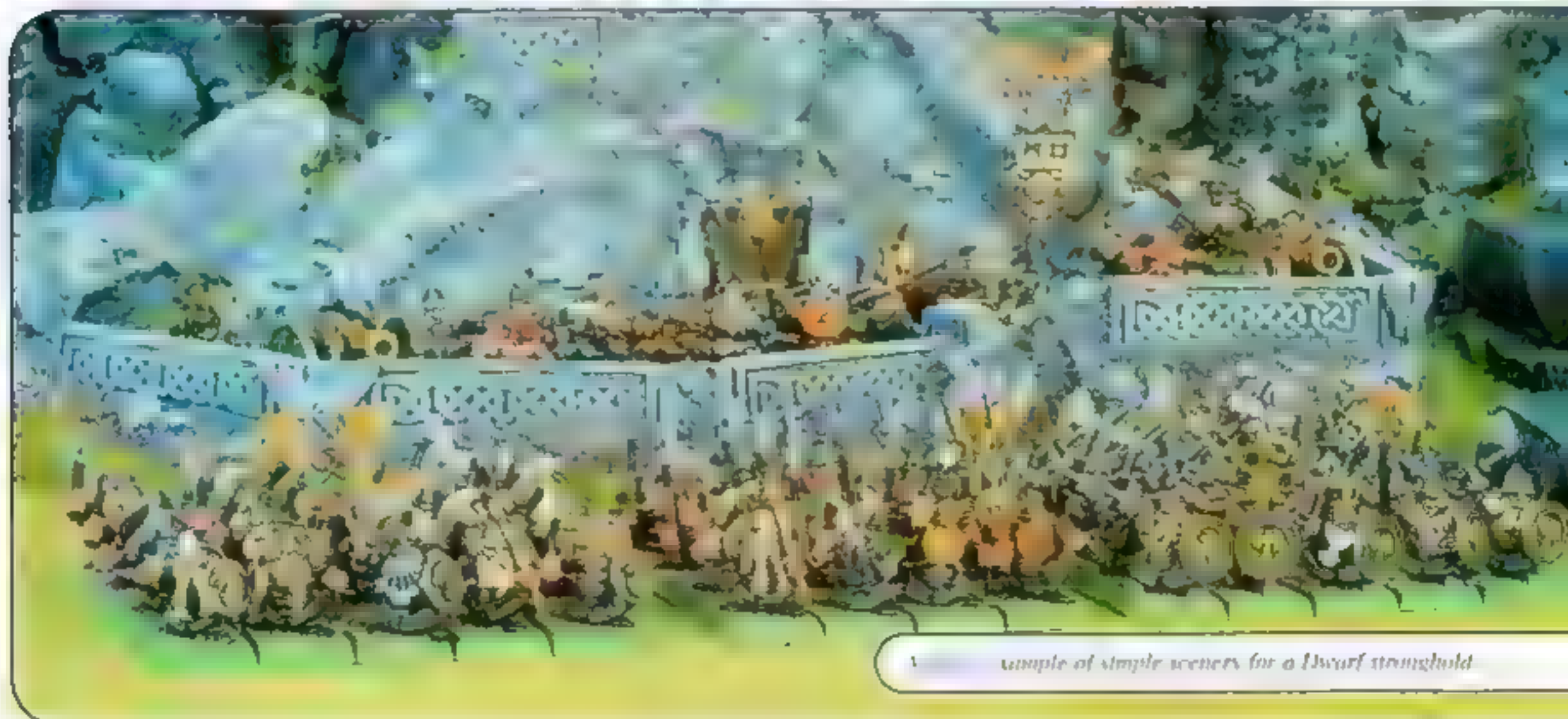
**Organ Gun  
Crew 3**  
020504103

**Organ Gun  
Carriage**  
020504106

**Organ Gun  
Axle**  
020504107

**Organ Gun  
Lever**  
020504109

## SHOWCASE



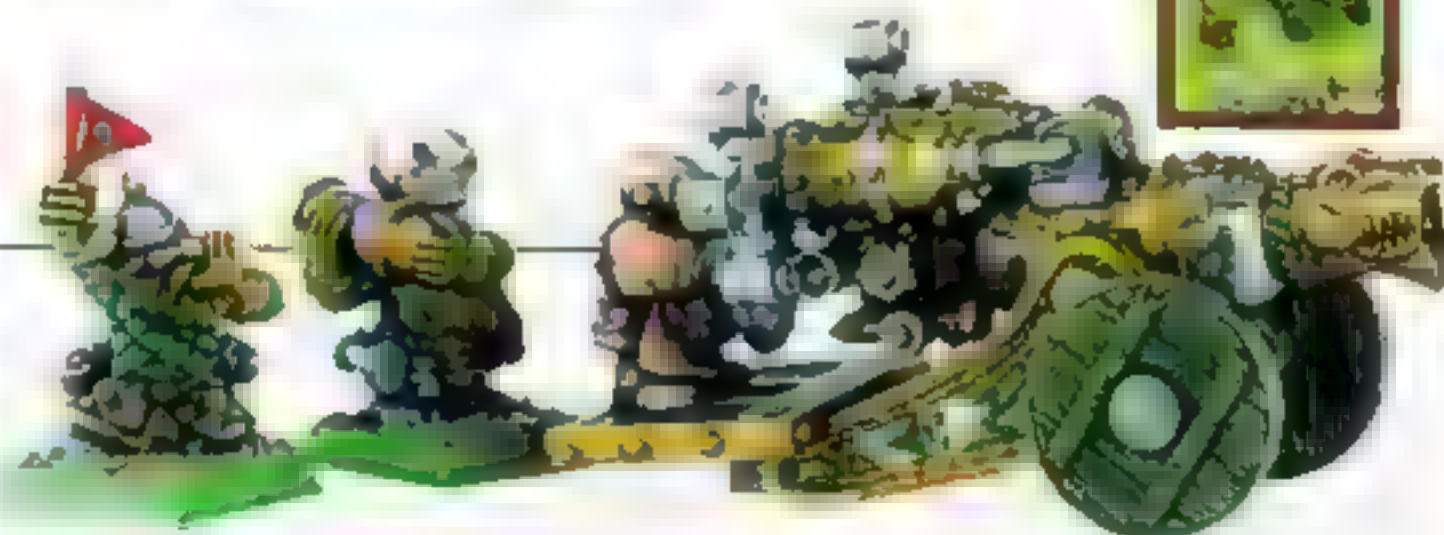
*Example of simple scenery for a Dwarf stronghold*



## RARE UNITS

The Flame Cannon is a fearsome weapon capable of inflicting extreme damage at long ranges. It is a brave Dwarf who volunteers to crew this extraordinary Cannon, since a good chance that when the Cannon is connected it will set itself off and explode.

*Note: The wheels of the Cannon can be removed.*



**Flame Cannon Box**  
(1 Flame Cannon and 3 Crew)  
84 16



**Flame Cannon Spotter**  
020508707



**Flame Cannon Gunner**  
020508708



**Flame Cannon Loader**  
020508709



**Flame Cannon Fuel Tanks**  
020508702



**Flame Cannon Barrel**  
020508703



**Flame Cannon Panel**  
020508710



**Flame Cannon Left Side**  
020508711



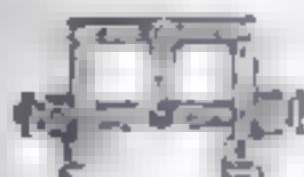
**Flame Cannon Right Side**  
020508712



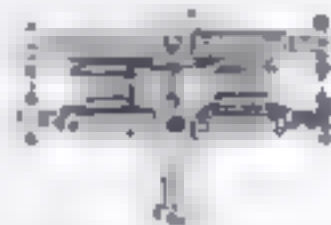
**Flame Cannon Breach Hatch**  
020508704



**Flame Cannon Valve Sprue**  
020508706



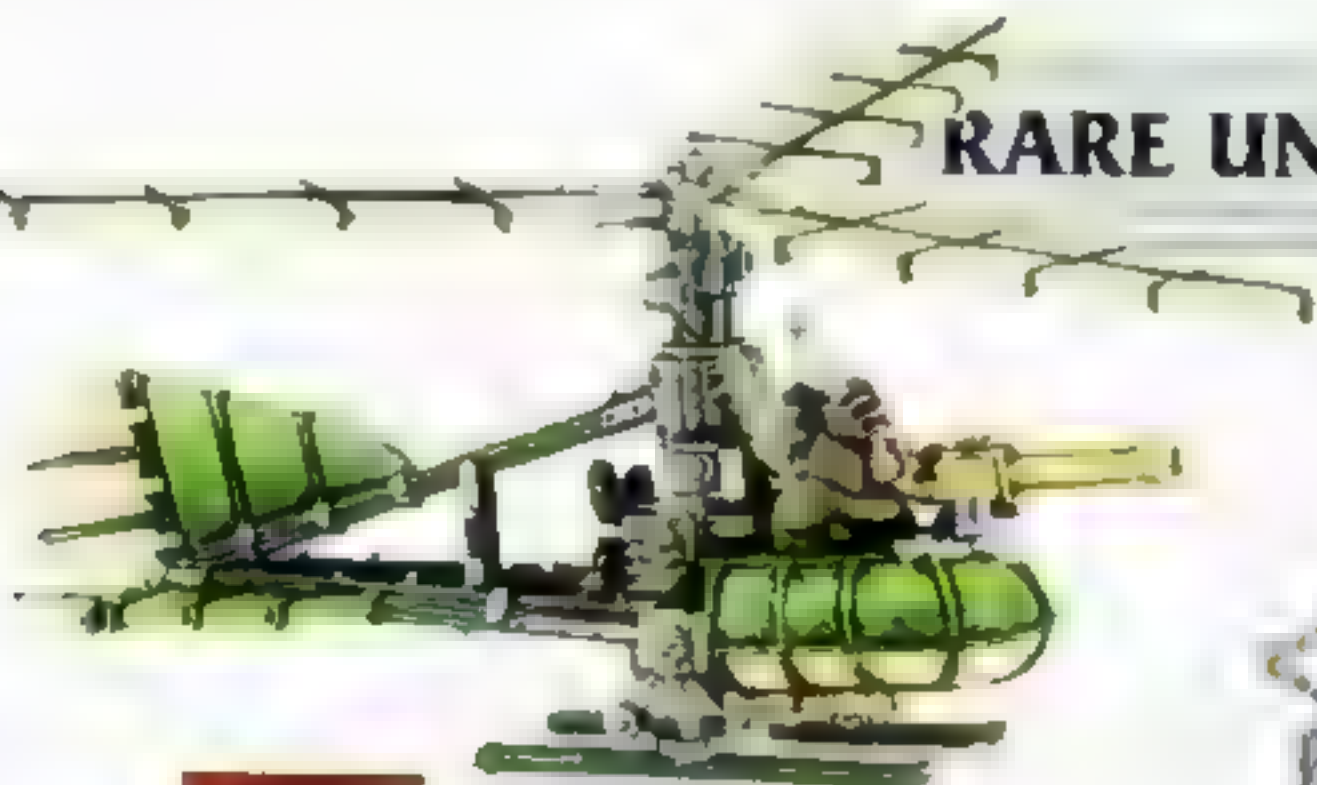
**Flame Cannon Lower Supports**  
020508705



**Flame Cannon Upper Supports**  
020508701



# RARE UNITS



**Gyrocopter Box (1)**  
84-15



**Gyrocopter Tail**  
020508308



**Gyrocopter Engine**  
020508309



**Gyrocopter Chassis**  
020508311



**Gyrocopter Rotor B**  
020508306



**Gyrocopter Cab**  
020508302



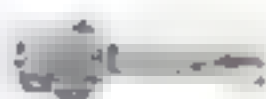
**Gyrocopter Pilot**  
020508304



**Gyrocopter Gubbins Sprue**  
020508310



**Gyrocopter Rotor A**  
020508303



**Gyrocopter Control Stick**  
020508305



**Gyrocopter Pilot Arm**  
020508307



**Gyrocopter Skids**  
020508301



*The Gyrocopter is a rare unit around the Dwarfs of Kromm Bay.*





## PRICE LIST

### Getting Started

84-01-60 Warhammer Armies, Dwarfs \$20

### Boxed Sets & Blister Packs – Lords & Heroes

84-35 Lord \$9  
Blister includes 1 model

84-57 Engineer \$8  
Blister includes 1 model

84-46 Runesmith \$8  
Blister includes 1 model

84-17 King Arik Ranulfsson \$25  
Box includes 1 model

84-07 Thorek Ironbrow & The Anvil of Doom \$35  
Box includes 1 model

### Boxed Sets & Blister Packs – Core

84-06 Dwarf Warriors Regiment \$30  
Box includes 10 models

84-12 Dwarf Miners \$30  
Box includes 10 models

84-44 Miner Command \$10  
Blister includes 3 models

84-11 Dwarf Rangers \$30  
Blister includes 3 models

84-53 Ranger Command \$10  
Blister includes 3 models

84-08 Dwarf Thunderers \$30  
Box includes 10 models

84-50 Thunderer Command \$10  
Blister includes 3 models

### Boxed Sets & Blister Packs – Special

84-42 Bolt Thrower \$20  
Box includes 1 model

84-40 Cannon \$20  
Box includes 1 model

84-13 Hammerers Regiment \$35  
Box includes 10 models

84-36 Hammerer Command \$10  
Blister includes 3 models

84-10 Ironbreaker Regiment \$40  
Box includes 10 models

84-55 Ironbreaker Command \$10  
Blister includes 3 models

84-09 Longbeard Regiment \$35  
Box includes 10 models

84-48 Longbeard Command \$10  
Blister includes 3 models

84-14 Slayes Regiment \$35  
Box includes 10 models

84-38 Slayer Command \$10  
Blister includes 3 models

84-43 Stone Thrower \$25  
Blister includes 1 model

### Boxed Sets & Blister Packs – Rare

84-16 Flame Cannon \$25  
Box includes 1 model

84-15 Gyrocopter \$25  
Box includes 1 model

84-41 Organ Gun \$20  
Blister includes 1 model

### Metal Bitz & Plastic Sprues – Lords & Heroes

Dwarf Lord

99369999004 Small Round Shield Sprue \$1

020507801 Dwarf Lord Axe \$3.50

020507802 Dwarf Lord \$6.50

020501801 Miner Hero \$9

### Dwarf Engineers

020508401 Dwarf Engineer 1 (w/ Hammer) \$9

020508402 Dwarf Engineer 2 \$9

### Dwarf Runesmith

020501701 Dwarf Runesmith \$9

### King Arik

020508801 King Arik \$9.50

020508802 King Arik Axe \$2.50

020508803 King Arik Shieldbearer 1 \$5.50

020508804 King Arik Shieldbearer 2 \$5.50

020508805 King Arik Book of Grudges \$1.50

020508806 King Arik Shield \$3.50

### Anvil of Doom

020507301 Anvil of Doom Banner Pole \$1

020507302 Apprentice Tongs \$1

020507303 Apprentice Runesmith \$3

020507304 Thorek Tongs \$1.25

020507305 Anvil Guardian Shield \$1

020507306 Anvil Support Pillar \$3

020507307 Anvil of Doom \$4

020507308 Forge Hood \$4

020507309 Anvil Bellows \$2

020507310 Anvil Forge Chimney \$1.50

020507311 Forge Left Side \$2.50

020507312 Anvil Forge and Coals \$3

020507313 Forge Right Side \$2.50

020507314 Anvil of Doom Baseplate \$10

020507315 Thorek Hammer \$1.25

020507316 Thorek Ironbrow \$7

020507317 Anvil Guardian 1 \$3

020507318 Anvil Guardian 2 \$3

### Metal Bitz & Plastic Sprues – Core

#### Dwarf Warriors

99380205001 Dwarf Warrior Sprue \$6.25

99360299007 Dwarf Warrior Shield Sprue \$1.50

99380205002 Dwarf Reg. Command Sprue \$5

#### Dwarf Miners

020503101 Miner 1 \$3.50

020503102 Miner 2 \$3.50

020503103 Miner 3 \$3.50

020503104 Miner 4 \$3.50

020503105 Miner 5 \$3.50

020503201 Miner Standard \$4

020503202 Miner Trumpeter \$4

020503203 Miner Champion \$4

#### Dwarf Rangers

020503505 Ranger Trooper 1 \$3.50

020503506 Ranger Trooper 2 \$3.50

020503507 Ranger Trooper 3 \$3.50

020508001 Dwarf Ranger Standard \$4

020508002 Dwarf Ranger Musician \$4

020503503 Ranger Champion \$4.50

#### Dwarf Thunderers

020507601 Thunderer 1 w/ Helmet \$3.50

020507602 Thunderer 2 w/ Decorated Gun \$3.50

020507603 Thunderer 3 (Bare Head) \$3.50

020507604 Thunderer 4 w/ Masked Helmet \$3.50

020507701 Thunderer Champion \$3.50

020507702 Thunderer Musician \$3.50

020507703 Thunderer Standard Bearer \$3.50

020507704 Thunderer Standard Top \$1.50

### Metal Bitz & Plastic Sprues – Special

#### Dwarf Bolt Thrower

020501404 Bolt Thrower Handle \$1

020504201 Bolt Thrower Crew 1 \$4.50

020504202 Bolt Thrower Crew 2 \$4.50

020504203 Bolt Thrower Crew 3 \$4.50

020504204 Bolt Thrower Carriage \$5.75

020504205 Bolt Thrower Bow \$4.50

020504206 Bolt Thrower Front Frame \$3.25

020504207 Bolt Thrower Bolt \$2.50

99399999002 12-Spoke Wheel Sprue \$1

#### Dwarf Cannon

020501401 Cannon Crew 3 (Plunger) \$3.50

020501402 Cannon Crew 2 (Loader) \$3.50

020501403 Cannon Crew 1 (Pointing) \$3.50

020501404 Cannon Handle \$1

020501405 Cannon Chassis \$6.50

020501406 Cannon Barrel \$5

99399999058 Solid Wheel Sprue \$1

#### Dwarf Hammerers

020501501 Hammerer 1 \$4

020501502 Hammerer 2 \$4

020501503 Hammerer 3 \$4

020501504 Hammerer 4 \$4

020501601 Hammerer Champion \$4

020501602 Hammerer Standard \$4

020501603 Hammerer Standard Top \$1.50

020501604 Hammerer Musician \$4

99369999004 Small Round Shield Sprue \$1

#### Dwarf Ironbreakers

020508101 Dwarf Ironbreaker 1 \$3.50

020508102 Dwarf Ironbreaker 2 \$3.50

020508103 Dwarf Ironbreaker 3 \$3.50

020508104 Dwarf Ironbreaker 4 \$3.50

020508105 Dwarf Ironbreaker Shield \$1

020508201 Ironbreaker Champ (Axe Arm) \$1

020508202 Ironbreaker Champion \$3.50

020508203 Ironbreaker Musician \$3.50

020508204 Ironbreaker Standard Bearer \$3.50

#### Dwarf Longbeards

020507401 Longbeard with Mace \$3.50

020507402 Longbeard with Hammer \$3.50

020507403 Longbeard with Axe 1 \$3.50

020507404 Longbeard with Axe 2 \$3.50

020507501 Longbeard Champion \$3.50

020507502 Longbeard Musician \$3.50

020507503 Longbeard Standard Bearer \$3.50

020507504 Longbeard Standard Top \$1.50

99360299007 Dwarf Warrior Shield Sprue \$1.50

#### Dwarf Slayes

020502101 Troll Slayer Standard \$4

020502102 Troll Slayer Standard Top \$1.50

020502103 Troll Slayer Musician \$4

020502507 Troll Slayer w/ Axe 2 \$4

020502510 Troll Slayer w/ Axe 1 \$4

020502511 Troll Slayer 4 \$4

020502512 Troll Slayer 5 \$4

020502513 Troll Slayer 6 \$4

020502551 Troll Slayer 2 \$4

020502552 Troll Slayer 3 \$4

020502557 Troll Slayer 1 \$4

020502601 Giant Slayer 2 \$4

020502602 Giant Slayer 4 \$4

020502603 Giant Slayer 5 \$4

020502653 Giant Slayer 3 \$4

020502654 Giant Slayer 1 \$4

020502901 Dragon Slayer 2 \$4

020502955 Dragon Slayer 1 \$4

020503001 Daemon Slayer 2 \$4

020503056 Daemon Slayer 1 \$4







# CLASSIC RANGE

88093-50 Ironbreaker 7 \$3.75  
 923699962 Small Flying Shield Sprite £1

## Metal Bitz - Bare

### Gyrocopter

|    |    |    |    |    |    |    |    |    |     |
|----|----|----|----|----|----|----|----|----|-----|
| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10  |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20  |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30  |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40  |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50  |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60  |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70  |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80  |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90  |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |

### Flame Cannon

|    |    |    |    |    |    |    |    |    |     |
|----|----|----|----|----|----|----|----|----|-----|
| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10  |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20  |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30  |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40  |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50  |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60  |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70  |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80  |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90  |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |

020500313 Flame Cannon Barrels \$2.50



King Kazador  
Banner Pole  
020500503



King Kazador  
Horn  
020500502



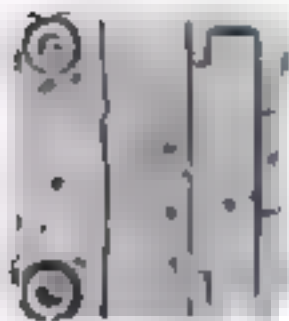
King Kazador  
Body  
020500501



King Kazador  
(Complete)  
MO 0064



Throne of Power  
Seat  
020500104



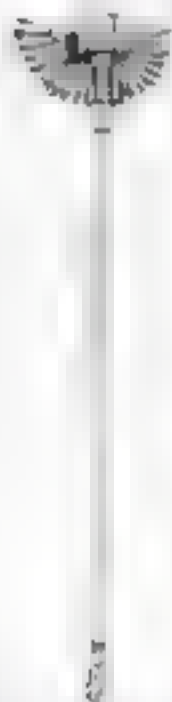
Throne of Power  
Platform  
020500101



Throne of Power  
Back  
020500102



Throne of Power  
(Complete)  
MO 0067



Throne of Power  
Banner Pole  
020500103



Throne of Power  
Thorgrim Grudgebearer  
020500105



Throne of Power  
Bearer 3  
020500108



Throne of Power  
Bearer 2  
020500107



Throne of Power  
Bearer 4  
020500109



Throne of Power  
Bearer 1  
020500106



# CLASSIC RANGE



**Krag the Grim  
(Complete)**  
MO 0065



**Kragg the Grim  
Body**  
020500801



**Kragg the Grim  
Banner Pole**  
020500802



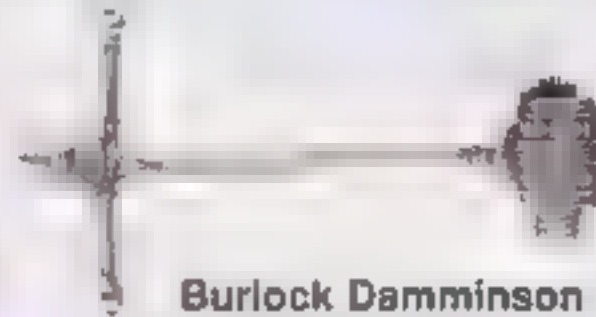
**Skag the Stealthy**  
020502001



**Dwarf General**  
020501201



**Burlock Damminson  
(Complete)**  
MO 0062



**Burlock Damminson  
Banner Pole**  
020500702



**Burlock Damminson  
Body**  
020500701



**The White Dwarf  
(Complete)**  
MO 0068



**The White Dwarf  
Axe**  
020501102



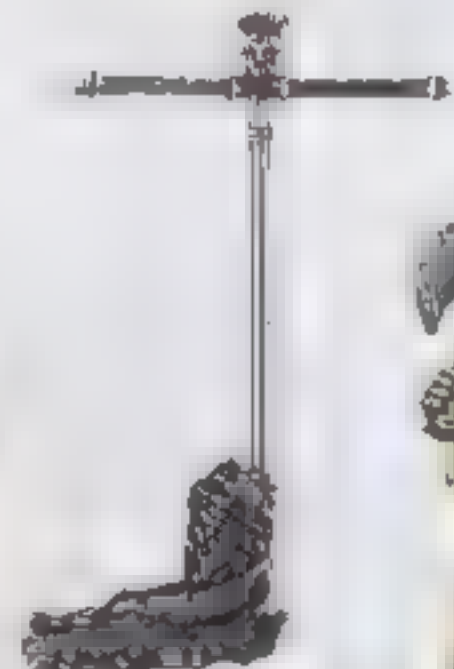
**The White Dwarf  
Body**  
020501101



**Ungrim Ironfist  
(Complete)**  
MO 0066



**Ungrim Ironfist  
Body**  
020500601



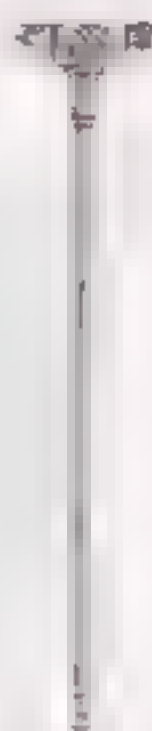
**Ungrim Ironfist  
Banner Pole**  
020500602



**Queen Helgar**  
020501301



# CLASSIC RANGE



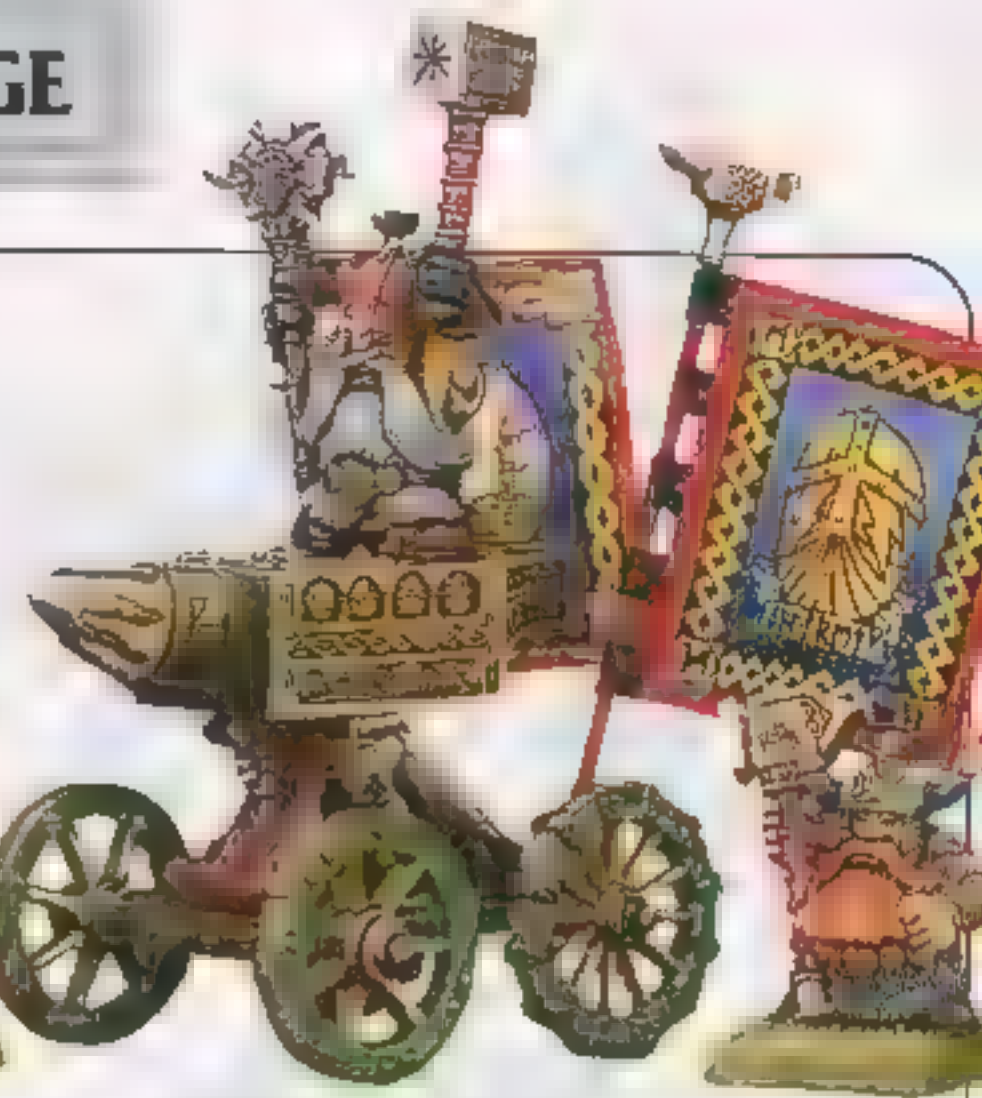
**Anvil of Doom  
Banner Pole**  
020500206



**Anvil of Doom  
Pedestal**  
020500205



**Anvil of Doom  
Anvil**  
020500203



**Anvil of Doom  
(Complete)**  
MO 0165



**Anvil of Doom  
Base**  
020500204



**Anvil of Doom  
Guardian**  
020500201



**Anvil of Doom  
Rune Priest**  
020500202



**Bolt Thrower  
12-Spoke Wheel**  
99399999002



*Note: Some of these models use the Small Round Shield sprue (95369999014) found on p. 598*

## CLASSIC RANGE



**Clansman  
w/ Spear 1**  
88001-25



**Clansman 10**  
88053-29



**Clansman 15**  
88053-32



**Clansman 18**  
88053-47



**Clansman 14**  
88053-42



**Clansman 16**  
88053-31



**Clansman 8**  
020503335



**Clansman 1**  
020503343



**Clansman 5**  
020503334



**Clansman 6**  
020503337



**Clansman 11**  
88053-41



**Clansman 12**  
88050-25



**Clansman 3**  
020503345



**Clansman  
w/ Axe**  
020503346



**Clansman 4**  
020503347



**Clansman 7**  
020503352



**Clansman 2**  
020503362



**Clansman  
w/ Hammer**  
020503338



**Clansman 17**  
88053-48



**Clansman  
w/ Spear 2**  
88053-28



**Drunken Dwarf  
Miner**  
020501901



**Drunken Dwarf  
Crossbowman**  
020501904



**Drunken Dwarf  
w/ Axe**  
020501903



**Drunken Dwarf  
w/ Hammer**  
020501902





## CLASSIC RANGE

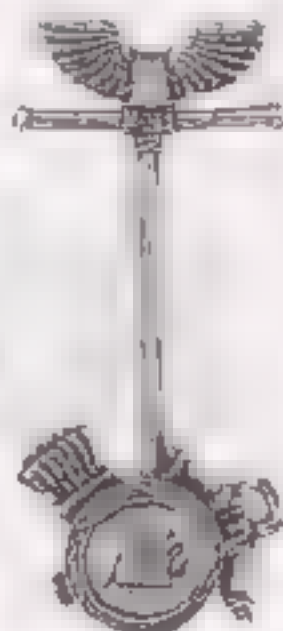
*Note: Some of these models use the Small Round Shield sprue (99369999004, found on p. 598)*



**Bugman Ranger  
Standard Bearer**  
020503504



**Joseph Bugman**  
020501001



**Joseph Bugman  
Banner Pole**  
020501002



**Dwarf Horn Blower**  
020502211



**Dwarf Command  
Musician**  
88010-4



**Dwarf Command  
Standard 1**  
020502212



**Dwarf Command  
Standard 2**  
020502208



**Dwarf  
Champion 2**  
74347-27



**Dwarf Command  
Champion 4**  
88010-9



**Dwarf Command  
Champion 1**  
020502305



**Dwarf Command  
Champion 6**  
88010-6



**Dwarf Command  
Champion 3**  
88010-1



**Dwarf Command  
Drummer**  
020502207



**Crossbowman 1**  
020502433



**Crossbowman 2**  
020502434



**Crossbowman 3**  
020502435



**Crossbowman 4**  
020502436



**Crossbowman 5**  
020502457



**Crossbowman 6**  
020502458



**Crossbowman 7**  
020502459



**Crossbowman 8**  
020502460



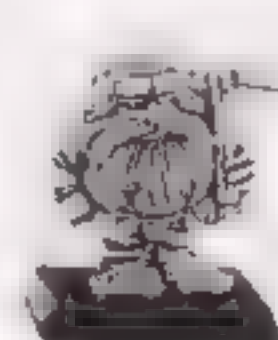
**Crossbowman 9**  
020502461



**Crossbowman 10**  
020502462



**Crossbowman 11**  
020502463



**Crossbowman 12**  
020502464



## CLASSIC RANGE



**Thunderer 10**  
020502840



**Thunderer 12**  
020502842



**Thunderer 2**  
0205028228



**Thunderer 9**  
020502839



**Thunderer 8**  
020502838



**Thunderer 1**  
020502827



**Thunderer 3**  
020502829



**Thunderer 4**  
020502830



**Thunderer 6**  
020502836



**Thunderer 11**  
020502841



**Thunderer 7**  
020502837



**Thunderer 5**  
020502835

## SHOWCASE



*Above: Dwarf King Durek Anvilpunts, made by Jeremy Vetock, US Studio Manager, was created entirely from Dwarf Archive bits. Jeremy used the Bearers from the Throne of Power and the famous Joseph Bugman to make a very nice conversion for his Karaz-a-Kulerm Dwarf army.*

*Left: This Dwarf Warrior regiment by Richard Dune, was made from a variety of archive models and current range models. Richard has nixed all of these different bits to create a completely converted warrior unit that is nice to look at and stands out well on the battlefield.*







## CLASSIC RANGE



**Ironbreaker 6**  
88093-19



**Ironbreaker 8**  
88093-20



**Ironbreaker 2**  
88093-21



**Ironbreaker 3**  
88093-22



**Ironbreaker 4**  
88093-47



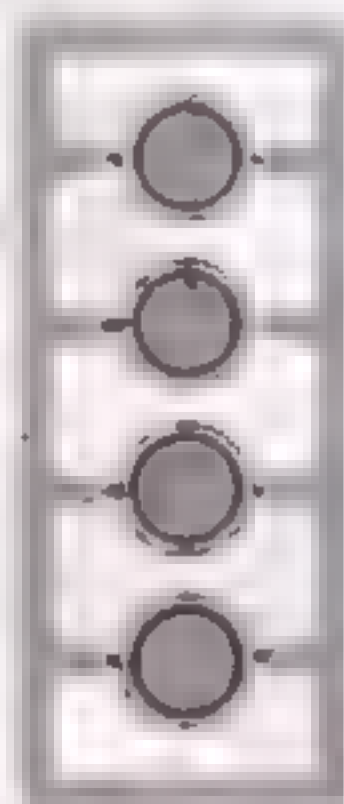
**Ironbreaker 1**  
88093-48



**Ironbreaker 5**  
88093-49



**Ironbreaker 7**  
88093-50



**Small Round Shield  
Sprue**  
99369999004

*Note: Many of these  
models use the Small  
Round Shield sprue  
(99369999004).*



**Longbeard 1**  
020502715



**Longbeard 6**  
02052732



**Longbeard 7**  
020502733



**Longbeard 2**  
88094-16



**Longbeard 8**  
88094-34



**Longbeard 5**  
88094-31



**Longbeard 3**  
020502717

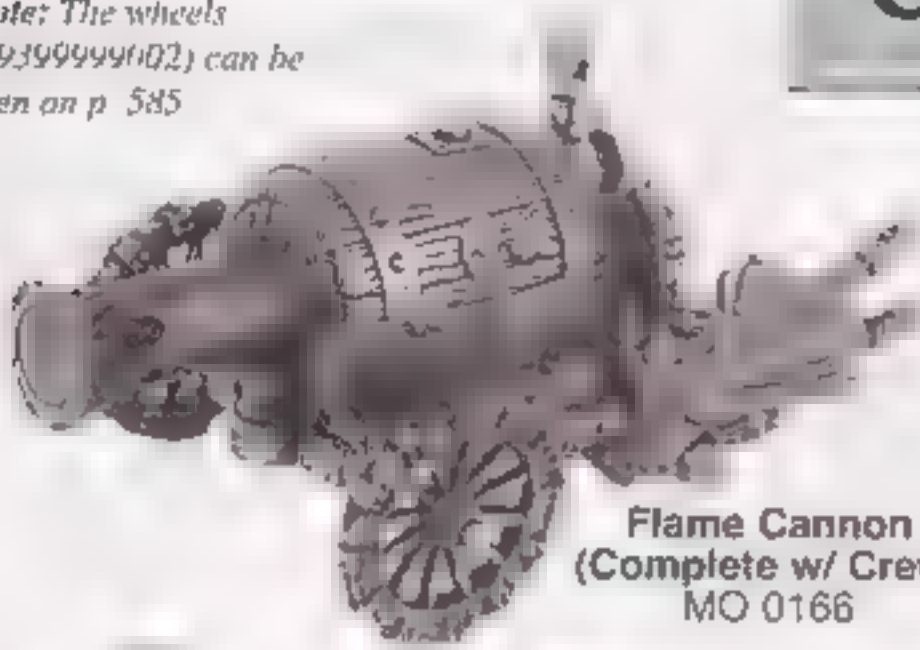


**Longbeard 4**  
020502718



# CLASSIC RANGE

*Note: The wheels  
(99399999102) can be  
seen on p. 585*



**Flame Cannon  
(Complete w/ Crew)**  
MO 0166



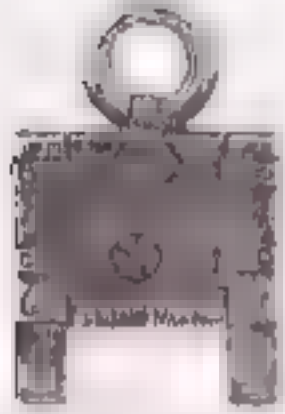
**Flame Cannon  
Master Gunner**  
020500301



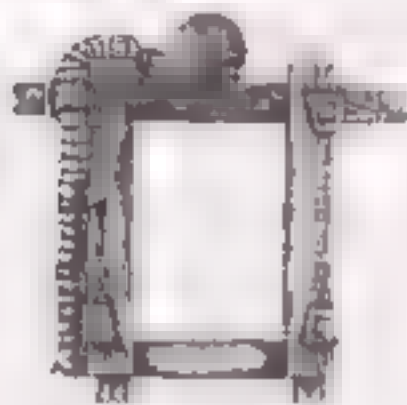
**Flame Cannon  
Loader**  
020500302



**Flame Cannon  
Swabber**  
020500303



**Flame Cannon  
Rear Base**  
020500306



**Flame Cannon  
Front Base**  
020500307



**Flame Cannon  
Lower Barrel**  
020500305



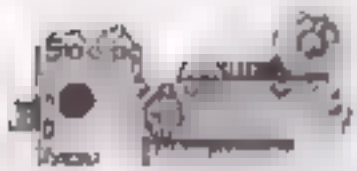
**Flame Cannon  
Upper Barrel**  
020500304



**Flame Cannon  
Cannon**  
020500308



**Flame Cannon  
Bellows**  
020500313



**Flame Cannon  
Inst. Panel**  
020500309



**Flame Cannon  
Lever**  
020500311



**Flame Cannon  
Steam Whistle**  
020500312



**Flame Cannon  
Pump**  
020500310



**Gyrocopter  
(Complete)**  
MO 0167



**Gyrocopter  
Propeller**  
020500905



**Gyrocopter  
Chassis**  
020500902



**Gyrocopter  
Tail**  
020500904



**Gyrocopter  
Pilot**  
020500901



**Gyrocopter  
Engine**  
020500903





## DWARF SCENERY

Step 1.



Step 2.



Step 3.



Step 4.



*Right: For a more challenging hobby project build a Bugman's Brewery. Dave Andrews built this Brewery using materials as diverse as cork bark, polystyrene balls, broken rock and brick, balsa wood, textured plasticard, a superglue bottle lid, some spray can lids and even a push pin.*

*Right: This is a work in progress shot of the Brewery.*

### DWARF HOLD ENTRANCE

#### Step 1

Use Liquid Nails to glue layers of 2" foam together. Cut out the basic shape of the door from foamcore or plasticard. Next cut out a recess for the door from your foam wall. Sculpt the cliff side by shaping the foam with a utility knife and a scouring pad.

#### Step 2.

Make the door itself from pieces of plasticard and a few bits from the plastic Dwarf regiment sprues. Cut out iron bolts from plasticard by using two different sized hole punches.

#### Step 3.

Paint the entire cliff with black house paint. Prime the door with Chaos Black spray paint. Spray Blood Angels Red primer and Shadow Grey primer lightly in spots to give the piece some texture and to create the appearance of Iron Ore in the cliff face. Drybrush the cliff with Codex Grey, then Bubonic Brown, and finally Bleached Bone.

#### Step 4.

Apply a few patches of white glue on top of the cliff and on the base and then sprinkle static grass over these areas.



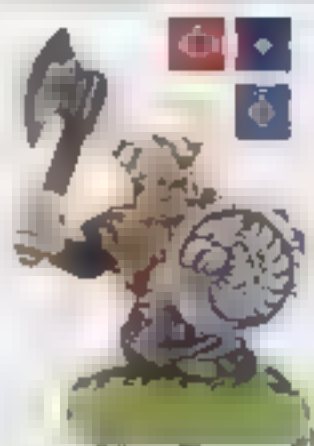


## DWARF COLOR SCHEMES

On the right, you will see various examples of color schemes that you can use in painting your Dwarf army. These are only a few of the thousands of different color combinations you can use. Experiment with your own color schemes by doing a few test models before you begin painting your entire regiment. Then use the colors you chose on all of your regiments so that your army has an overall theme.

As you complete more Dwarfs to make complete regiments, paint your shields and standards with colors that further unify the models of a particular unit. The shield is one of the prominent features of many Dwarf figures. As the shield tends to draw the viewer's attention, it deserves special treatment. It is well worth considering a distinctive color scheme for your shields and how this scheme will relate to your army when it is finished. On the right, you can see a few examples of different Dwarf shields. Take time and experiment with your shields. Match them to your army's color scheme and give each regiment its own unique symbol.

## COLORS OF WAR



Blood Red, Regal Blue, and Ultramarine Blue



Dark Angels Green, Soot Green, and Bleached Bone



Chaos Black, Fortress Gray, and Skull White



Red Coat, Blood Red, and Skull White



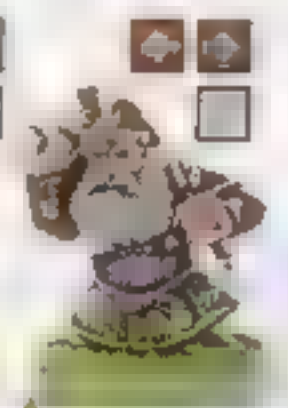
Regal Blue, Ultramarine Blue, and Skull White



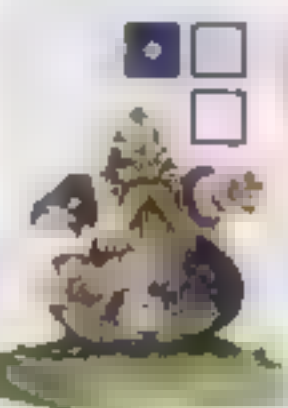
Regal Blue, Ultramarine Blue, Shining Gold, and Skull White



Chaos Black, Kommando Khaki, and Skull White



Soot Red, Beshar Brown, and Fortress Gray



Regal Blue, Space Wolves Gray, and Skull White

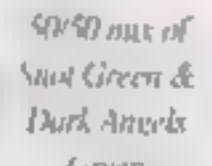


Regal Blue, Snakebite Leather, and Bleached Bone

### THE WARRIORS OF KARAK-HORN



The Warriors of Karak-Horn use a Dark Angels Green background. Whilst the icons have been painted Shining Gold. On one we have painted a tankard.



SWSD mix of Soot Green & Dark Angels Green

The four shields above show some examples of Dark Age colors that capture the character of the Dwarfs. These colors combine well with the Dwarfs' beards and beards, to achieve a striking effect.

### THRONG OF KARAK-NORN



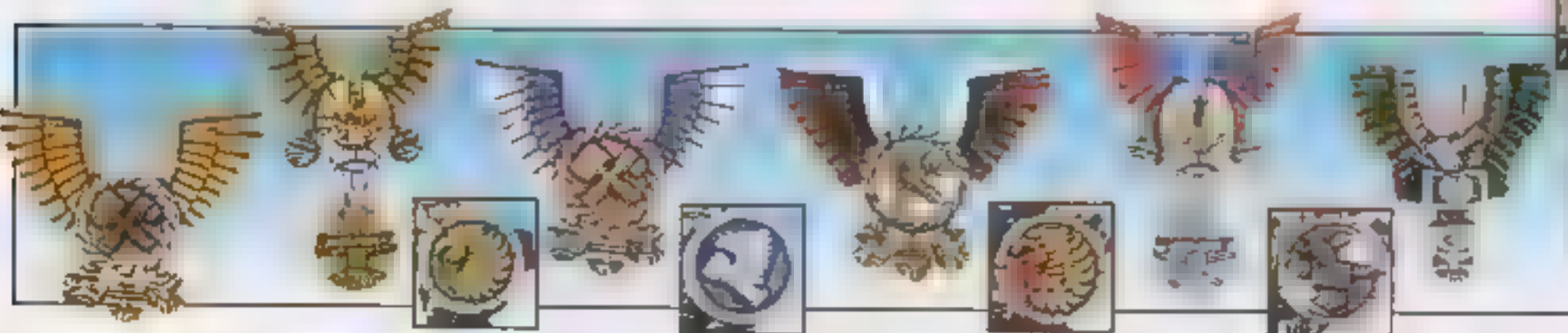
The throng of Karak-Norn use a red and blue color scheme with white as a contrast color.



The icons can either be painted metallic or in a variety of colors by contrast against the screen background color.



Above, The *Long Golden Battle Standard Bearer* painted by Keith Robertson



Standards are used to differentiate between the units within your army. This is of great practical importance when fighting battles as you can quickly identify where units are on the table. When deciding how to paint your standards, consideration should be given to how the colors you choose can be used to tie the unit together. By using similar icons and color schemes on the standard as the models have on their shields and clothes, your figures will look like they belong to that regiment and no other.



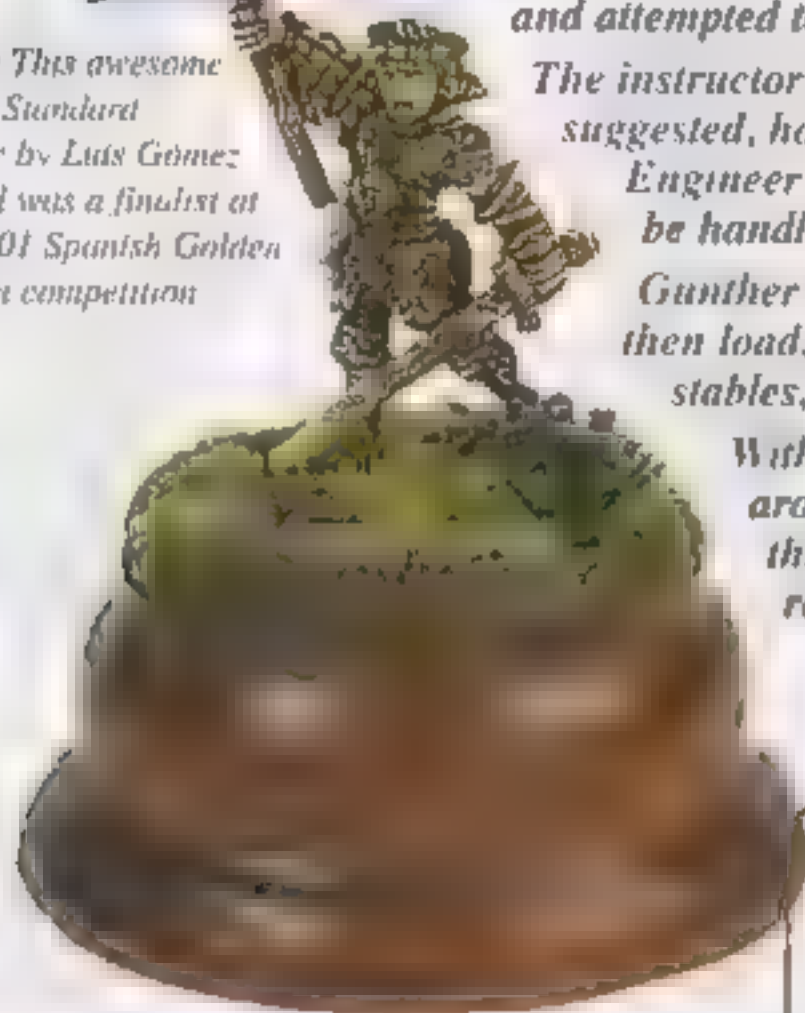
Paul Sawyer combined a *Worms-eater Arrow of Doom* motif and a *Dark Elf* standard to make his unique *Standard Bearer*.



# EMPIRE



Right: This awesome Battle Standard Bearer by Luis Gómez Pradol was a finalist at the 2001 Spanish Golden Demon competition



The Empire is the largest and most powerful realm of Men in the Warhammer world. It is a sprawling domain that encompasses great mountains, mighty rivers, and vast cities. Its citizens and soldiers are as different and varied as the governing city-states and provinces that make up the Empire

## Painting Style

Empire armies cannot match the numbers of a horde army like Skaven or Orcs & Goblins, nor can they match the hardened elites of a Chaos army or High Elf force. Men do not have toughened hides or vastly superior troops, and there are no easy answers. Instead, Empire Generals must rely on the same attributes that carved out such a large realm in the first place: infantry, cavalry, and artillery all used in a coordinated fashion.

War machines can thin down a horde, reduce enemy elites, or blast gaping holes into a monster of any size. Infantry can hold up enemy elites, while smaller units use the special Detachments rule to countercharge and take the foe on several sides. Cavalry charges are reserved for particularly hardened foes or to

Master Engineer Gunther Hoffman tensed his grip on the telescope and resisted the urge to rap the youngest member of the cannon crew on the head. Instead, the Engineer attempted to put that energy to good use. "Why, young Heinrich, have I not bludgeoned you with my telescope for not loading the Great Cannon correctly?" asked Gunther sternly.

Heinrich pulled himself off the ground, where he had thrown himself after the gunpowder flash, and attempted to wipe his blackened face with his cap.

The instructor leaned forward fruitlessly in anticipation of an answer. "Because..." Gunther suggested, hopelessly staring at the vapid young trainee. After a painfully long moment, the Engineer answered his own question. "Because it is a finely tuned instrument and must be handled with respect."

Gunther continued to stare down at the youngster and said, "You swab the barrel first, then load. Swab, then load. As you and the rest of the crew clean out the outhouses and stables, I think you should repeat that to yourselves."

With that last command, Gunther signaled for the rest of the class to gather around. "This may be a Artillery School, and this may be a class, but some day, this training is going to save your life and maybe the whole of the Empire. Now repeat after me the loading procedures from the beginning."



Above: Brett K. Dewald's use of complementary colors and his clean painting style work well on this Empire Spearmen regiment—so well, in fact, that this unit won the silver in the Warhammer Unit category at the 2001 US Golden Demon competition

strike the killing blow. A veteran Empire General will quickly analyze the threat against his forces and counter move to put his troops in the best position to win. Sometimes this means playing defensively and shooting up enemy advances, and sometimes this means closing quickly with the foe and overwhelming him with multiple units. Knowing the strengths and weaknesses of your army and your opponent's force as well as using terrain to maximum advantage are what will bring further glory to the Empire.

## Collecting an Empire Army

Core troops are the best place to begin when starting any army, and for Empire, that means a lot of choices. Blocks of infantry like Halberdiers, Spearmen, or Swordsmen can form an ideal center. Archers, Handgunners, and Crossbowmen will make useful Detachments to thin down the enemy. Free Companies are a low-points way to bulk out a force and, when used as a Detachment, can offer valuable



support to better equipped units. The hard-striking and well armored might of the Knightly Orders may also be selected as a Core unit, although Knights are sure to draw an inordinate amount of the enemy's firepower and wrath.

When expanding to a larger Empire force players have a plethora of fantastic choices. Greatswords add more punch than regular infantry, and Pistoliers are a *Fast Cavalry* option that can easily slow down or outflank a foe. Flagellants are angst-ridden prophets of impending doom, but their *Crazed* presence can easily hold and secure a flank. Empire war machines deserve special mention, as few things strike fear into an enemy the way a Helblaster Volley Gun does. The mere presence of a Volley Gun on the battlefield can cause the enemy endless worry and concern. Also don't discount the fearsome barrage of a Mortar or the awesome killing power (D6 Wounds!) of the Great Cannon. Units may be augmented with characters like Warrior Priests, Engineers, or Wizards from the esteemed Colleges of Magic.

The Empire is constantly threatened by border wars, marauding Orcs, and the dread of Chaos to the north. Bandits and Beasts of Chaos dwell in the dark forests, and a new threat is always looming. Still, the Empire stands strong as a beacon of strength for the forces of civilization.



*Left: This warrior Priest of Ulric by Bryan Shaw received an honorable mention at the 2003 Los Angeles Golden Demon competition.*

*Below: Dave Taylor's Knights of Sigmar are part of his fantasy Sigmarite Empire army.*

## SHOWCASE



*Above: These converted Empire Flagellants by Mark Benedek received an honorable mention at the 2003 Chicago Golden Demon competition.*







## GETTING STARTED



**Warhammer  
Armies:  
The Empire**  
86-01-60

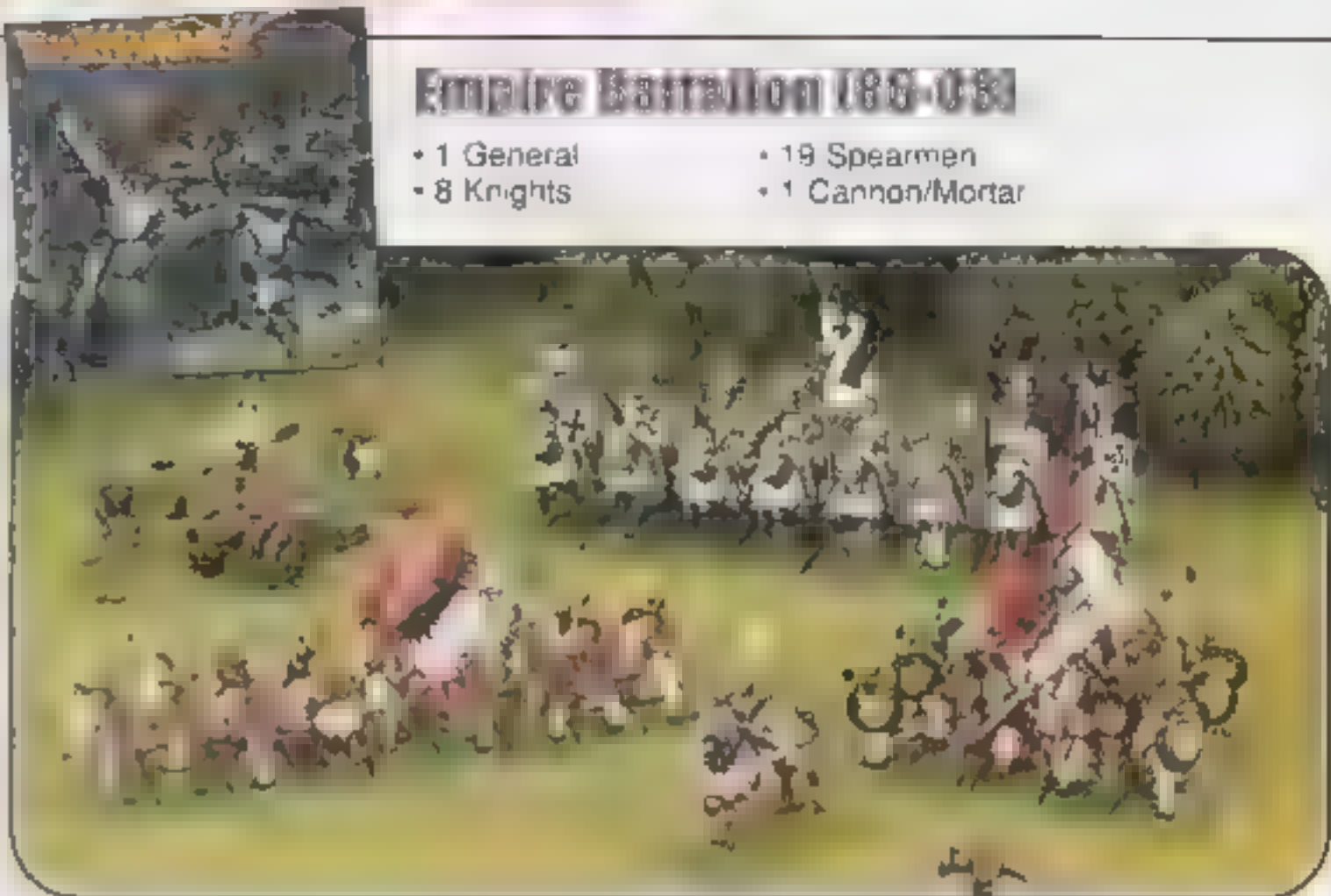
*This 96-page rulebook contains background painting and modeling tips, and complete rules for fielding an army of the mighty human legions that make up the Empire. All praise Sigmar!*



*A Free Company fighter*

### Empire Battalion (86-083)

- 1 General
- 8 Knights
- 19 Spearmen
- 1 Cannon/Mortar

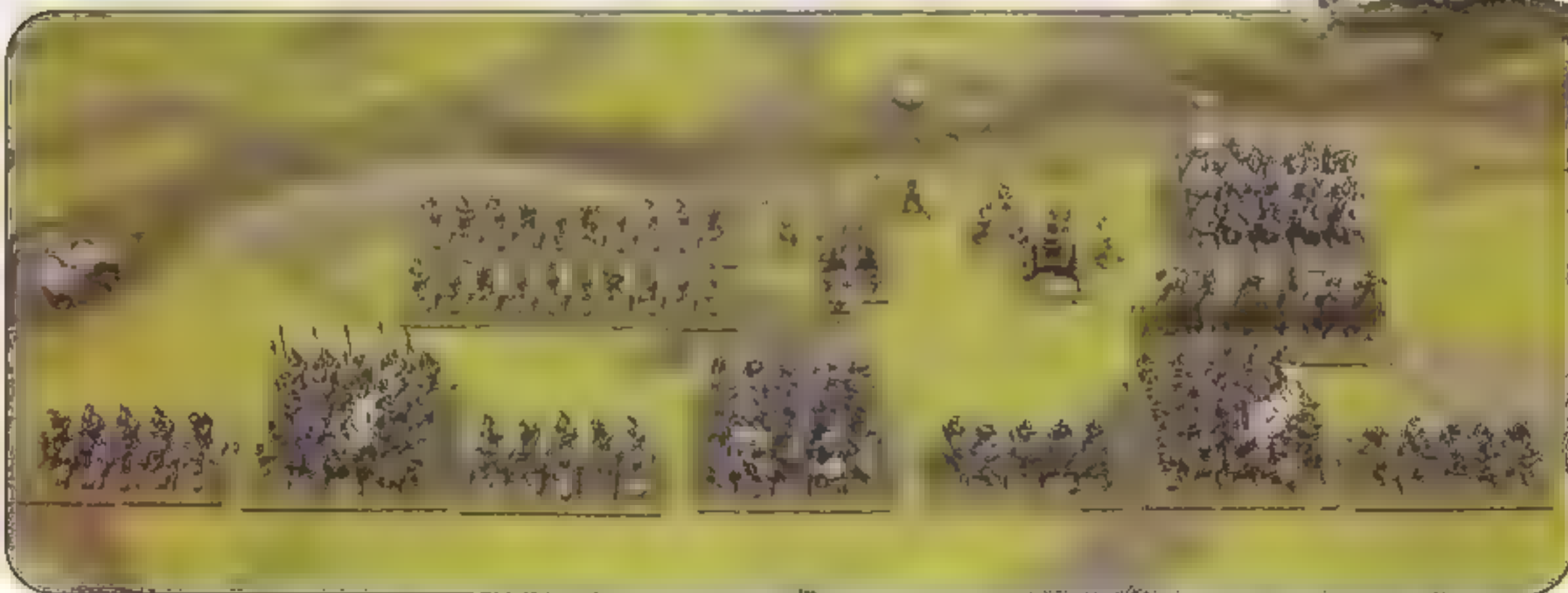


## SHOWCASE



*Right: Aaron's  
Knights of the White  
Wolf are converted  
from Chaos Knights  
and plasma  
Mudmenbers*

*Below: GW staff member Aaron Dux's 2,000-point Middenheim army is an indication of what a tournament caliber army might include. It consists of an Elector Count, two units of 25 Spearmen, each with a detachment of 10 Swordsmen and a detachment of 6 Handgunners; a total of four detachments of 25 Swordsmen; two units of 10 Handgunners; 10 Knights of the White Wolf; 6 Pistoliers; a Great Cannon, and a Mortar.*







# LORDS AND HEROES



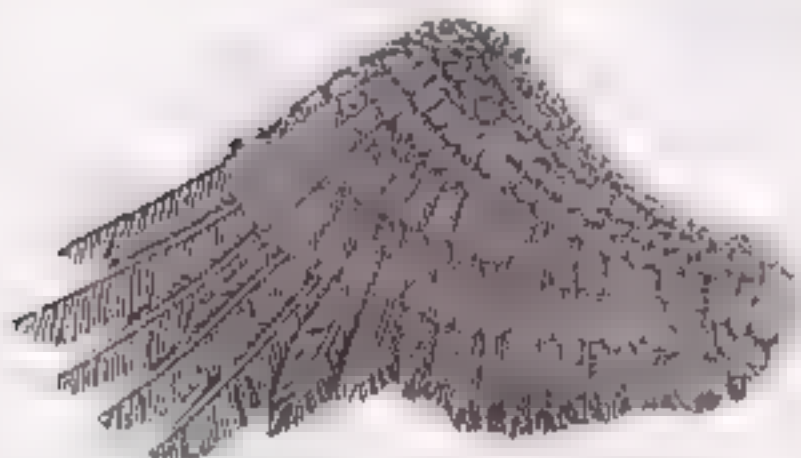
**Karl Franz on Griffon Box (1)**  
86-14



**Karl Franz Body**  
020213001



**Griffon Left Body Side 2**  
020204403



**Griffon Left Wing 1**  
020300111



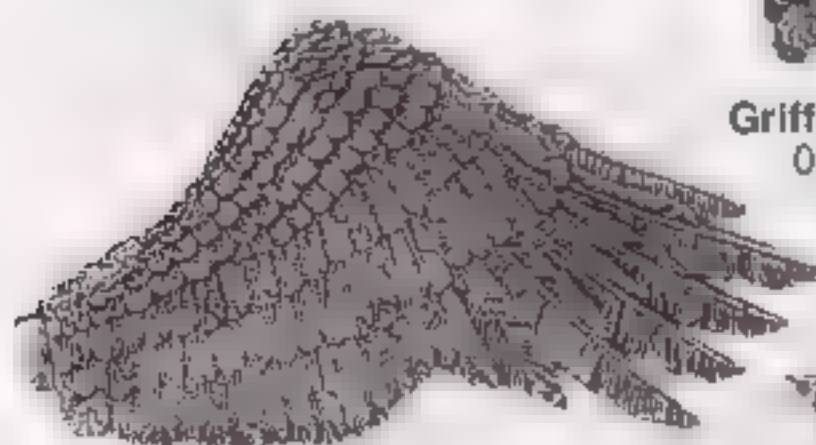
**Griffon Right Body Side**  
021000205



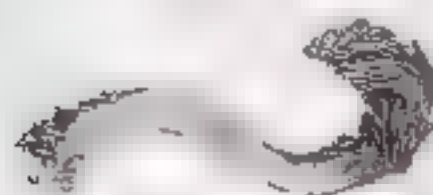
**Griffon Left Claw**  
021000207



**Griffon Right Claw**  
021000206



**Griffon Right Wing 1**  
020300112



**Griffon Tail**  
021000208



**Karl Franz Weapon Sprue**  
020213002



**Emperor Banner Pole**  
020204402

## PAINTING THE GRIFTON



After priming black, paint all metal areas with Boltgun Metal and wash with thinned Black Ink.



After the previous step is dry, highlight the edges with Boltgun Metal followed by Chainmail, and finally Mithril Silver on the highest areas.



Basecoat the metal areas with Vornir Brown.



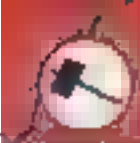
Highlight the armor by painting layers with increasing amounts of Skull White added to the Vornir Brown. In this case we've done about seven to eight layers and applied a final small highlight of Skull White to the edges. You can stop at this point. However if you want a richer golden color, move on to the step described below.



Glaze the armor with a mix of Yellow Ink and Flesh Wash. To apply a glaze, mix the two colors together

with water to get a golden mixture. Dip your brush in the mixture and set the end of the brush on a paper towel or other absorbent material to draw off the excess moisture. Drag the brush lightly over the armor rather than saturating the area as you would when applying an ink wash.





## LORDS AND HEROES



**Balthasar Gelt,  
The Supreme Patriarch  
Blister (1)**  
86-43



**Pegasus Left Wing**  
020211206



**Pegasus Right Wing**  
020211207



**Pegasus Head**  
020211202



**Pegasus Body  
Left Side**  
020211205



**Balthasar Gelt Body**  
020211201



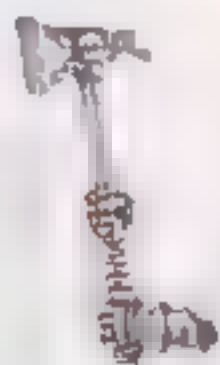
**Pegasus Body  
Right Side**  
020211203



**Luthor Huss,  
Prophet of Sigmar  
Blister (1)**  
86-46



**Staff of Volans**  
020211204



**Luthor's  
Hammer**  
020211502



**Valten on  
Horseback Blister (1)**  
86-60



**Mounted  
Valten  
Hammer**  
020213102



**Valten, Champion  
of Sigmar Blister (1)**  
86-48 (Blister)  
020212001 (Bit)



**Luthor's Book**  
020211503



**Luthor's  
Horse Head**  
020211504



**Luthor Huss Body**  
020211501

*Note: Both the Valten on  
Horseback and Luthor  
Huss, Prophet of Sigmar,  
blisters come with*

**Armored Horse  
Body and Head**  
99380299004



**Mounted  
Valten Tail/Leg  
Sprue**  
020213103



**Mounted  
Valten Body**  
020213101



# LORDS AND HEROES



**Aldebrand Ludenhof,  
Elector Count  
of Hochland**



**Boris Todbringer,  
Elector Count of  
Middenland**



**Marius Leitdorf, Elector  
Count of Averland**



**Valmir Von Raukov,  
Elector Count  
of Ostland**

**Elector Count Blister (Random 1)  
86-35**

*The Elector counts Blister  
comes with with one each of  
the following*

**Fighter  
Shield Sprue  
99369999003**



**Armored Horse Body  
and Head  
99380299004**



**Aldebrand  
Ludenhof Body  
020201703**



**Boris Todbringer Body  
020201604**



**Marius Leitdorf Body  
020201902**



**Valmir Von  
Raukov Body  
020201801**





## LORDS AND HEROES



**Knights Panther  
Grand Master**



**Reiksguard Knight  
Captain Kurt Helborg**



**Blazing Sun Knight  
Grand Master**



**White Wolf Knight  
Grand Master**



**Knights Panther  
Grand Master Body**  
020202505



**Kurt Helborg Body**  
020202001



**Blazing Sun Knight  
Grand Master Body**  
020200304



**White Wolf Grand  
Master Body**  
020201006

*Note: The four models shown above  
are available separately as*

**Templar Grand Master  
Blister (Random 1)**  
86-36

*and come complete with one  
of each of the following*

**Armored Horse  
Body and Head**  
99380299004

**Fighter  
Shield Sprue**  
99369999003

## SHOWCASE

*Right: A great Empire  
General conversion is  
a characterful  
addition to any  
Empire army. These  
are done by (from  
left to right) Gareth  
Richards Dean  
Clayton, Chris  
Makonis, and  
Gareth Richards,  
Dean Clayton*







# LORDS AND HEROES



**Amber Wizard  
On Foot**  
020210803



**Astromancer  
on Foot**  
020210805



**Gold Wizard  
on Foot**

**Battle Wizards Blister**  
(Random Pair of the Same Wizard  
Both Mounted and on Foot)  
86-42



**Amber Wizard  
Staff Arm**  
020210802



**Mounted Amber  
Wizard Body**  
020210801



**Mounted  
Astromancer Body**  
020210804



**Mounted Gold  
Wizard Body**  
020210807



**Gold  
Wizard Staff**  
020210806



**Gold Wizard on  
Foot Body**  
020210808

*Note: The Battle Wizards Blister  
comes complete with one of each  
of the following*

**Caparison  
Horse Head**  
99389999012

**Caparison  
Horse Body**  
99389999002



**Caparison  
Horse Head**  
99389999012



**Caparison  
Horse Body**  
99389999002



## LORDS AND HEROES



*Note: The Elector Count model shown on this page also uses the following wings as seen on p. 61*

**Lord of Change  
Left Wing**  
020103613

**Lord of Change  
Right Wing**  
020103614

### PAINTING REFLECTIVE METAL



Here's a technique for painting reflective metal that is a time consuming endeavor but yields great results



Paint the armor with your base color, in this case, a 75/25 mix of Codex Grey and Chaos Black. Gradually build highlights on the armor by adding more Codex Grey and Skull White to the mix.



Create a horizon line by painting a horizontal line of your first highlight color halfway up on the banding.



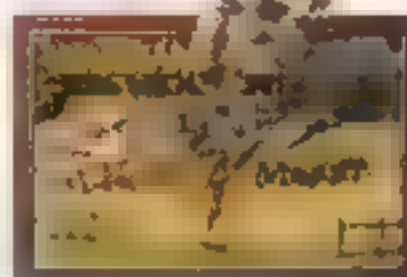
On the top half bring your highlights down to that line and stop. On the lower section, the highlights are applied to the bottom while the top part of the lower section stays dark.



We've gradually built up the highlights, about 10-12 layers to achieve this effect, and the photos show the gradual highlights being built up.



The final highlight is Skull White on the very edges.



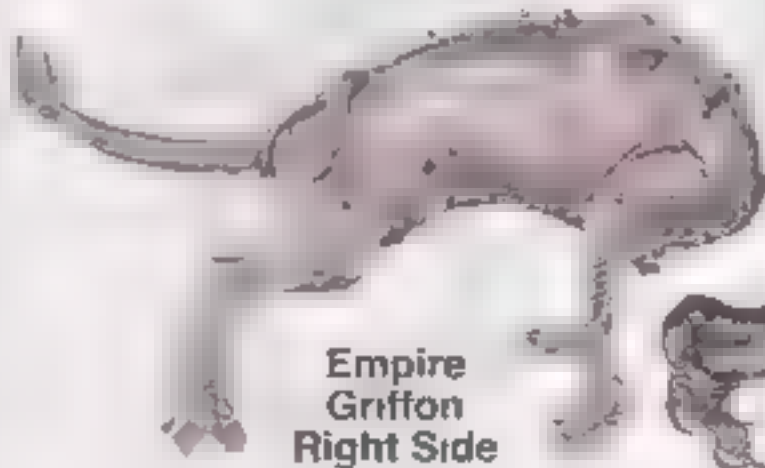
**Elector Count  
on Griffon Box (1)**  
86-09



**Empire Griffon Head**  
020210501



**Empire Griffon  
Left Side**  
020210502



**Empire  
Griffon  
Right Side**  
020210503



**Elector  
Count Sword**  
020210505

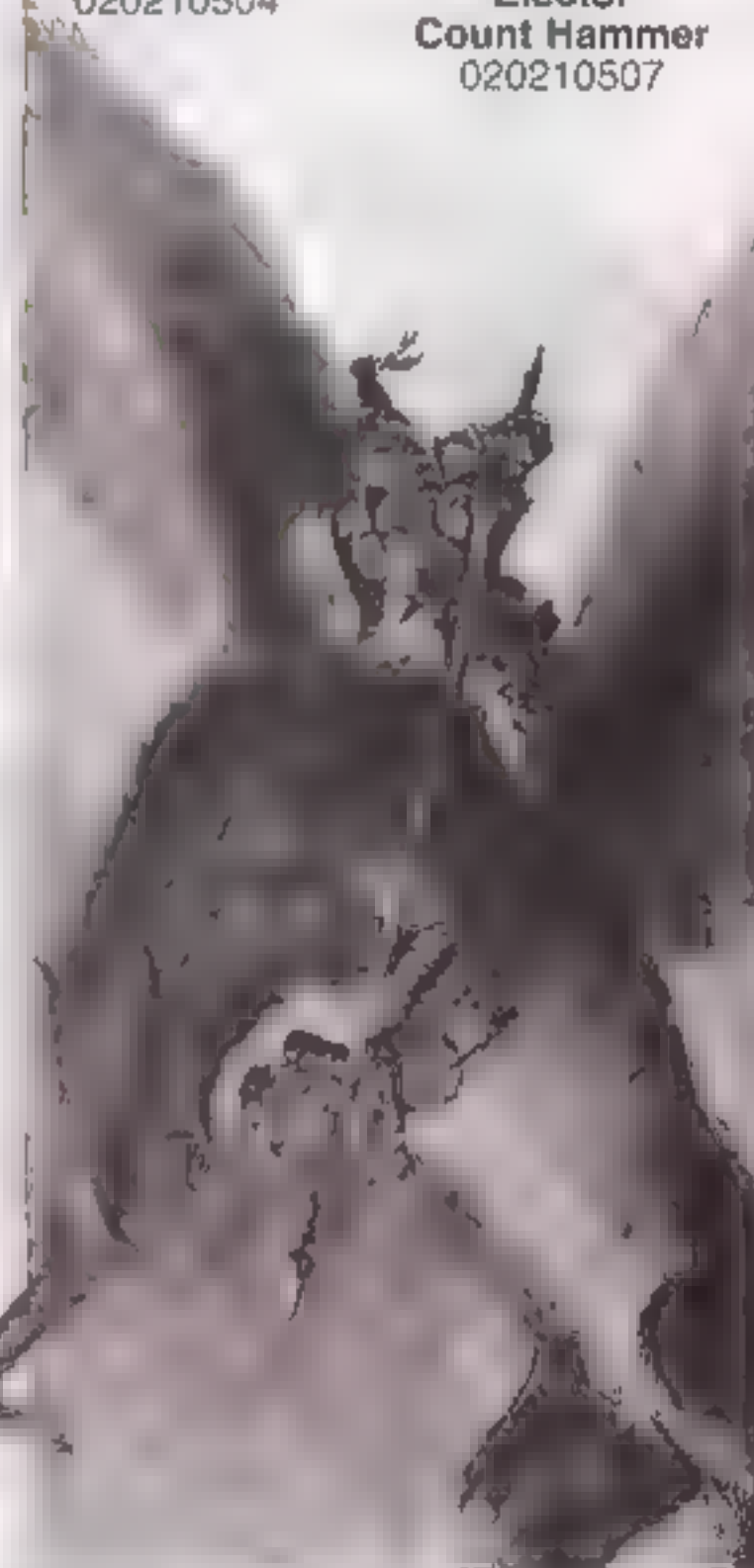


**Elector  
Count Shield**  
020210506



**Elector  
Count Hammer**  
020210507

**Elector  
Count Body**  
020210504



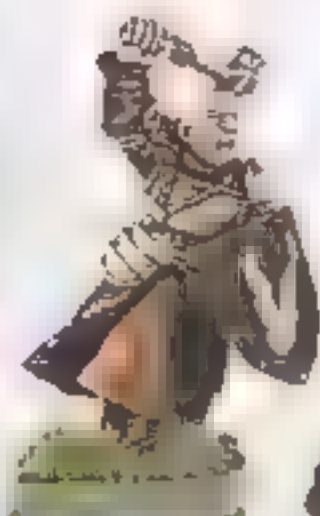




# LORDS AND HEROES



**Warrior Priest Blister  
(Random 1)**  
86-38



**Warrior Priest 3**  
020210405



**Mounted Warrior  
Priest of  
Ulric Body**  
020211902



**Warrior  
Priest 1 Body**  
020210401



**Warrior  
Priest 1 Shield**  
020210402



**Warrior  
Priest 2 Body**  
020210403



**Warrior  
Priest 2  
Hammer**  
020210404



**Warrior Priest of  
Ulric Blister (Contains 1  
Mounted Priest and 1 on Foot)**  
86-49



**Warrior Priest  
of Ulric**  
020211901



**Empire  
Engineer 2**  
020210702



**Empire  
Engineer 1**  
020210701



**Empire  
Engineer 3**  
020210703

**Master Engineer  
Blister (Random 1)**  
86-41

*Note: The Warrior Priest of Ulric  
Blister comes complete with one*

**Armored Horse Body  
and Head**  
99380299004

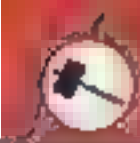


# SHOWCASE

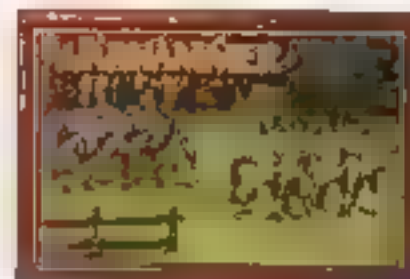
*Left: These Empire characters by Alexander Elpus show a dark and twisted take on Sigmarite devotion. These models had such an impact on the judges at the German 2001 Golden Demon competition that they earned Alexander the highly coveted Slayer Sword.*







## CORE



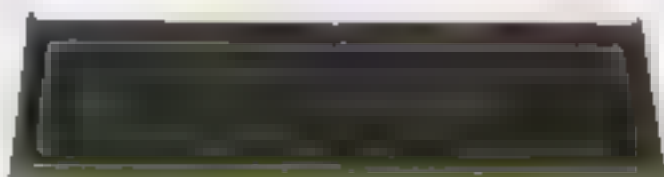
### MAKING UNIT MOVEMENT TRAYS



For large units, take two GW movement trays and cut off one side from each.



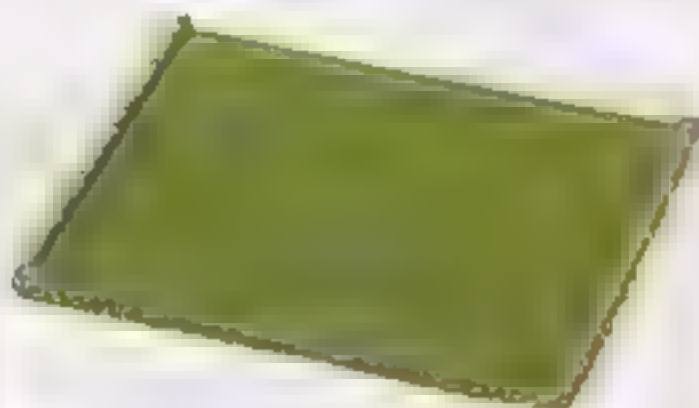
Glue the pieces to a piece of thin plasticard with superglue. Putty can hide the gaps



Paint your movement tray to match your unit.



Painted plasticard and balsa strips also make good custom sized movement trays



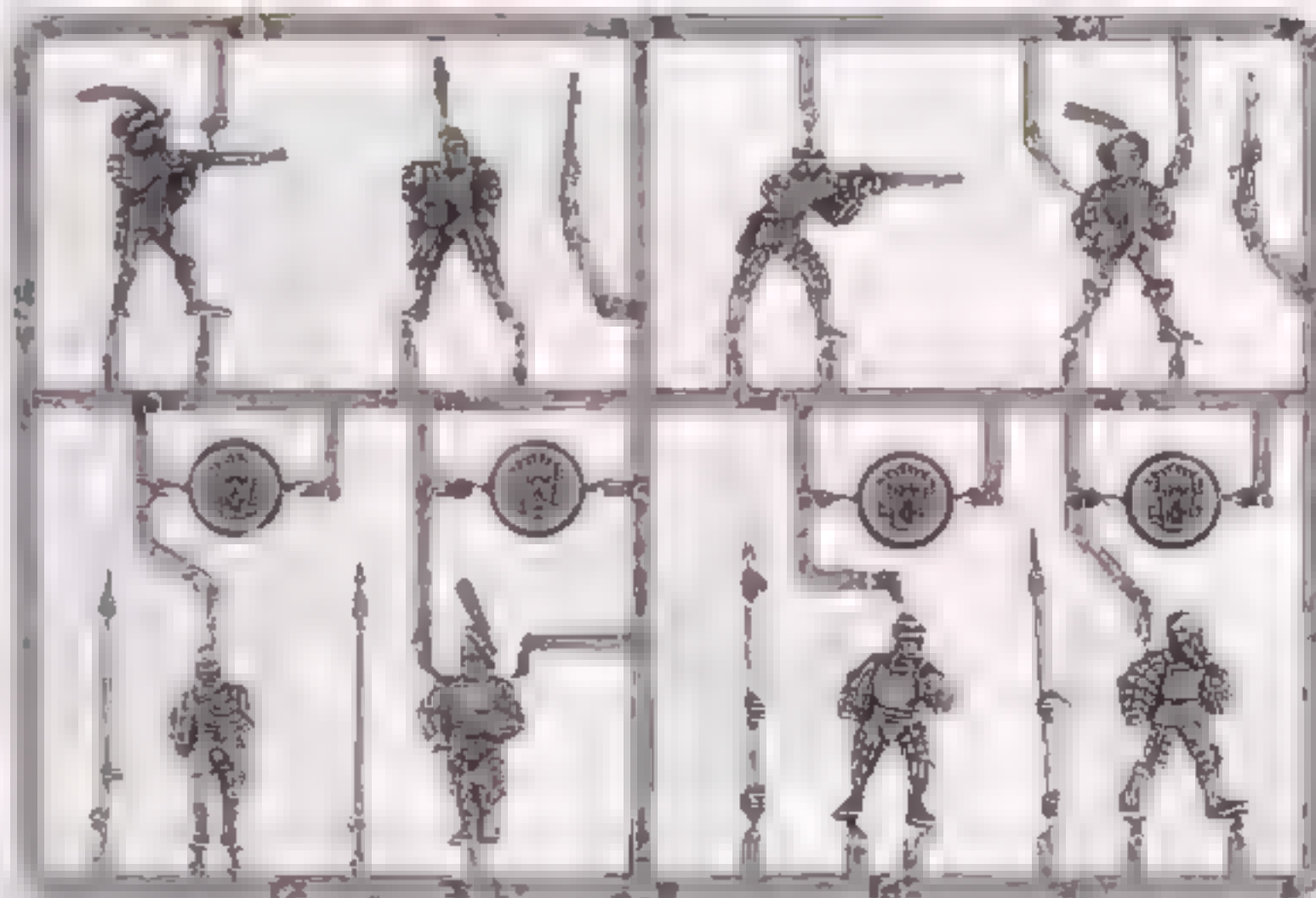
For an attractive finish texture the sides of your movement trays with glue and sand.



Paint the tray as you would the bases of your soldiers. A bit of static grass finishes the job nicely



Empire Detachment Box (16)  
86-15



Note: Sprue shown at 55% of actual size

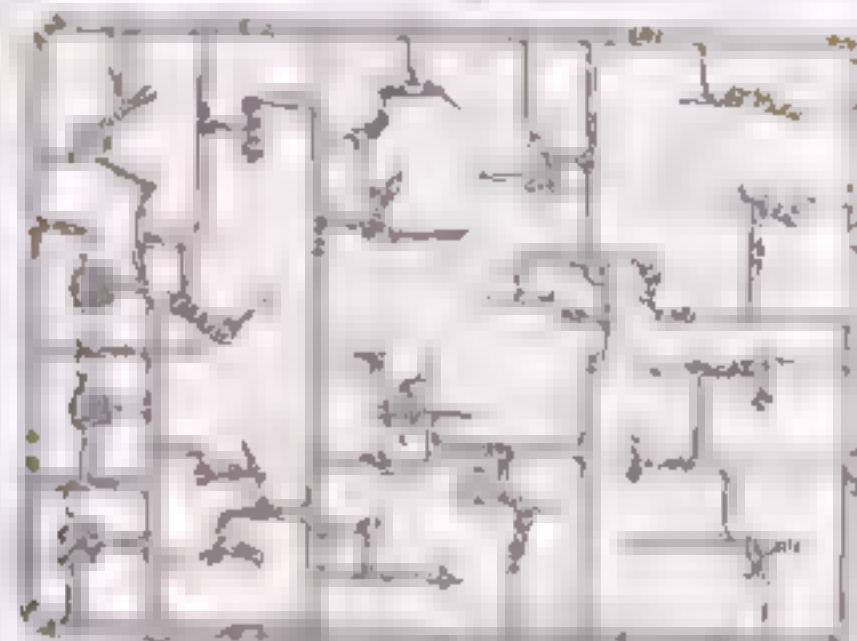
Empire Detachment Sprue  
99380202001



## CORE



*Note: Sprue shown at 45° angle to illustrate*



**Empire Militia Box (20)**  
86-10



**Empire Militia Sprue**  
99381102001

*Note: The soldiers in the Militia box set can be armed in a variety of ways as shown above.*



## SHOWCASE

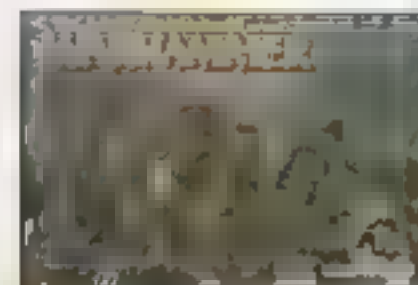
*Note: These Empire Free Company command stands are part of Dave Taylor's Sigmarite army. They reflect how a little creativity and minor conversion work can really go a long way.*



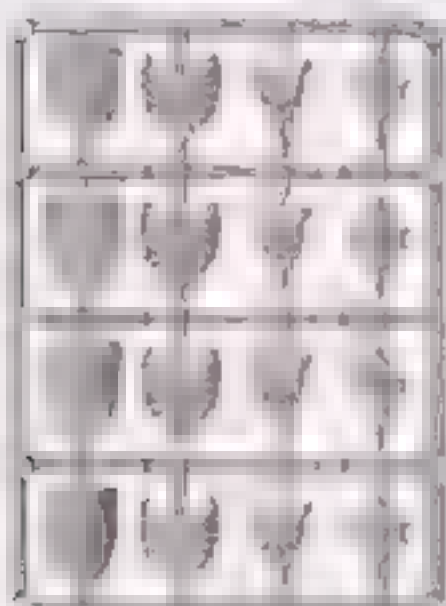




## CORE



- Note: The models in Empire Soldiers boxed set can be armed as shown or with a hand weapon and shield



**Empire Regiment Shield Sprue**  
99360299003

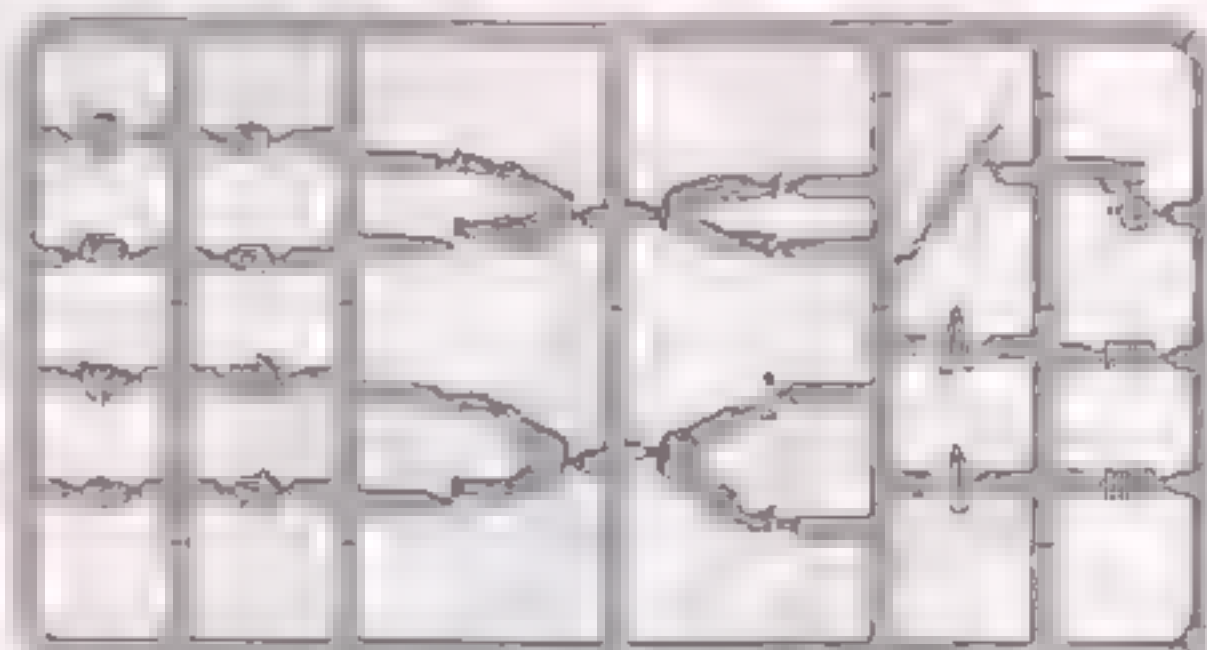
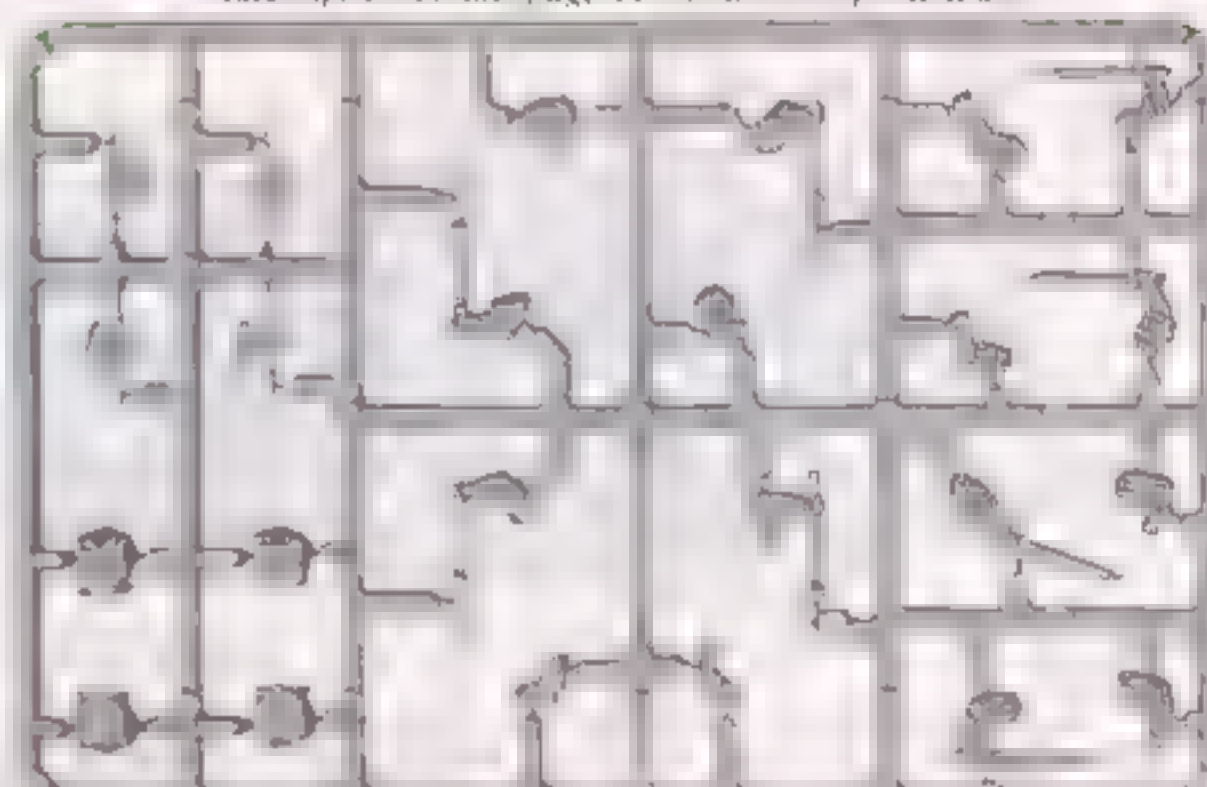


**Empire Soldiers Regiment Box (19)**  
86-06

Note: Sprue on this page shown at 60% of actual size



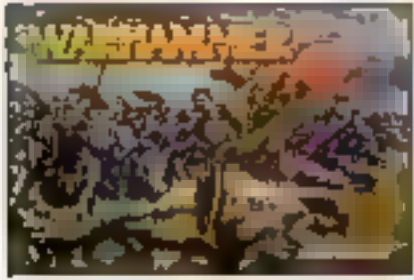
**Empire Regiment Command Sprue**  
99380202002



**Empire Regiment Troops Sprue**  
99399999063



## CORE



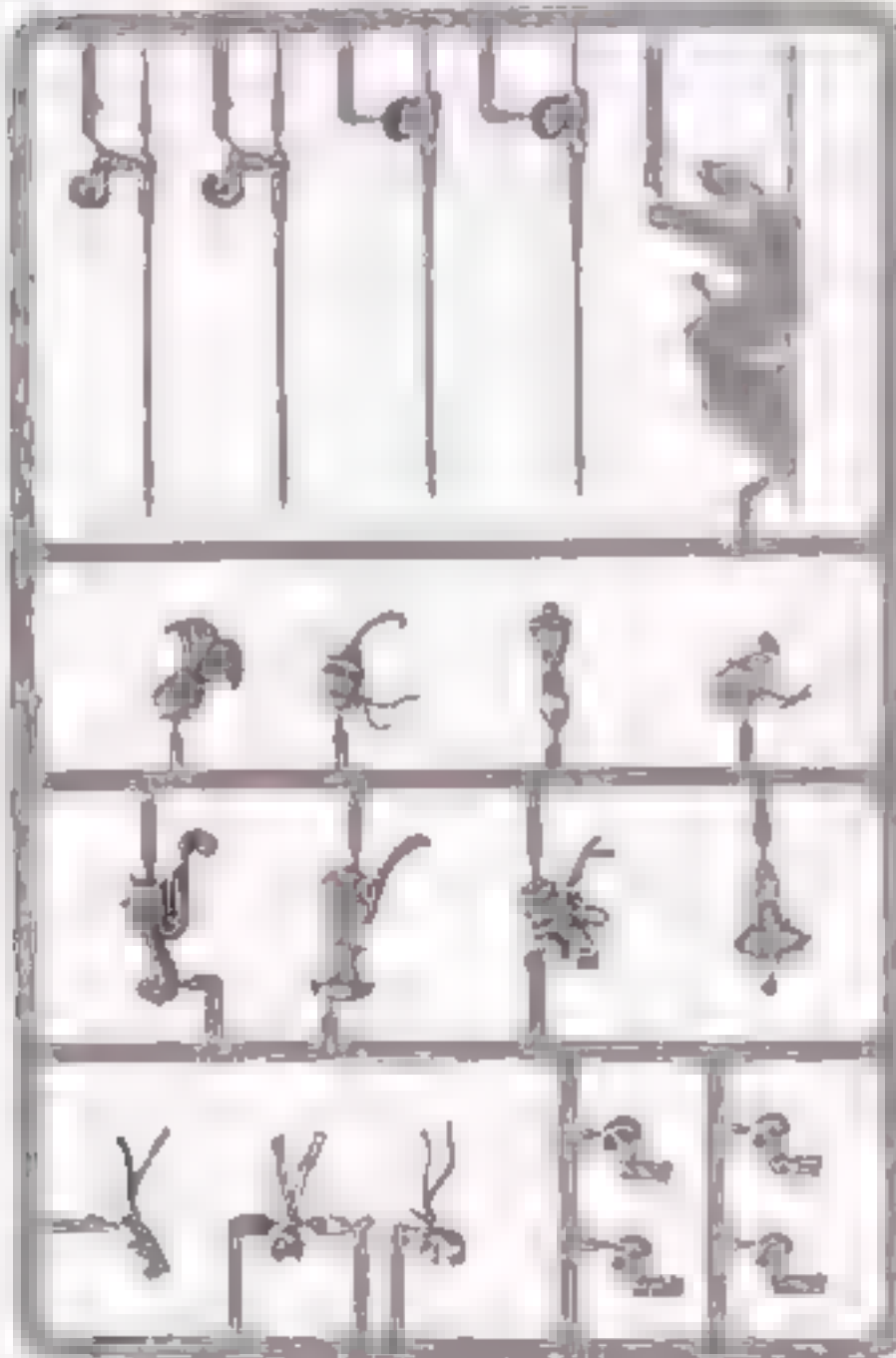
**Empire Knights Order Box (8)**  
86-07

*Note: The Empire Knights  
Order Box also comes with 8 of  
the following*

**Armored Horse  
Body and Head**  
99380299004



*Note: Sprues on this page shown at 75% of actual size*



**Empire Knights Sprue**  
99390202003



**Knights of the  
White Wolf Sprue**  
99381102002



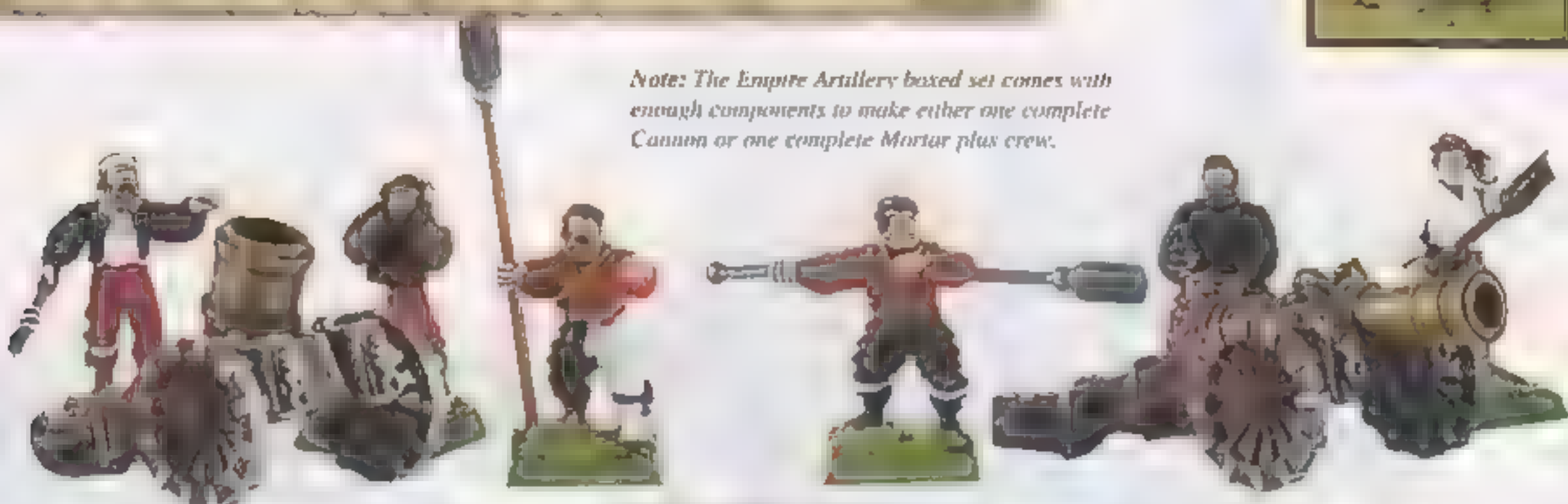
**Empire Knights  
Shield Sprue**  
99360299003



# SPECIAL

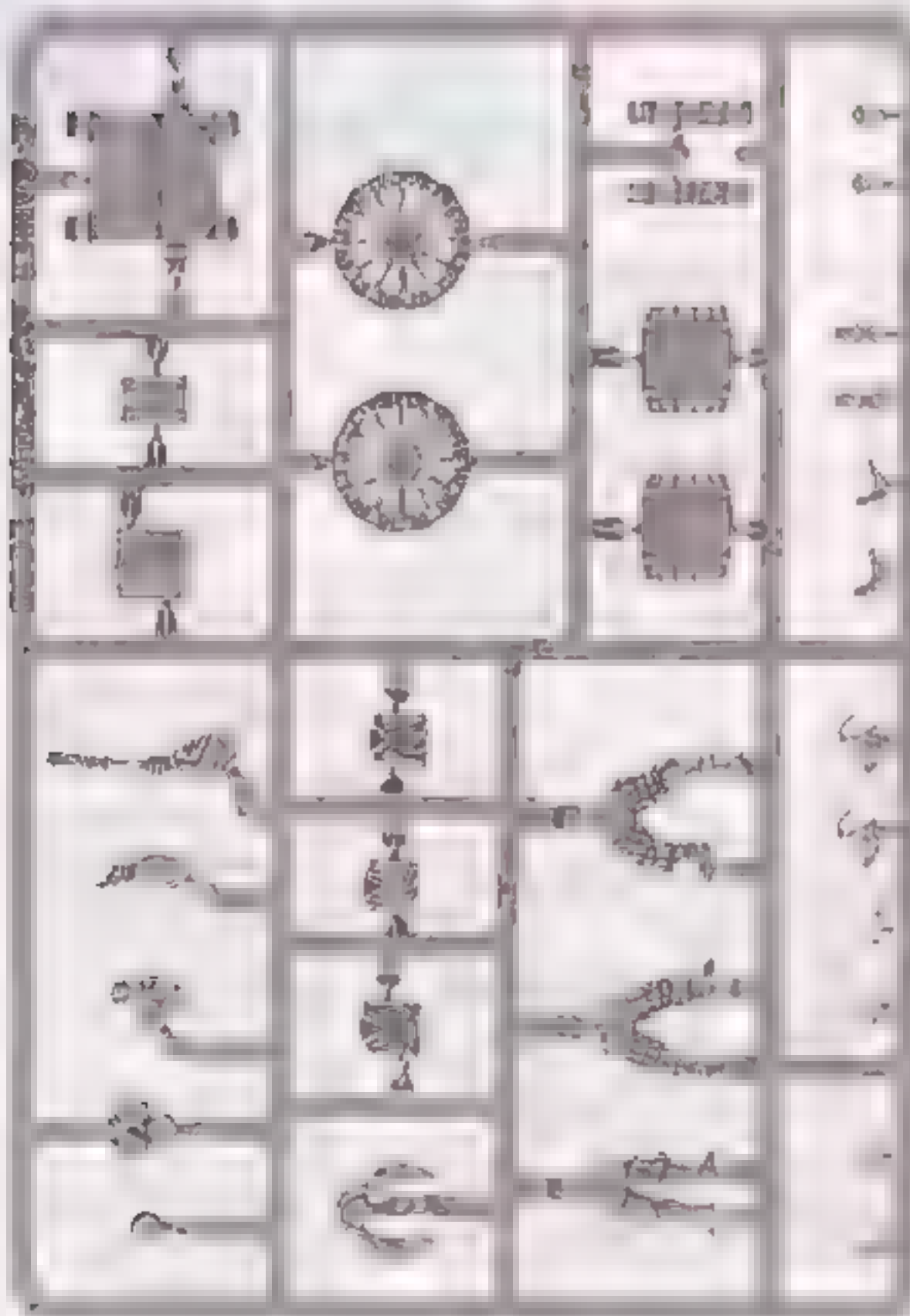


*Note: The Empire Artillery boxed set comes with enough components to make either one complete Cannon or one complete Mortar plus crew.*

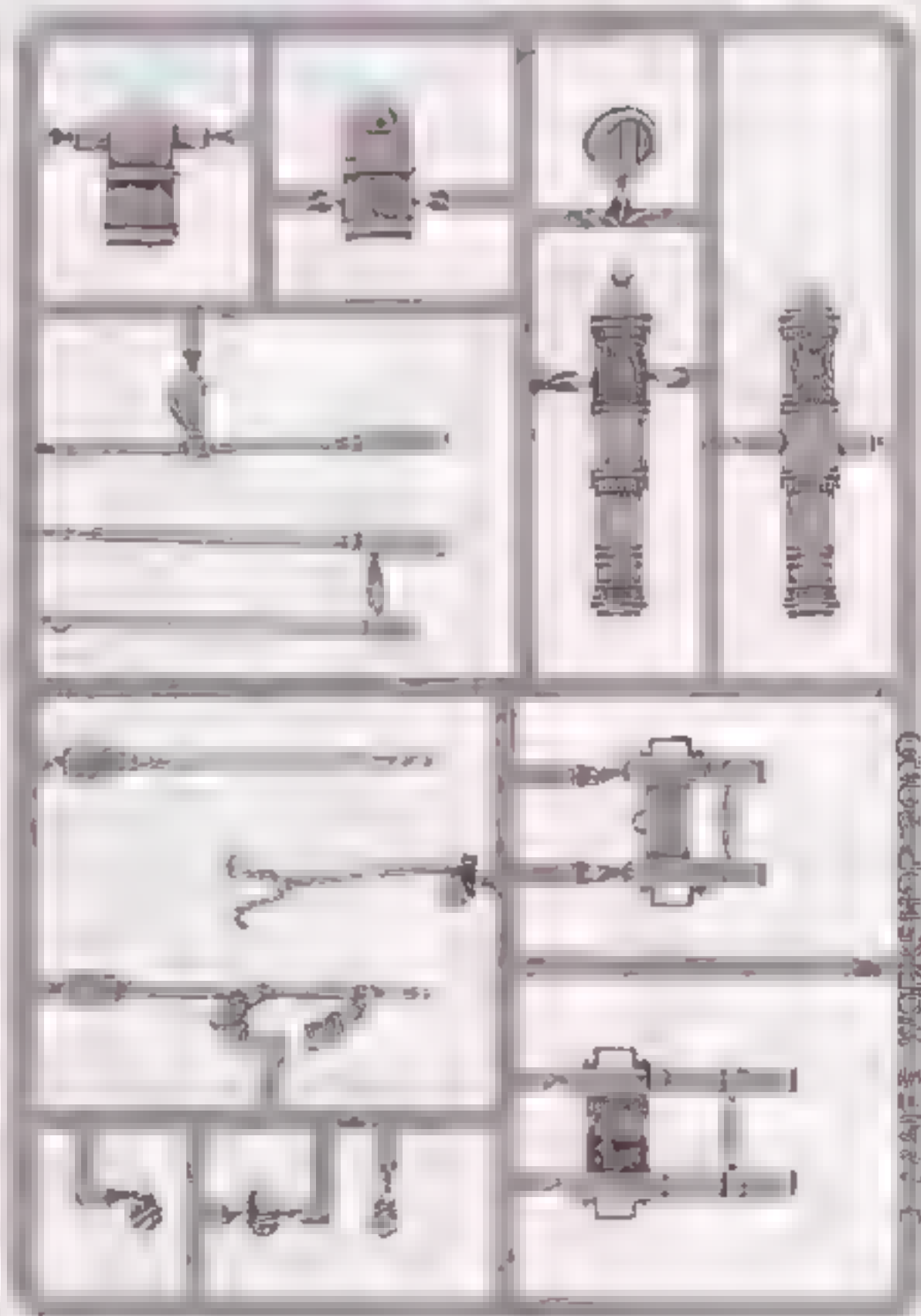


**Empire Artillery Box (1)**  
86-11

*Note: Sprues on this page show at a 75% of actual size.*



**Empire Crew Sprue**  
99390202001



**Empire Artillery Sprue**  
99390202002



## SPECIAL



Greatswords  
Banner  
020211404



Empire Greatswords Regiment Box (10)  
86-12



Greatswords  
Standard Body  
020211402



Greatsword 1  
020211301



Greatsword 2  
020211302



Greatsword 3  
020211303



Greatsword 4  
020211304

Empire Greatswords Blister (Random 3)  
86-44



Greatswords  
Standard



Greatswords  
Champion  
020211403



Greatswords  
Drummer  
020211401

Empire Greatswords Command Blister (3)  
86-45



## MAKING WAR MACHINE BASES

Cut a piece of hardboard or thick plasticard to an appropriate size. Alternatively, you might try trimming off the edges of a standard movement tray and using it as your starting base. Glue a piece of 2" foam to the base with hot glue.



Shape the foam with a box cutter and sandpaper. Be sure that it's large enough to accommodate the war machine and crew.



Glue rocks and reeds (cut from a scrub brush and glued in place with hot glue) to the base. Next, cover the rest of the base with glue and sprinkle your basing mixture over it. Once dry, paint it black.



Highlight all the elements as you would if they were a standard soldier's base. Add static grass and other bits for effect.



The example above simply uses a section of the Warhammer barnacle set glued to a piece of hardboard. The one below is made from a Chanot base.





## SPECIAL



**Medieval Horse Body**  
99389999003



**Medieval Horse Head**  
99389999013



**Empire Pistoliers Blister (Random 1)**  
86-37



**Pistolier Body 1**  
020201201



**Pistolier Body 2**  
020201202



**Pistolier Body 3**  
020201203



**Pistolier Legs**  
020201204

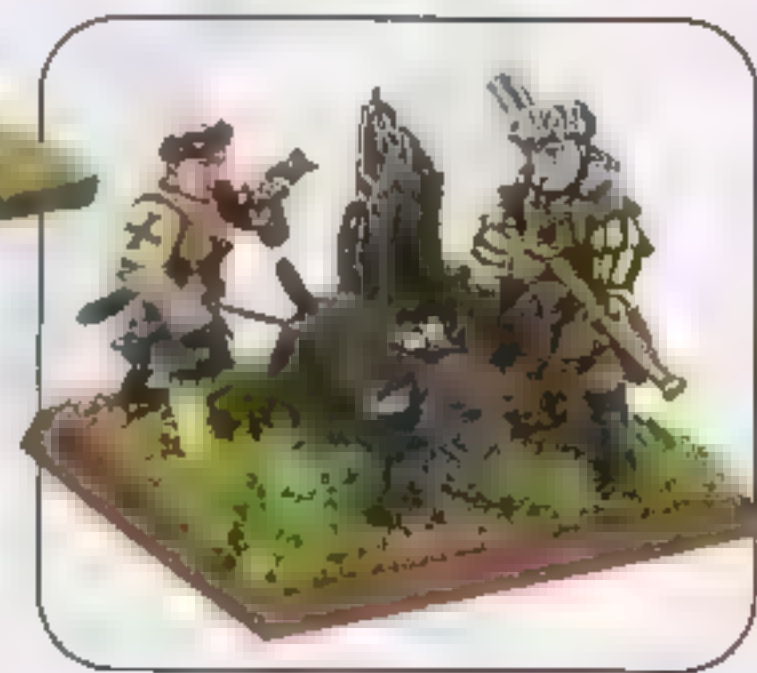
## SHOWCASE



*Below and Left: Attention to detail and great use of bright colors on these Empire Pistolier conversions shown to the left and the Empire Noble shown below. Earned Brett K. Dewald the Silver and Gold awards at the 2004 and 1997 US Golden Demon competitions, respectively.*



*Right: Unique and intriguing Mark Bedford's non-diorama of an Empire hunting party uses models from the Warhammer and Mordheim ranges to produce great results.*





RARE



**Empire Flagellant Box (Random 10)**  
86-13



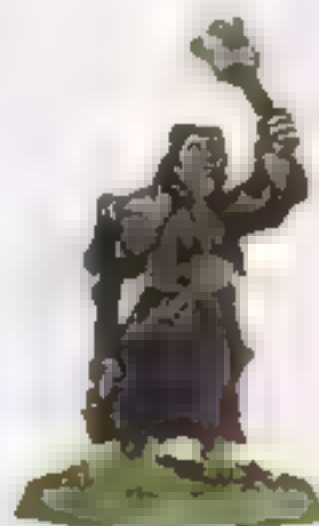
**Flagellant 1**  
020210601



**Flagellant 2**  
020210602



**Flagellant 3**  
020210603



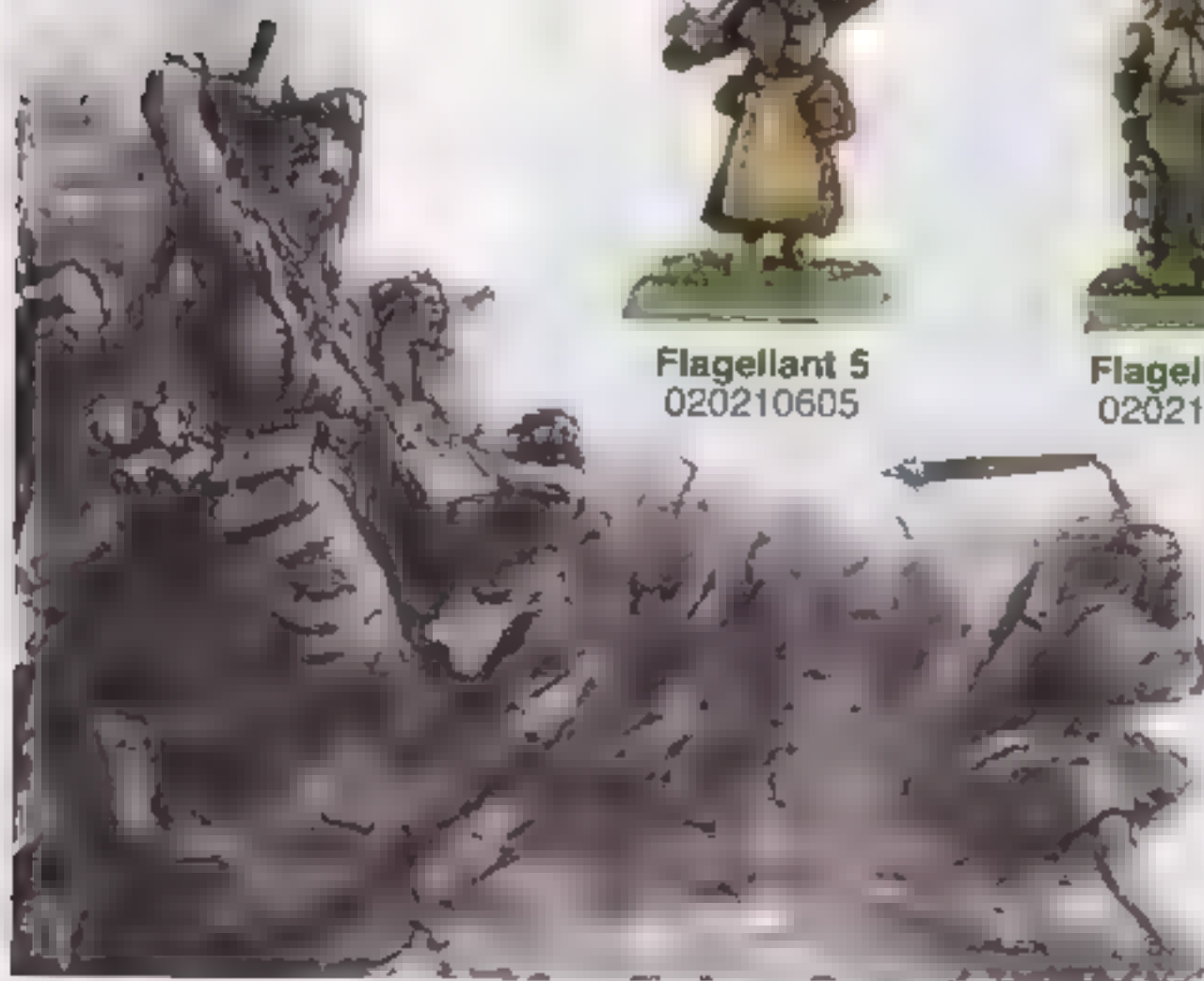
**Flagellant 6**  
020210606



**Flagellant 5**  
020210605



**Flagellant 4**  
020210604



### DETAILING YOUR MODELS



For a flaming comet skull emblem, start by cutting a plastic skull in half and gluing it in place. We tinted the skull red for visibility.



Paint the surrounding area as normal and then paint the skull with Vomit Brown. Paint two wavy lines for the comet tails.



Highlight the skull with Bleached Bone and fill the comet tails in to look like flames. Use the background color to fix any mistakes.



Highlight the skull with Skull White and fill the flames in with a mix of Blazing Orange and Sunburst Yellow. Add details as desired.

After painting the shield Chaos Black, paint a circle and white lines with thinned Skull White.



Starting at the tips, widen the lines with Skull White until they become rays, paint in small wavy rays between the larger ones.



Paint all of the white areas with Golden Yellow. Fill in any mistakes or like overlapping or jagged lines with Chaos Black.



Highlight the rays and sun with a mix of Golden Yellow and Skull White. Continue to add white for successive highlights until you're happy with the results.







## RARE



**Helblaster Crew 1**  
020210901



**Helblaster Griffon**  
020210908



**Helblaster Chassis**  
020210909



**Helblaster Gun Beam**  
020210911



**Helblaster Volley Gun Box (1)**  
86 16



**Helblaster Front Plate**  
020210905



**Helblaster Barrels**  
020210906



**12-Spoke Wheel**  
99399999002



**Helblaster Sprue**  
020210907



**Helblaster Elevator Beam**  
020210910



**Helblaster Backplate**  
020210904

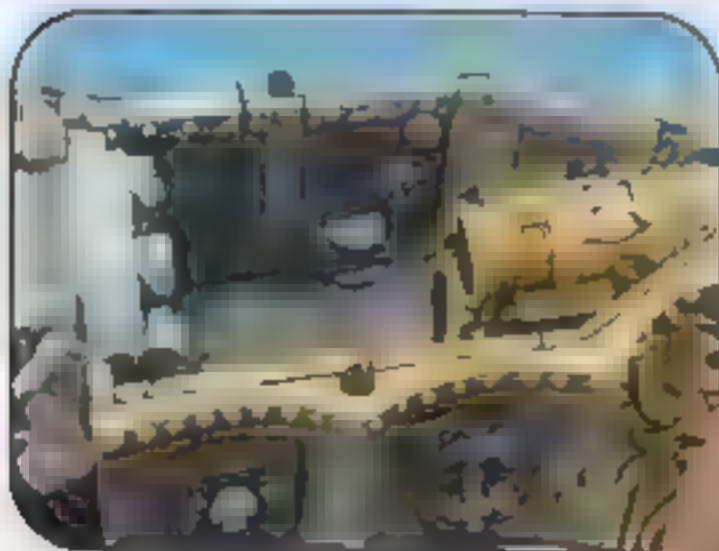


**Helblaster Crew 2**  
020210902

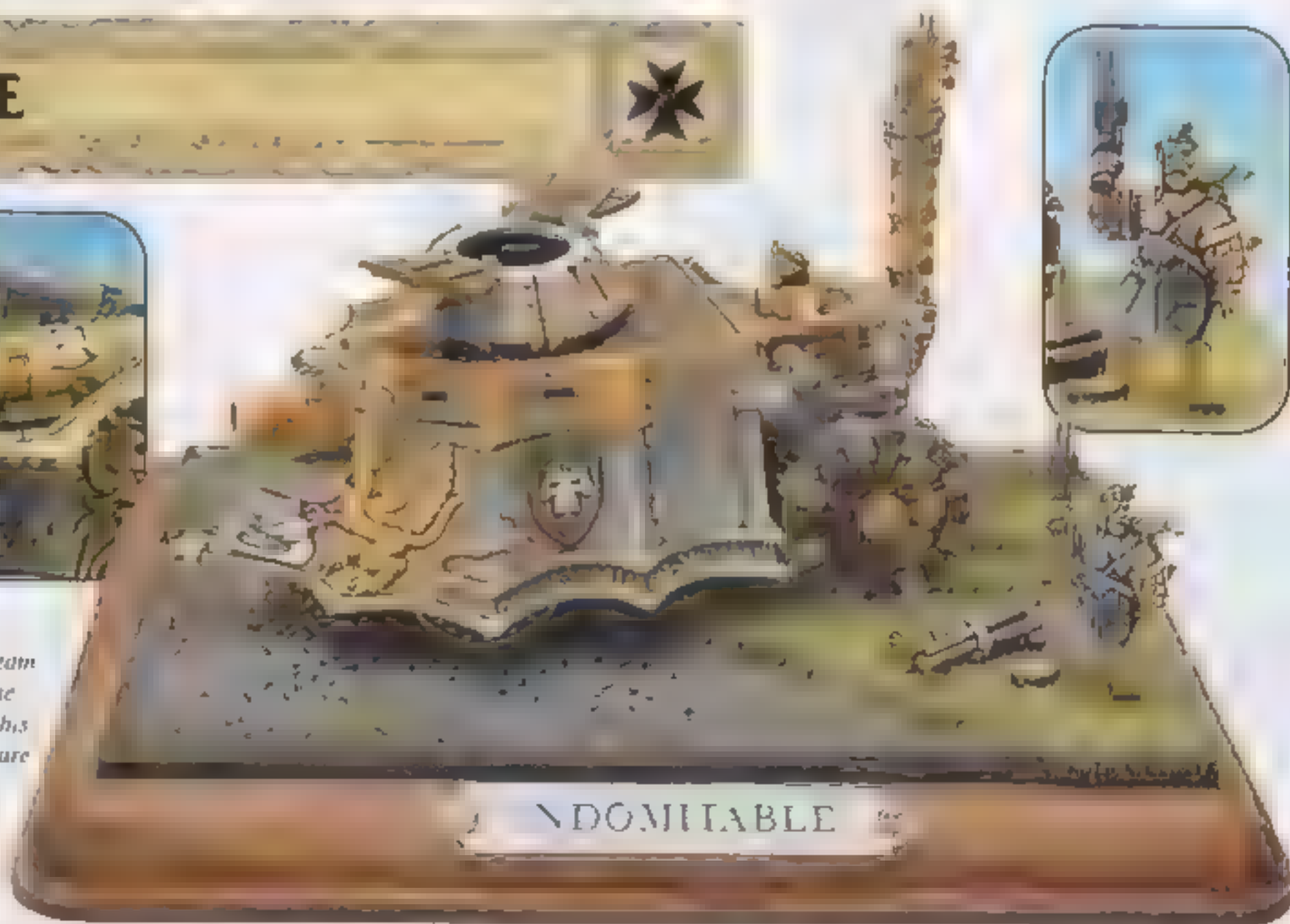


**Helblaster Crew 3**  
020210903

## SHOWCASE



*Right: Rarely does an Empire Steam Tank look as wonderful as this one. Bryan Shaw continues to uphold his high level of excellence in miniature painting with this Gold award-winning entry from the 2003 LA Golden Demon competition.*





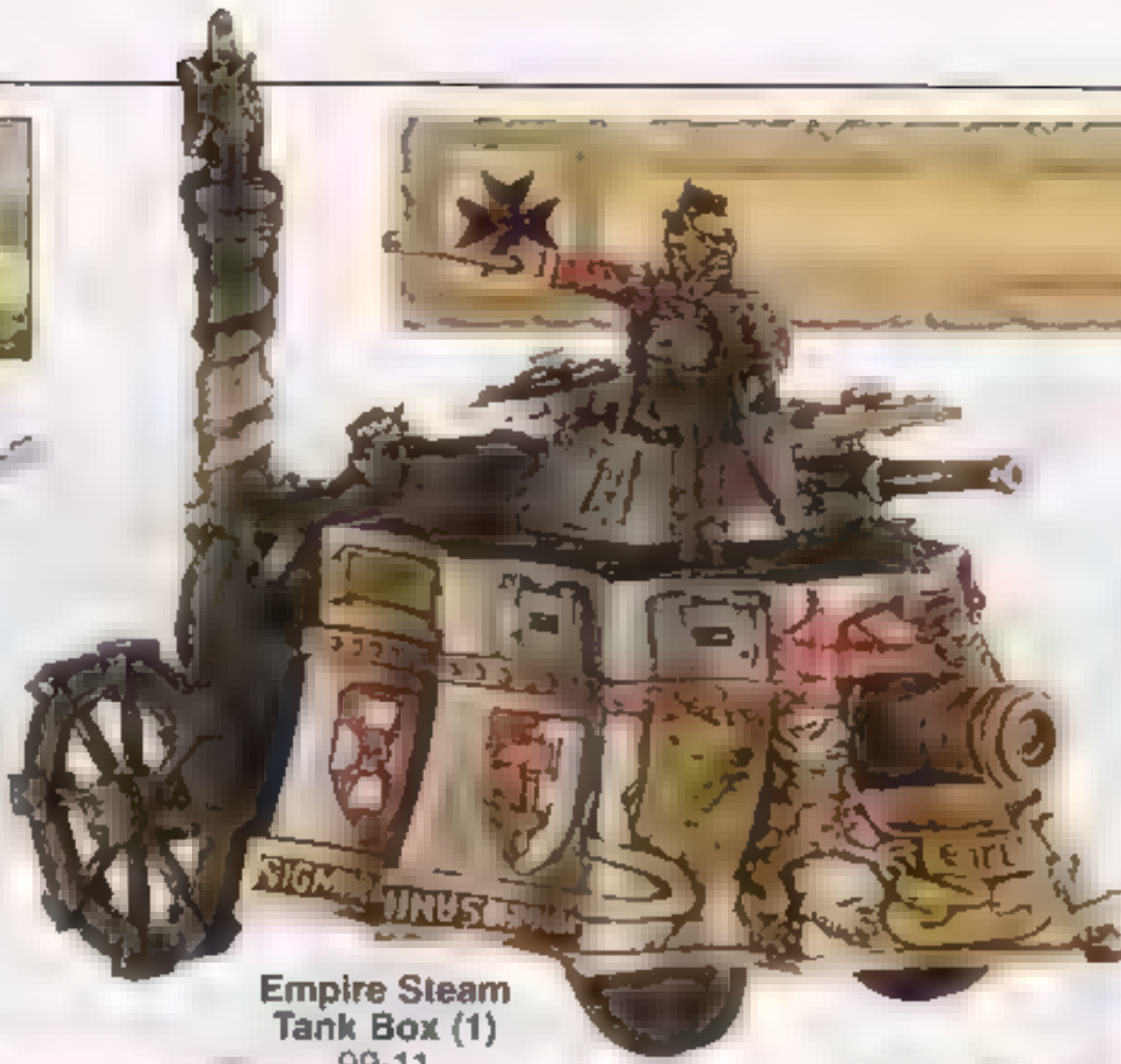
RARE



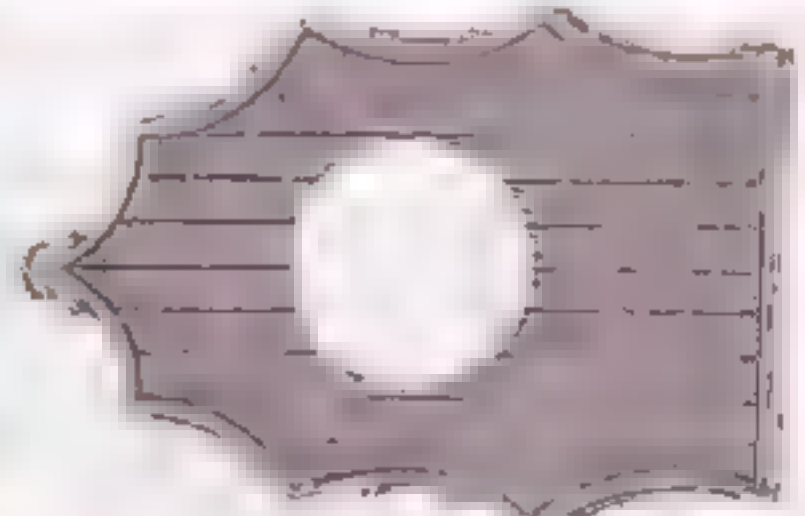
Steam Tank  
Commander  
Arms  
020211724



Steam Tank  
Commander



Empire Steam  
Tank Box (1)  
99-11



Steam Tank Top  
020211707



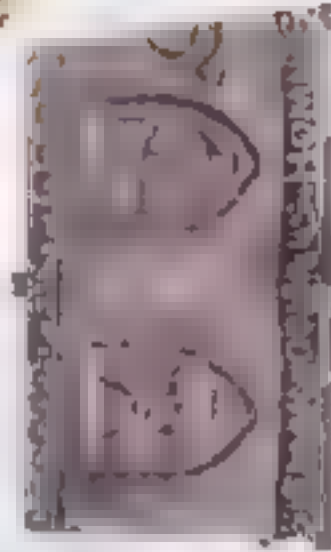
Steam Tank Cannon  
020211706



Steam Tank  
Front Wheel  
020211716



Steam Tank  
Shrouds  
020211725



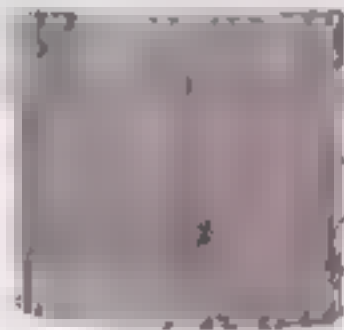
Steam Tank  
Right Side  
020211701



Steam Tank  
Left Side  
020211704



Steam Tank  
Accessory Sprue  
020211718



Steam Tank  
Barrel Bottom  
020211711



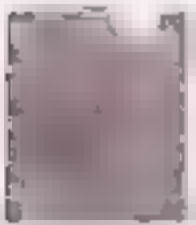
Steam Tank  
Hatch Sprue  
020211721



Steam Tank  
Barrel Top  
020211710



Steam  
Tank  
Eagle  
020211719



Steam Tank  
Cannon Base  
020211715



Steam Tank  
Commander Stand  
020211722



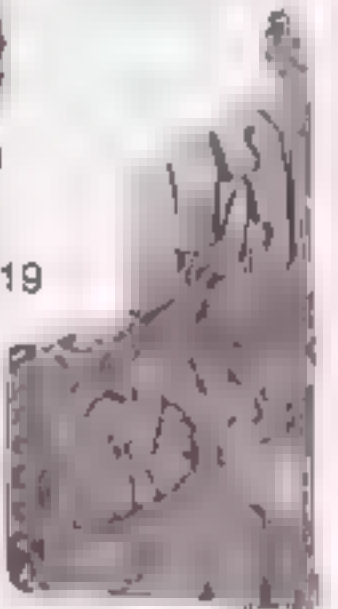
Steam Tank  
Back Door  
020211712



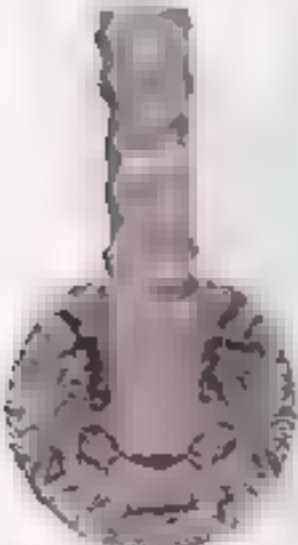
Steam Tank  
Canvas  
020211720



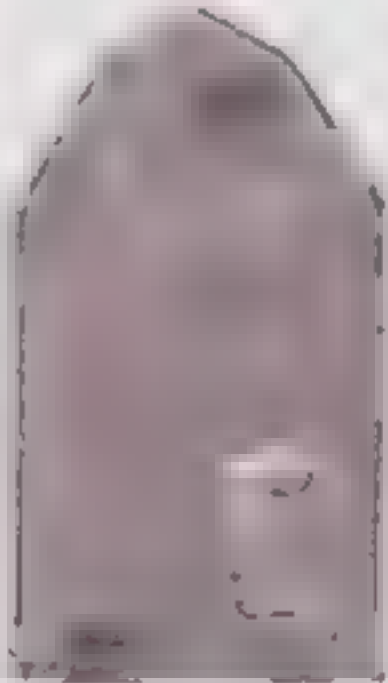
Steam Tank  
Front Left Side  
020211705



Steam Tank  
Front Right Side  
020211702



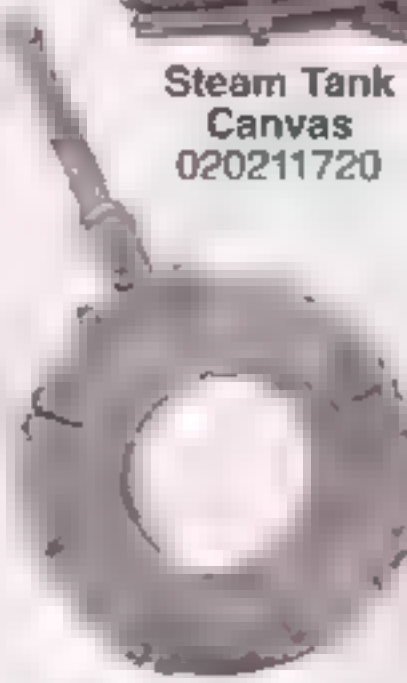
Steam Tank  
Exhaust Pipe  
020211709



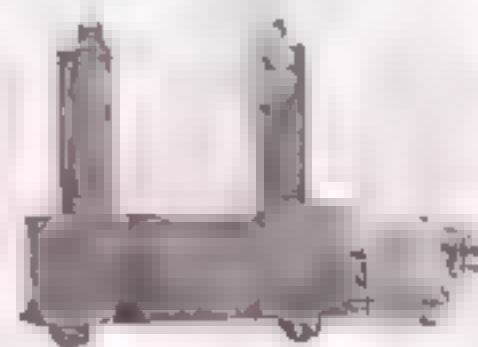
Steam Tank Base  
020211703



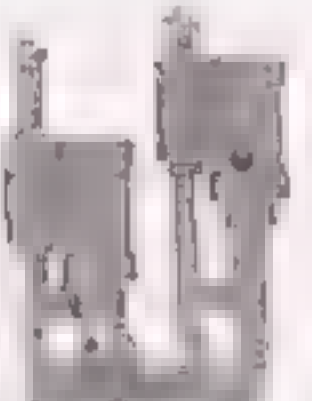
Steam Tank  
Rear Wheel  
020211714



Steam Tank Turret  
020211708



Steam Tank Axle  
020211713



Steam Tank  
Hydraulics  
020211717





## RARE



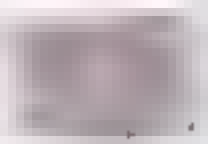
**Sigmar's Hammer Pennants 2**  
020211733



**Sigmar's Hammer Seals**  
020211735



**Smoke Stack 3**  
020211740



**Steam Tank Front Plate**  
020211729



**Sigmar's Hammer Steam Tank Conversion Kit**  
MO 0317

*Note: This conversion kit also requires an Empire Steam Tank for completion. All Steam Tank Conversion Kits are only available as a complete set and only through Mail Order.*

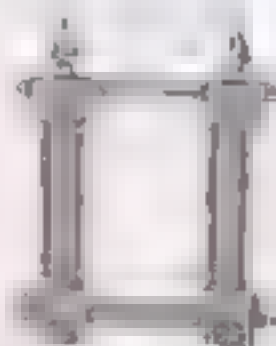
**Steam Tank Front Plate**  
020211729



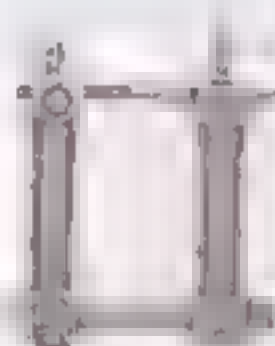
**Sword and Buckler**  
020211742



**Von Zeppel Deck**  
020211728



**Von Zeppel Small Rail 1**  
020211736



**Von Zeppel Small Rail 3**  
020211738



**Von Zeppel Small Rail 2**  
020211737



**Von Zeppel Large Rail 1**  
020211730

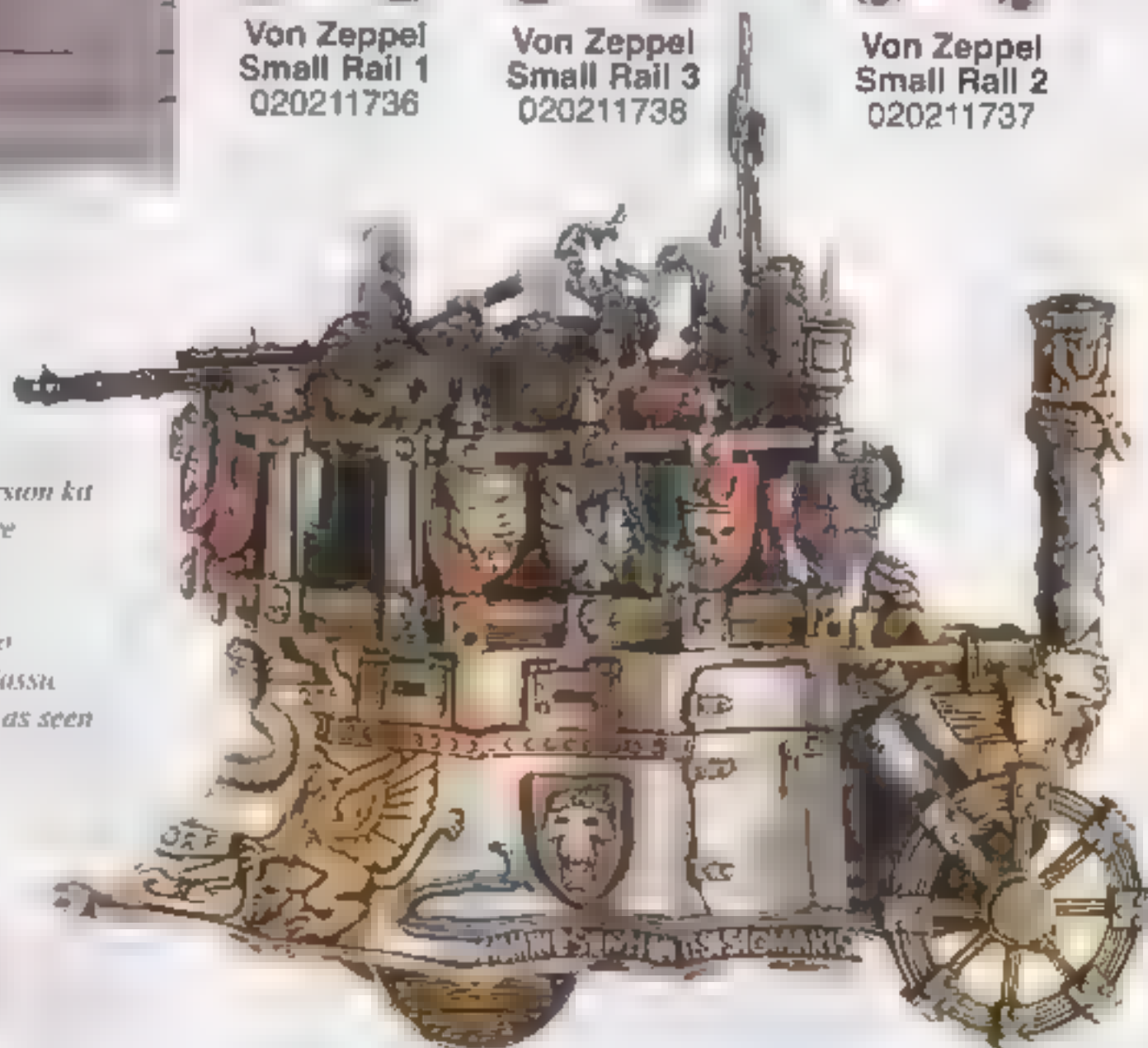


**Von Zeppel Large Rail 2**  
020211731

*Note: This conversion kit requires an Empire Steam Tank for completion. The conversion kit also comes with the Classic War Wagon Crew as seen on p. 639.*



**Smoke Stack 2**  
020211739



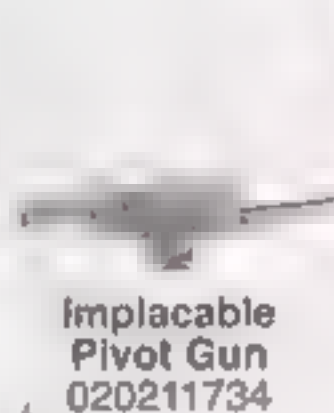
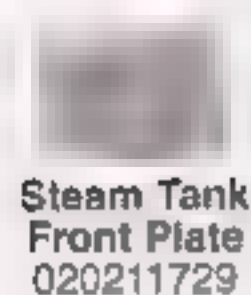
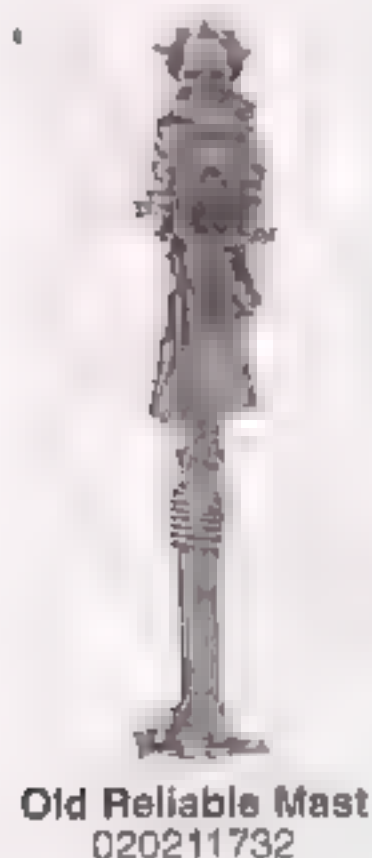
**Von Zeppel Steam Tank Conversion Kit**  
MO 0316



*Note: This conversion kit also requires an Empire Steam Tank for completion. All Steam Tank Conversion Kits are only available as a complete set and only through Mail Order.*



# RARE



**Implacable Steam Tank Conversion Kit**  
MO 0319

*Note: This conversion kit also requires an Empire Steam Tank for completion. All Steam Tank Conversion Kits are only available as a complete set and only through Mail Order. The Implacable Steam Tank conversion Kit also comes with*

**Empire Crew Sprue**  
99390202001

**Empire Artillery Sprue**  
99390202002





## PRICE LIST



### Getting Started

|   |                                 |      |
|---|---------------------------------|------|
| 86-01-60  | Warhammer Armies: The Empire .. | \$20 |
| 86-08   | Empire Battalion .....          | \$90 |
| Contents: Empire General & 8 Knights<br>19 Spearman plus 10mm, 18 Handgunners plus<br>command & 1 Cannon/Mortar |                                 |      |

### Boxed Sets & Blister Packs - Lords & Heroes

|                           |                                |      |
|---------------------------|--------------------------------|------|
| 86-42                     | Battle Wizards .....           | \$15 |
| Blister includes 2 models |                                |      |
| 86-35                     | Elector Count .....            | \$10 |
| Blister includes 1 model  |                                |      |
| 86-09                     | Elector Count on Griffon ..... | \$35 |
| Box includes 1 model      |                                |      |
| 86-41                     | Master Engineer .....          | \$8  |
| Blister includes 1 model  |                                |      |
| 86-36                     | Templar Grand Master .....     | \$10 |
| Blister includes 1 model  |                                |      |
| 86-38                     | Warrior Priest .....           | \$8  |
| Blister includes 1 model  |                                |      |
| 86-49                     | Warrior Priest of Ulric .....  | \$15 |
| Blister includes 2 models |                                |      |

### Special Characters

|                          |  |      |
|--------------------------|--|------|
| 86-14                    | Karl Franz on Griffon .....              | \$35 |
| Box includes 1 model     |  |      |
| 86-43                    | Balthasar Gelt, The Supreme Patriarch .. | \$25 |
| Box includes 1 model     |  |      |
| 86-48                    | Luthor Huss, The Prophet of Sigmar ..    | \$10 |
| Blister includes 1 model |  |      |
| 86-48                    | Valten, Champion of Sigmar .....         | \$10 |
| Blister includes 1 model |  |      |
| 86-60                    | Valten on Horseback .....                | \$13 |
| Blister includes 1 model |  |      |

### Boxed Sets & Blister Packs - Core

|                        |                                |      |
|------------------------|--------------------------------|------|
| 86-15                  | Empire Detachment .....        | \$25 |
| Box includes 18 models |                                |      |
| 86-10                  | Empire Militia .....           | \$30 |
| Box includes 20 models |                                |      |
| 86-07                  | Empire Knightly Order .....    | \$30 |
| Box includes 18 models |                                |      |
| 86-06                  | Empire Soldiers Regiment ..... | \$30 |
| Box includes 20 models |                                |      |

### Boxed Sets & Blister Packs - Special

|                           |                            |      |
|---------------------------|----------------------------|------|
| 86-11                     | Empire Artillery .....     | \$20 |
| Box includes 1 model      |                            |      |
| 86-12                     | Greatswords Regiment ..... | \$35 |
| Box includes 10 models    |                            |      |
| 86-45                     | Greatswords Command .....  | \$10 |
| Blister includes 3 models |                            |      |
| 86-44                     | Greatswords .....          | \$9  |
| Blister includes 3 models |                            |      |
| 86-37                     | Pistoliers .....           | \$8  |
| Blister includes 3 models |                            |      |

### Boxed Sets & Blister Packs - Rare

|                           |  |      |
|---------------------------|--|------|
| 86-13                     | Empire Flagellant Regiment .....             | \$35 |
| Box includes 10 models    |  |      |
| 99-11                     | Empire Steam Tank .....                      | \$60 |
| Box includes 1 model      |  |      |
| MO0316                    | Van Zeppe Steam Tank Conversion Kit ..       | \$25 |
| Includes 1 conversion kit |  |      |
| MO0319                    | Implacable Steam Tank Conversion Kit ..      | \$15 |
| Includes 1 conversion kit |  |      |
| MO0318                    | Old Reliable Steam Tank Conversion Kit ..    | \$10 |
| Includes 1 conversion kit |  |      |
| MO0317                    | Sigmar's Hammer Steam Tank Conversion Kit .. | \$5  |
| Includes 1 conversion kit |  |      |

|                      |                                 |      |
|----------------------|---------------------------------|------|
| 86-16                | Empire Helblaster Volley Gun .. | \$25 |
| Box includes 1 model |                                 |      |

### Metal Blitz and Plastic Sprues - Lords & Heroes

#### Battle Wizards

|             |                              |        |
|-------------|------------------------------|--------|
| 020210801   | Mounted Amber Wizard .....   | \$6    |
| 020210802   | Amber Wizard Staff Arm ..... | \$1.50 |
| 020210803   | Amber Wizard on Foot .....   | \$7.50 |
| 020210804   | Mounted Astromancer .....    | \$7.50 |
| 020210805   | Astromancer on Foot .....    | \$7.50 |
| 020210806   | Gold Wizard Staff .....      | \$1.50 |
| 020210807   | Mounted Gold Wizard .....    | \$6    |
| 020210808   | Gold Wizard on Foot .....    | \$6    |
| 99389999002 | Caparison Horse Body .....   | \$2    |
| 99389999012 | Caparison Horse Head .....   | \$1    |

#### Elector Count

|             |                                 |        |
|-------------|---------------------------------|--------|
| 020210604   | Elector Count of Middenland ..  | \$10   |
| 020210703   | Elector Count of Hochland ..... | \$10   |
| 020210801   | Elector Count of Ostland .....  | \$10   |
| 020210902   | Elector Count of Averland ..... | \$10   |
| 99389999004 | Armored Horse Body and Head ..  | \$3    |
| 99389999003 | Fighter Shields Sprue .....     | \$1.50 |

#### Elector Count on Griffon

|           |                                 |        |
|-----------|---------------------------------|--------|
| 020210501 | Empire Griffon Head .....       | \$3    |
| 020210502 | Empire Griffon Left Side .....  | \$5    |
| 020210503 | Empire Griffon Right Side ..... | \$5    |
| 020210504 | Elector Count Body .....        | \$5    |
| 020210505 | Empire Count Sword .....        | \$1.50 |
| 020210506 | Empire Count Shield .....       | \$1    |
| 020210507 | Empire Count Hammer .....       | \$1.50 |
| 020103613 | Lord of Change Left Wing .....  | \$8    |
| 020103614 | Lord of Change Left Wing .....  | \$8    |

#### Master Engineer Blitz

|           |                         |     |
|-----------|-------------------------|-----|
| 020210701 | Empire Engineer 1 ..... | \$9 |
| 020210702 | Empire Engineer 2 ..... | \$9 |
| 020210703 | Empire Engineer 3 ..... | \$9 |

#### Templar Grand Master

|             |   |        |
|-------------|---|--------|
| 020200304   | Blazing Sun Knight Grand Master ..      | \$8    |
| 020201006   | White Wolf Knight Grand Master ..       | \$8    |
| 020202001   | Redguard Knight Captain Karl Helborg .. | \$8    |
| 020202505   | Knight's Panther Grand Master ..        | \$8    |
| 99389999004 | Armored Horse Body and Head ..          | \$3    |
| 99389999003 | Fighter Shields Sprue .....             | \$1.50 |

#### Warrior Priest

|           |                               |        |
|-----------|-------------------------------|--------|
| 020210401 | Warrior Priest 1 Body .....   | \$7.50 |
| 020210402 | Warrior Priest Shield .....   | \$1.75 |
| 020210403 | Warrior Priest 2 Body .....   | \$7.50 |
| 020210404 | Warrior Priest 2 Hammer ..... | \$1.75 |
| 020210405 | Warrior Priest 3 .....        | \$5    |

#### Warrior Priest of Ulric

|             |                                    |     |
|-------------|------------------------------------|-----|
| 020211901   | Warrior Priest of Ulric .....      | \$7 |
| 020211902   | Mounted Warrior Priest of Ulric .. | \$7 |
| 99389999004 | Armored Horse Body and Head ..     | \$3 |

#### Special Characters

##### Karl Franz on Griffon

|           |                                |      |
|-----------|--------------------------------|------|
| 020213001 | Karl Franz Body .....          | \$12 |
| 020213002 | Karl Franz Weapon Sprue .....  | \$3  |
| 020204402 | Emperor Banner Pole .....      | \$2  |
| 020204403 | Griffon Left Body Side 2 ..... | \$8  |
| 020300111 | Griffon Left Wing 1 .....      | \$6  |
| 020300112 | Griffon Right Wing 1 .....     | \$6  |
| 021000205 | Griffon Right Body Side .....  | \$6  |
| 021000206 | Griffon Right Claw .....       | \$2  |
| 021000207 | Griffon Left Claw .....        | \$2  |
| 021000208 | Griffon Tail .....             | \$3  |

### Balthasar Gelt, Supreme Patriarch

|           |                               |        |
|-----------|-------------------------------|--------|
| 020211201 | Balthasar Gelt Body .....     | \$5.25 |
| 020211202 | Pegasus Head .....            | \$2    |
| 020211203 | Pegasus Body Right Side ..... | \$6    |
| 020211204 | Staff of Volans .....         | \$1.25 |
| 020211205 | Pegasus Body Left Side ..     | \$6    |
| 020211206 | Pegasus Left Wing .....       | \$6    |
| 020211207 | Pegasus Right Wing .....      | \$6    |

### Luthor Huss, Prophet of Sigmar

|             |                                |        |
|-------------|--------------------------------|--------|
| 020211501   | Luthor Huss Body .....         | \$4.50 |
| 020211502   | Luthor Hammer .....            | \$1.25 |
| 020211503   | Luthor Book .....              | \$1.25 |
| 020211504   | Luthor Horse Head .....        | \$3    |
| 99389999004 | Armored Horse Body and Head .. | \$3    |

### Valten, Champion of Sigmar

|                     |                                  |      |
|---------------------|----------------------------------|------|
| 020212001           | Valten .....                     | \$10 |
| Valten on Horseback |                                  |      |
| 020213101           | Mounted Valten Body .....        | \$9  |
| 020213102           | Mounted Valten Hammer .....      | \$2  |
| 020213103           | Mounted Valten Tail/Leg Sprue .. | \$3  |

### Metal Blitz and Plastic Sprues - Core

#### Empire Detachment

|             |                               |      |
|-------------|-------------------------------|------|
| 99389999001 | Empire Detachment Sprue ..... | \$10 |
|-------------|-------------------------------|------|

#### Empire Militia

|             |                            |     |
|-------------|----------------------------|-----|
| 99389999001 | Empire Militia Sprue ..... | \$6 |
|-------------|----------------------------|-----|

#### Knightly Order

|             |                                     |        |
|-------------|-------------------------------------|--------|
| 99389999003 | Empire Knights Sprue .....          | \$8    |
| 99389999002 | Knight's of the White Wolf Sprue .. | \$3    |
| 99389999004 | Armored Horse Body and Head ..      | \$3    |
| 99389999003 | Empire Knights Shield Sprue ..      | \$1.50 |

#### Empire Soldiers

|             |                                 |        |
|-------------|---------------------------------|--------|
| 99389999003 | Empire Regiment Troops .....    | \$6.25 |
| 99389999003 | Empire Regiment Shield Sprue .. | \$1.50 |
| 99389999002 | Empire Command Sprue .....      | \$5    |

### Metal Blitz and Plastic Sprues - Special

#### Empire Artillery

|             |                             |      |
|-------------|-----------------------------|------|
| 99389999001 | Empire Cannon Crew Sprue .. | \$10 |
| 99389999002 | Empire Artillery Sprue ..   | \$10 |

#### Empire Greatswords Command

|           |                                |        |
|-----------|--------------------------------|--------|
| 020211401 | Greatsword Drummer .....       | \$3.50 |
| 020211402 | Greatsword Standard Body ..... | \$3.50 |
| 020211403 | Greatsword Champion .....      | \$3.50 |
| 020211404 | Greatsword Banner .....        | \$1.50 |

#### Empire Greatswords

|           |                           |        |
|-----------|---------------------------|--------|
| 020211301 | Empire Greatsword 1 ..... | \$3.50 |
| 020211302 | Empire Greatsword 2 ..... | \$3.50 |
| 020211303 | Empire Greatsword 3 ..... | \$3.50 |
| 020211304 | Empire Greatsword 4 ..... | \$3.50 |

#### Empire Pistoliers

|             |                           |        |
|-------------|---------------------------|--------|
| 020201201   | Pistoller Body 1 .....    | \$2.50 |
| 020201202   | Pistoller Body 2 .....    | \$2.50 |
| 020201203   | Pistoller Body 3 .....    | \$2.50 |
| 020201204   | Pistoller Legs .....      | \$2.50 |
| 99389999013 | Medieval Horse Head ..... | \$1    |
| 99389999003 | Medieval Horse Body ..... | \$2    |

### Metal Blitz and Plastic Sprues - Rare

#### Empire Flagellants

|           |                    |        |
|-----------|--------------------|--------|
| 020210601 | Flagellant 1 ..... | \$3.50 |
| 020210602 | Flagellant 2 ..... | \$3.50 |
| 020210603 | Flagellant 3 ..... | \$3.50 |
| 020210604 | Flagellant 4 ..... | \$3.50 |
| 020210605 | Flagellant 5 ..... | \$3.50 |
| 020210606 | Flagellant 6 ..... | \$3.50 |

#### Empire Steam Tank

|           |                                |        |
|-----------|--------------------------------|--------|
| 020211701 | Steam Tank Right Side .....    | \$7    |
| 020211702 | Steam Tank Front Right Side .. | \$6    |
| 020211703 | Steam Tank Base .....          | \$4.75 |
| 020211704 | Steam Tank Left Side .....     | \$7    |
| 020211705 | Steam Tank Front Left Side ..  | \$6    |
| 020211706 | Steam Tank Cannon .....        | \$3.50 |





# PRICE LIST

|  |                                   |        |
|--|-----------------------------------|--------|
| 020211707  | Steam Tank Top                    | \$7    |
| 020211708  | Steam Tank Turret                 | \$6    |
| 020211709  | Steam Tank Exhaust Pipe           | \$4.75 |
| 020211710  | Steam Tank Barrel Top             | \$4.75 |
| 020211711  | Steam Tank Barrel Bottom          | \$4.75 |
| 020211712  | Steam Tank Back Door              | \$4.75 |
| 020211713  | Steam Tank Axle                   | \$3.50 |
| 020211714  | Steam Tank Wheel                  | \$3.50 |
| 020211715  | Steam Tank Cannon Base            | \$4.75 |
| 020211716  | Steam Tank Front Wheel            | \$2.50 |
| 020211717  | Steam Tank Hydraulics             | \$3.50 |
| 020211718  | Steam Tank Accessory Sprue        | \$2.50 |
| 020211719  | Steam Tank Eagle                  | \$2.50 |
| 020211720  | Steam Tank Canvas                 | \$2.50 |
| 020211721  | Steam Tank Hatch Sprue            | \$2.50 |
| 020211722  | Steam Tank Commander Stand        | \$1.25 |
| 020211723  | Steam Tank Commander              | \$3.50 |
| 020211724  | Steam Tank Commander Arms         | \$1.25 |
| 020211725  | Steam Tank Shrouds                | \$2.50 |
| <b>Von Zeppelin Steam Tank Conversion Kit</b>    |                                   |        |
| MO0318   | Von Zeppelin Conversion Kit       | \$25   |
| 020204107  | War Wagon Crew w/ Rifle           | n/a    |
| 020204108  | War Wagon Crew w/ Musket          | n/a    |
| 020204109  | War Wagon Crew w/ Blunderbuss     | n/a    |
| 020204110  | War Wagon Crew w/ Man Catcher     | n/a    |
| 020204111  | War Wagon Crew w/ Ball & Chain    | n/a    |
| 020204112  | War Wagon Crew w/ Halberd         | n/a    |
| 020211742  | Von Zeppelin Sword & Shield Sprue | n/a    |
| 020211730  | Von Zeppelin Large Rail 1         | n/a    |
| 020211731  | Von Zeppelin Large Rail 2         | n/a    |
| 020211728  | Von Zeppelin Deck                 | n/a    |
| 020211738  | Von Zeppelin Smoke Stack 2        | n/a    |
| 020211736  | Von Zeppelin Small Rail 1         | n/a    |
| 020211737  | Von Zeppelin Small Rail 2         | n/a    |
| 020211738  | Von Zeppelin Small Rail 3         | n/a    |
| 020211729  | Steam Tank Front Plate            | n/a    |
| <b>Sigmar's Hammer Steam Tank Conversion Kit</b> |                                   |        |
| MO0317   | Sigmar's Hammer Conversion Kit    | \$10   |
| 020211733  | Sigmar's Hammer Pennants 2        | n/a    |
| 020211735  | Sigmar's Hammer Seals             | n/a    |
| 020211729  | Steam Tank Front Plate            | n/a    |
| 020211740  | Smoke Stack 3                     | n/a    |
| <b>Old Reliable Steam Tank Conversion Kit</b>    |                                   |        |
| MO0318   | Old Reliable Conversion Kit       | \$10   |
| 020211727  | Old Reliable Accessory 2          | n/a    |
| 020211732  | Old Reliable Mast                 | n/a    |
| 020211743  | Old Reliable Volley Gun           | n/a    |
| 020211740  | Smoke Stack 3                     | n/a    |
| <b>Implacable Steam Tank Conversion Kit</b>      |                                   |        |
| MO0319   | Implacable Conversion Kit         | \$25   |
| 99380202002                                      | Empire Command Sprue              | n/a    |
| 99380202002                                      | Empire Artillery Sprue            | n/a    |
| 020211726  | Implacable Accessory              | n/a    |
| 020211741  | Implacable Smoke Stack            | n/a    |
| 020211734  | Implacable Pivot Gun              | n/a    |
| 020211729  | Steam Tank Front Plate            | n/a    |
| <b>Helblaster Volley Gun</b>                     |                                   |        |
| 020210901  | Helblaster Crew 1                 | \$3    |
| 020210902  | Helblaster Crew 2                 | \$3    |
| 020210903  | Helblaster Crew 3                 | \$3    |
| 020210904  | Helblaster Backplate              | \$2    |
| 020210905  | Helblaster Front Plate            | \$1.50 |
| 020210906  | Helblaster Barrels                | \$3    |
| 020210907  | Helblaster Sprue                  | \$1    |
| 020210908  | Helblaster Griffon                | \$50   |
| 020210909  | Helblaster Chassis                | \$4    |
| 020210910  | Helblaster Elevator Beam          | \$1.50 |
| 020210911  | Helblaster Gun Beam               | \$3    |
| 99399990002                                      | 12-Spoke Wheel Sprue              | \$1    |

## Classic/Collector's Range

### Metal Bitz and Plastic Sprues - Lords & Heroes

#### Classic Battle Wizards

|             |                          |     |
|-------------|--------------------------|-----|
| 020200101   | Mounted Jade Wizard      | \$9 |
| 020200105   | Mounted Grey Wizard      | \$9 |
| 020200106   | Mounted Bright Wizard    | \$9 |
| 73700-3     | Mounted Light Wizard     | \$9 |
| 73700-4     | Mounted Amber Wizard     | \$9 |
| 73700-7     | Mounted Celestial Wizard | \$9 |
| 73700-8     | Mounted Gold Wizard      | \$9 |
| 73790-3     | Mounted Amethyst Wizard  | \$9 |
| 73790-2     | Bright Wizard on Foot    | \$9 |
| 73790-3     | Grey Wizard on Foot      | \$9 |
| 73790-8     | Jade Wizard on Foot      | \$9 |
| 73791-1     | Celestial Wizard on Foot | \$9 |
| 73791-4     | Gold Wizard on Foot      | \$9 |
| 73791-6     | Light Wizard on Foot     | \$9 |
| 73791-7     | Amber Wizard on Foot     | \$9 |
| 73791-9     | Amethyst Wizard on Foot  | \$9 |
| 99380209004 | Medieval Horse Head      | \$1 |
| 99380209004 | Medieval Horse Body      | \$2 |
| 99380209004 | Caparison Horse Body     | \$2 |
| 99380209004 | Caparison Horse Head     | \$1 |

#### Classic Elector Count on Pegasus

|           |                           |        |
|-----------|---------------------------|--------|
| 0826-1    | Pegasus Hero Body         | \$3.75 |
| 0826-2    | Pegasus Hero Legs         | \$3    |
| 0826-3    | Pegasus Hero Saddle       | \$1.25 |
| 0826-4    | Pegasus Hero Saddleback   | \$2.50 |
| 0826-5    | Pegasus Left Side w/ Head | \$6    |
| 0826-6    | Pegasus Right Side        | \$6    |
| 021000209 | Griffon Left Wing 2       | \$6    |
| 021000210 | Griffon Right Wing 2      | \$6    |

#### Classic Knightly Heroes

|           |                           |        |
|-----------|---------------------------|--------|
| 020201305 | Knight Hero w/ Broadsword | \$5.75 |
| 020201306 | Knight Hero w/ Lance      | \$5.75 |

#### Classic Elector Count - Mounted

|             |                             |     |
|-------------|-----------------------------|-----|
| 020204601   | Empire General              | \$8 |
| 020204602   | Empire General Lance        | \$2 |
| 020204603   | Empire General Shield       | \$1 |
| 99380209004 | Armored Horse Body and Head | \$3 |

#### Classic Warrior Priest

|           |                        |        |
|-----------|------------------------|--------|
| 079901701 | Classic Warrior Priest | \$8.50 |
|-----------|------------------------|--------|

#### Special Characters

##### Karl Franz on Griffon

|           |                    |     |
|-----------|--------------------|-----|
| 020204401 | Emperor Karl Franz | \$9 |
|-----------|--------------------|-----|

##### Thyrus Gorman

|            |                      |         |
|------------|----------------------|---------|
| 020202103  | Thyrus Gorman Body   | \$11.50 |
| 9938999002 | Caparison Horse Body | \$2     |
| 9938999012 | Caparison Horse Head | \$1     |

##### Volkmar the Grand Theogonist

|           |                             |        |
|-----------|-----------------------------|--------|
| MO0070    | Volkmar the Gam             | \$35   |
| 020204105 | War Wagon Haft              | \$1.25 |
| 020204106 | War Wagon Yoke              | \$1.25 |
| 020204107 | War Altar Grand Theogonist  | \$9    |
| 020204108 | War Altar Platform          | \$6    |
| 020204109 | War Altar Shrine of Sigmar  | \$2    |
| 020204110 | War Altar Axle              | \$2    |
| 020204111 | War Altar Horn of Sigismund | \$2    |
| 020204112 | War Altar Griffon Statue    | \$10   |
| 020204113 | War Altar Griffon Tail      | \$2    |
| 020204114 | War Altar Griffon Wings     | \$6    |
| 020204115 | Imperial Banner Pole A      | \$2    |
| 020204116 | Imperial Banner Pole B      | \$2    |
| 020204117 | Imperial Banner Pole C      | \$2    |

|             |                             |     |
|-------------|-----------------------------|-----|
| 020204311D  | Imperial Banner Pole D      | \$2 |
| 020204312A  | Imperial Banner Pole A      | \$2 |
| 020204312B  | Imperial Banner Pole B      | \$2 |
| 020204312C  | Imperial Banner Pole C      | \$2 |
| 020204312D  | Imperial Banner Pole D      | \$2 |
| 020204312E  | Imperial Banner Pole E      | \$2 |
| 99380209004 | Sold Wagon Wheel Sprue      | \$1 |
| 99380209004 | Armored Horse Body and Head | \$3 |

#### Ludwig Schwarzhelm

|             |                             |         |
|-------------|-----------------------------|---------|
| 020202202   | Ludwig Schwarzhelm          | \$11.50 |
| 99380209004 | Armored Horse Body and Head | \$3     |

### Metal Bitz and Plastic Sprues - Core

#### Empire Soldier Upgrade Bitz

|             |                               |        |
|-------------|-------------------------------|--------|
| 020205801   | Soldier Leader Head           | \$1.25 |
| 020205802   | Soldier Leader Sword Arm      | \$1.25 |
| 020205803   | Soldier Drummer Left Arm      | \$1.25 |
| 020205804   | Soldier Drummer Right Arm     | \$1.25 |
| 020205805   | Soldier Standard Top          | \$1.25 |
| 020205806   | Soldier Standard Right Arm    | \$1.25 |
| 020205807   | Soldier Standard Left Arm     | \$1.25 |
| 020206201   | Handgunner Leader Arms        | \$1.25 |
| 020206202   | Handgunner Leader Head        | \$1.25 |
| 020206203   | Handgunner Bugle              | \$1.25 |
| 020206204   | Handgunner Standard Right Arm | \$2.50 |
| 020206205   | Handgunner Standard Left Arm  | \$1.25 |
| 020206206   | Handgunner Powder Bags 1      | \$1.25 |
| 020206207   | Handgunner Powder Bags 2      | \$1.25 |
| 020206208   | Handgunner Arms 1             | \$1.25 |
| 020206209   | Handgunner Arms 2             | \$1.25 |
| 020206210   | Handgunner Arms 3             | \$1.25 |
| 020206211   | Handgunner Arms 4             | \$1.25 |
| 020210001   | Crossbowman Champion Head     | \$1.25 |
| 020210002   | Crossbowman Champion Axe Arm  | \$1.25 |
| 020210003   | Crossbowman Trumpet Arm       | \$1.25 |
| 020210004   | Crossbowman Standard Pole     | \$1.25 |
| 020210006   | Crossbowman Champion Arm 2    | \$1.25 |
| 020210008   | Crossbowmen Arms 1            | \$1.25 |
| 020210010   | Crossbowmen Arms 3            | \$1.25 |
| 020210011   | Crossbowmen Arms 4            | \$1.25 |
| 99380209003 | Knight Shield Sprue           | \$1.50 |
| 99389990004 | Small Round Shield Sprue      | \$1.50 |

#### Classic Empire Soldiers

|           |                           |        |
|-----------|---------------------------|--------|
| 020203107 | Foosoldier w/ Spear 1     | \$3.75 |
| 020203108 | Foosoldier w/ Spear 2     | \$3.75 |
| 020203109 | Foosoldier w/ Spear 3     | \$3.75 |
| 020203110 | Foosoldier w/ Spear 4     | \$3.75 |
| 020203111 | Foosoldier w/ Sword 1     | \$3.75 |
| 020203112 | Foosoldier w/ Sword 2     | \$3.75 |
| 020203113 | Foosoldier w/ Sword 3     | \$3.75 |
| 020203114 | Foosoldier w/ Sword 4     | \$3.75 |
| 020203202 | Empire Drummer            | \$3.75 |
| 020203203 | Standard Bearer 1         | \$3.75 |
| 020203210 | Empire Trumpeter          | \$3.75 |
| 020203211 | Standard Bearer 2         | \$3.75 |
| 020203301 | Empire Captain            | \$3.75 |
| 020203304 | Empire Champion w/ Pistol | \$3.75 |
| 020203305 | Hero w/ Halberd 1         | \$3.75 |
| 020203307 | Hero w/ Sword 2           | \$4    |
| 020203308 | Hero w/ Hammer            | \$4    |
| 020203309 | Hero w/ Halberd 2         | \$4    |
| 020203401 | Empire Archer 1           | \$3.75 |
| 020203402 | Empire Archer 2           | \$3.75 |
| 020203403 | Empire Archer 3           | \$3.75 |
| 020203404 | Empire Archer 4           | \$3.75 |
| 020203405 | Empire Archer 5           | \$3.75 |





## PRICE LIST



|             |                                |        |
|-------------|--------------------------------|--------|
| 020203406   | Empire Archer 6                | \$3.75 |
| 020203407   | Empire Archer 7                | \$3.75 |
| 020203408   | Empire Archer 8                | \$3.75 |
| 020203409   | Empire Archer 9                | \$3.75 |
| 020203501   | Reiksguard 1 w/ 2 Handed Sword | \$5    |
| 020203502   | Reiksguard 2                   | \$5    |
| 020203503   | Reiksguard 3                   | \$5    |
| 020203504   | Reiksguard 4                   | \$5    |
| 020203506   | Reiksguard Standard            | \$5    |
| 020203507   | Reiksguard Musician            | \$5    |
| 020203508   | Reiksguard Captain             | \$5    |
| 020203606   | Halberdier 1                   | \$3.75 |
| 020203607   | Halberdier 2                   | \$3.75 |
| 020203608   | Halberdier 3                   | \$3.75 |
| 020203609   | Halberdier 4                   | \$3.75 |
| 020203610   | Halberdier 5                   | \$3.75 |
| 020203611   | Halberdier 6                   | \$3.75 |
| 020203612   | Halberdier 7                   | \$3.75 |
| 020203613   | Halberdier 8                   | \$3.75 |
| 020203614   | Halberdier 9                   | \$3.75 |
| 020203615   | Halberdier 10                  | \$3.75 |
| 99369999003 | Fighter Shield Sprue           | \$1    |

### Classic Handgunners

|           |              |     |
|-----------|--------------|-----|
| 020204501 | Handgunner 1 | \$3 |
| 020204502 | Handgunner 2 | \$3 |
| 020204503 | Handgunner 3 | \$3 |
| 020204504 | Handgunner 4 | \$3 |
| 020204505 | Handgunner 5 | \$3 |

### Classic Knightly Order

|           |                                  |        |
|-----------|----------------------------------|--------|
| 020200901 | White Wolf Knight Body 1         | \$3.75 |
| 020200902 | White Wolf Knight Body 2         | \$3.75 |
| 020200903 | Empire Knight Legs               | \$2.50 |
| 020200904 | White Wolf Knight Body 3         | \$3.75 |
| 020201105 | White Wolf Standard Body         | \$3.75 |
| 020201301 | Reiksguard Knight Body 1         | \$3.75 |
| 020201302 | Reiksguard Knight Body 2         | \$3.75 |
| 020200201 | Blazing Sun Knight Body 1        | \$3.75 |
| 020200202 | Blazing Sun Knight Body 2        | \$3.75 |
| 020200203 | Blazing Sun Knight Standard Body | \$3.75 |
| 020202401 | Knight's Panther Body 1          | \$3.75 |
| 020202402 | Knight's Panther Body 2          | \$3.75 |
| 020202604 | Knight's Panther Standard Body   | \$3.75 |

|             |                             |     |
|-------------|-----------------------------|-----|
| 99390299004 | Armored Horse Body and Head | \$3 |
| 99369999003 | Fighter Shield Sprue        | \$1 |

### Metal Bitz and Plastic Sprues - Special

#### Classic Great Cannon

|             |                           |        |
|-------------|---------------------------|--------|
| 020203701   | Great Cannon Crew 1       | \$3.75 |
| 020203702   | Great Cannon Crew 3       | \$3.75 |
| 020203703   | Great Cannon Crew 2       | \$3.75 |
| 020203704   | Great Cannon Gun Carriage | \$5.25 |
| 020203705   | Great Cannon Barrel       | \$5.25 |
| 020203706   | Great Cannon Powder Chest | \$2.50 |
| 020203707   | Great Cannon Axle         | \$1.50 |
| 99399999058 | Solid Wagon Wheel Sprue   | \$1    |

#### Classic Mortar

|             |                         |        |
|-------------|-------------------------|--------|
| 020204701   | Mortar Crew 1           | \$3.75 |
| 020204702   | Mortar Crew 2           | \$3.75 |
| 020204703   | Mortar Crew 3           | \$3.75 |
| 020204704   | Mortar Chassis          | \$6.50 |
| 020204705   | Mortar Barrel Top       | \$2.50 |
| 020204706   | Mortar Barrel Bottom    | \$2.50 |
| 99399999058 | Solid Wagon Wheel Sprue | \$1    |

#### Classic Greatswords

|           |                     |        |
|-----------|---------------------|--------|
| 020201501 | Empire Greatsword 1 | \$3.75 |
| 020201502 | Empire Greatsword 2 | \$3.75 |
| 020201503 | Empire Greatsword 3 | \$3.75 |

#### Classic Pistoliers

|           |                                |        |
|-----------|--------------------------------|--------|
| 020200401 | Pistolier w/ Repeating Pistol  | \$3.75 |
| 020200402 | Pistolier w/ Repeating Handgun | \$3.75 |

### Metal Bitz and Plastic Sprues - Rare

#### Empire Flagellants

|           |              |        |
|-----------|--------------|--------|
| 020203906 | Flagellant 1 | \$3.75 |
| 020203907 | Flagellant 2 | \$3.75 |
| 020203908 | Flagellant 3 | \$3.75 |
| 020203909 | Flagellant 4 | \$3.75 |
| 020203910 | Flagellant 5 | \$3.75 |

#### Classic Steam Tank

|           |                             |        |
|-----------|-----------------------------|--------|
| 020204201 | Steam Tank Base             | \$4    |
| 020204202 | Steam Tank Left Side Armor  | \$5.25 |
| 020204203 | Steam Tank Right Side Armor | \$5.25 |
| 020204204 | Steam Tank Roof             | \$4    |
| 020204205 | Steam Tank Hatch            | \$2.50 |

|             |                         |        |
|-------------|-------------------------|--------|
| 020204206   | Steam Tank Back Plate   | \$4    |
| 020204207   | Steam Tank Engine       | \$6.50 |
| 020204208   | Steam Tank Boiler       | \$6.50 |
| 020204209   | Steam Tank Front Armor  | \$2.50 |
| 020204210   | Steam Tank Cannon       | \$5.25 |
| 020204211   | Steam Tank Commander    | \$5.25 |
| 99399999058 | Solid Wagon Wheel Sprue | \$1    |

### Classic Volley Gun

|             |                                 |        |
|-------------|---------------------------------|--------|
| 020203001   | Volley Gun Gunner Captain       | \$3.75 |
| 020203002   | Volley Gun Engineer Leonardo    | \$3.75 |
| 020203003   | Volley Gun Gunner w/ Powder Keg | \$3.75 |
| 020203004   | Volley Gun Lower Barrels        | \$5    |
| 020203005   | Volley Gun Upper Barrels        | \$6.50 |
| 020203006   | Volley Gun Mechanism            | \$3    |
| 020203007   | Volley Gun Carriage             | \$8.50 |
| 020203008   | Volley Gun Handle               | \$2    |
| 99399999058 | Solid Wagon Wheel Sprue         | \$1    |

### War Wagon

|             |                                |        |
|-------------|--------------------------------|--------|
| 020204101   | War Wagon Side Panel           | \$8.50 |
| 020204102   | War Wagon Deck                 | \$6.50 |
| 020204103   | War Wagon Front/Rear Panel     | \$5.25 |
| 020204104   | War Wagon Front/Rear Panel 2   | \$4    |
| 020204105   | War Wagon Haft                 | \$1.25 |
| 020204106   | War Wagon Yoke                 | \$1.25 |
| 020204107   | War Wagon Crew w/ Rifle        | \$3.75 |
| 020204108   | War Wagon Crew w/ Musket       | \$3.75 |
| 020204109   | War Wagon Crew w/ Blunderbuss  | \$3.75 |
| 020204110   | War Wagon Crew w/ Man Catcher  | \$3.75 |
| 020204111   | War Wagon Crew w/ Ball & Chain | \$3.75 |
| 020204112   | War Wagon Crew w/ Halberd      | \$3.75 |
| 99399999058 | Solid Wagon Wheel Sprue        | \$1    |



## SHOWCASE



*Below: These fantastic, award-winning Empire soldiers and characters were expertly painted by (from left to right) Tom Weiss, Adam Clark-Dome, O'Toole, Anthony DePasquale, and Aaron Ditt*



## CLASSIC RANGE



Ludwig Schwarzhelm

*Note: The complete classic Karl Franz is available through Mo. Order under the code MO 0069*



Ludwig Schwarzhelm Body  
020202202

*Note: To complete Ludwig Schwarzhelm you will also need*

**Armored Horse Body and Head**  
99380299004



Emperor Karl Franz  
020204401



Supreme Patriarch,  
Thyrus Gorman  
020202103



Supreme Patriarch Body  
020202103

*Note: To complete Thyrus Gorman you will also need*

**Caparison Horse Head**  
99389999012

**Caparison Horse Body**  
99389999002

## SHOWCASE



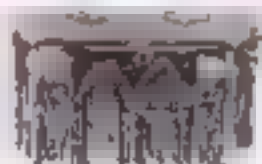
*Right: Paul Capon did an excellent job of capturing the grim and determined nature of an Empire Militia with this unit. These models earned him the Silver award in the 2001 UK Golden Demon competition*



## CLASSIC RANGE



**War Altar Grand Theogonist**  
020204301



**Shrine of Sigmar**  
020204303



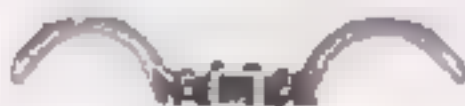
**Griffon Tail**  
020204307



**Solid Wagon Wheel Sprue**  
99399999058



**War Altar Platform**  
020204302



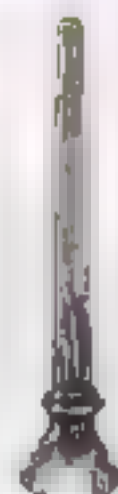
**Wagon Yoke**  
020204106



**War Altar Axle**  
020204304



**Horn of Sigismund**  
020204305



**Wagon Haft**  
020204105



**War Altar Griffon Statue**  
020204306



**War Altar Griffon Wings**  
020204308

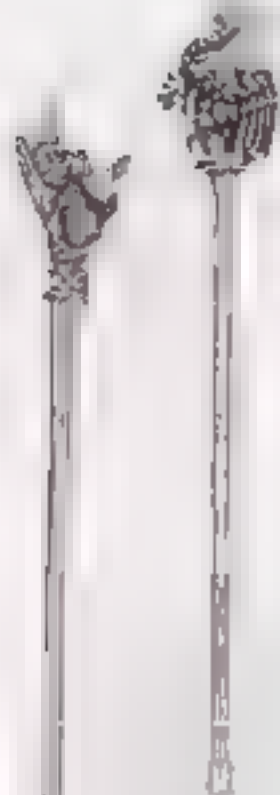
*Note: The complete Volkmar the Grim, the Grand Theogonist, comes with two random banner poles shown below and two:*

**Armored Horse Body and Head**  
99380299004

*The complete classic model is available through Mail order under the code MO 0070*



**Volkmar the Grim, the Grand Theogonist**



**Pole 1A**  
020204311A



**Pole 1B**  
020204311B



**Pole 1C**  
020204311C



**Pole 1D**  
020204311D



**Pole 2A**  
020204312A



**Pole 2B**  
020204312B



**Pole 2C**  
020204312C



**Pole 2D**  
020204312D



**Pole 2E**  
020204312E



# CLASSIC RANGE



**Classic Elector  
Count on Pegasus**

*Note: The Elector count on Pegasus  
uses the following components found in  
the High L-J section*

**Griffon  
Right Wing 2**  
021000210

**Griffon  
Left Wing 2**  
021000209



**Classic  
Warrior Priest**  
079901701



**Empire  
General Lance**  
020204602



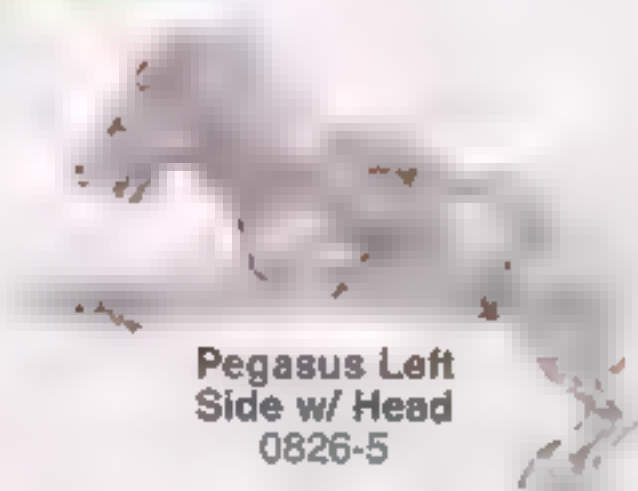
**Empire  
General Body**  
020204601



**Empire  
General Shield**  
020204603



**Pegasus  
Right Side**  
0826-6



**Pegasus Left  
Side w/ Head**  
0826-5



**Pegasus  
Hero Legs**  
0826-2

**Pegasus  
Hero Saddle**  
0826-3



**Pegasus Hero  
Saddleback**  
0826-4



**Pegasus  
Hero Body**  
0826-1

*Note: To complete  
this Classic Elector  
Count you will  
also need:*

**Armored Horse  
Body and Head**  
99380299004



**Classic Elector  
Count — Mounted**





## CLASSIC RANGE



Mounted  
Light Wizard  
73700-3



Light Wizard  
73791-6



Mounted  
Celestial Wizard  
73700-7



Celestial Wizard  
73791-1



Grey Wizard  
73790-3



Mounted  
Grey Wizard  
020200105



Bright Wizard  
73790-2



Mounted  
Bright Wizard  
020200106



Mounted  
Amber Wizard  
73700-4



Amber Wizard  
73791-7



Mounted  
Amethyst Wizard  
73790-13



Amethyst Wizard  
73791-9



*Note: To complete the mounted versions of these Classic Battle Wizards you will need the following*

**Caparison Horse Head** 99389999012  
**Caparison Horse Body** 99389999002

**Medieval Horse Head** 99389999013  
**Medieval Horse Body** 99389999003

## CLASSIC RANGE



**Jade Wizard**  
73790-8



**Mounted Jade Wizard**  
020200101



**Gold Wizard**  
73791-4



**Mounted Gold Wizard**  
73700-8



**Knight Hero w/ Lance**  
020201306



**Knight Hero w/ Broadsword**  
020201305



**Reiksguard Captain**  
020203508



**Reiksguard Standard**  
020203506



**Reiksguard Musician**  
020203507



**Reiksguard 1 w/ 2 Handed Sword**  
020203501



**Reiksguard 2**  
020203502



**Reiksguard 3**  
020203503



**Reiksguard 4**  
020203504

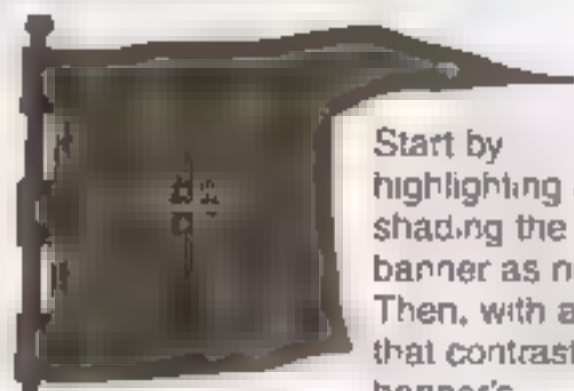
*Note: Plastic shields are not included for Reiksguard Foot Knights. You can order plastic Empire shields from those shown on p. 634*





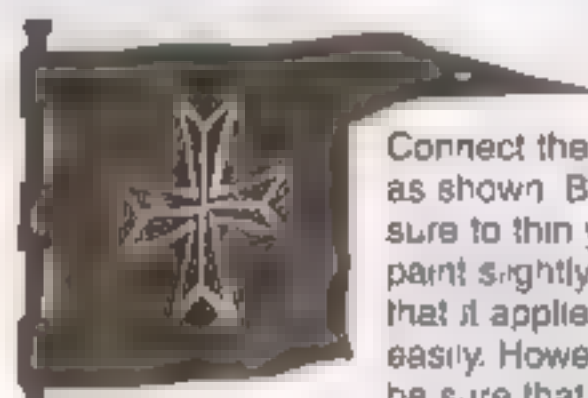
## CLASSIC RANGE

### PAINT AN EMPIRE CROSS



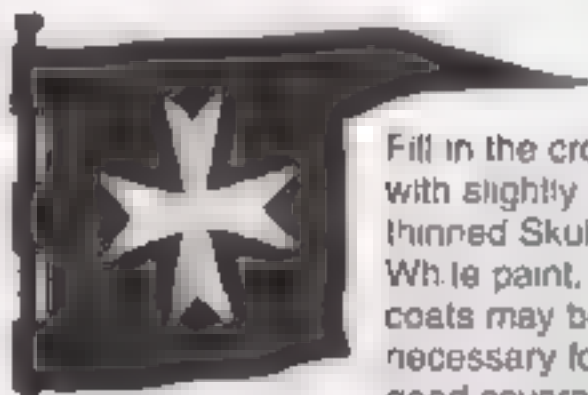
Start by highlighting and shading the banner as normal. Then, with a color that contrasts the banner's

background color, paint a cross and 12 small dots as illustrated above



Connect the dots as shown. Be sure to thin your paint slightly so that it applies easily. However, be sure that the

paint is not so thin that it loses its opacity or runs uncontrollably



Fill in the cross with slightly thinned Skull White paint. A few coats may be necessary for good coverage.

Fix any mistakes in the shape of the outline with a bit of the same color used for the banner background.



Finish off the banner by repeating steps 1 through 3 inside the cross, only this time use a contrasting color

like Red Gore. Feel free at this time to add any other details like prayers to Sigmar, litanyes of faith, etc. to the banner for added visual interest



Handgunner 1  
020204501



Handgunner 2  
020204502



Handgunner 3  
020204503



Handgunner 4  
020204504



Handgunner 5  
020204505



Empire Archer 1  
020203401



Empire Archer 2  
020203402



Empire Archer 3  
020203403



Empire Archer 4  
020203404



Empire Archer 6  
020203406



Empire Archer 8  
020203408



Empire Archer 5  
020203405



Empire Archer 7  
020203407



Empire Archer 9  
020203409



Foot Soldier w/ Spear 1  
020203107



Foot Soldier w/ Spear 2  
020203109



Foot Soldier w/ Spear 3  
020203108



Foot Soldier w/ Spear 4  
020203110

*Note: Plastic shields are not included with Empire Soldiers w/ Swords and w/ Spears. You can order plastic Empire shields from p. 634*



# CLASSIC RANGE



**Standard Bearer 1**  
020203203



**Standard Bearer 2**  
020203211



**Empire Trumpeter**  
020203210



**Empire Drummer**  
020203202



**Hero w/ Sword 2**  
020203307



**Empire Captain**  
020203301



**Hero w/ Hammer**  
020203308



**Empire Champion  
w/ Pistol**  
020203304



**Hero w/ Halberd**  
020203305



**Hero w/ Halberd 2**  
020203309



**Halberdier 2**  
020203607



**Halberdier 3**  
020203608



**Halberdier 4**  
020203609



**Halberdier 5**  
020203610



**Halberdier 7**  
020203612



**Halberdier 6**  
020203611



**Halberdier 1**  
020203606



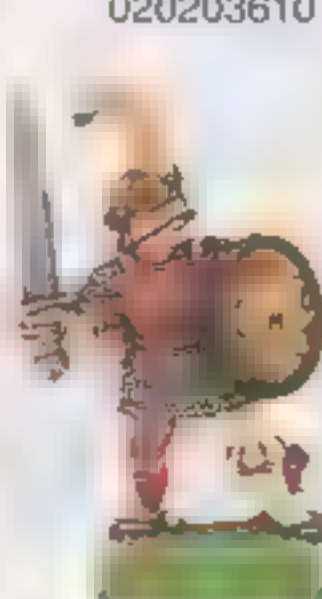
**Halberdier 8**  
020203613



**Halberdier 9**  
020203614



**Halberdier 10**  
020203615



**Foot Soldier  
w/ Sword 3**  
020203113



**Foot Soldier  
w/ Sword 1**  
020203114



**Foot Soldier  
w/ Sword 2**  
020203111



**Foot Soldier  
w/ Sword 4**  
020203112





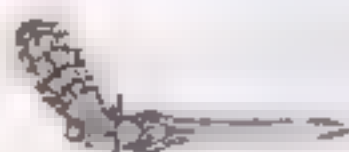
## CLASSIC RANGE



*Note: All these components are designed to allow you to customize the models from the Soldiers of the Empire plastic boxed set*



**Soldier Leaders Head**  
020205801



**Soldier Leader Sword Arm**  
020205802



**Handgunner Leader Head**  
020206202



**Crossbowmen Champion Head**  
020210001



**Crossbowmen Champion Axe Arm**  
020210002



**Handgunner Leader Arms**  
020206201



**Soldier Standard Right Arm**  
020205806



**Soldier Standard Left Arm**  
020205807



**Handgunner Standard Left Arm**  
020206205



**Soldier Standard Top**  
020205805



**Handgunner Powder Bags 1**  
020206206



**Handgunner Powder Bags 2**  
020206207



**Crossbowmen Standard Pole**  
020210004



**Handgunner Standard Right Arm**  
020206204



**Handgunner Arms 1**  
020206208



**Handgunner Arms 2**  
020206209



**Handgunner Arms 3**  
020206210



**Handgunner Arms 4**  
020206211



**Handgunner Bugle**  
020206203



**Soldier Drummer Left Arm**  
020205803



**Crossbow Arms 1**  
020210008



**Crossbow Arms 3**  
020210010



**Crossbow Arms 4**  
020210011



**Crossbowmen Champion Arm 2**  
020210006

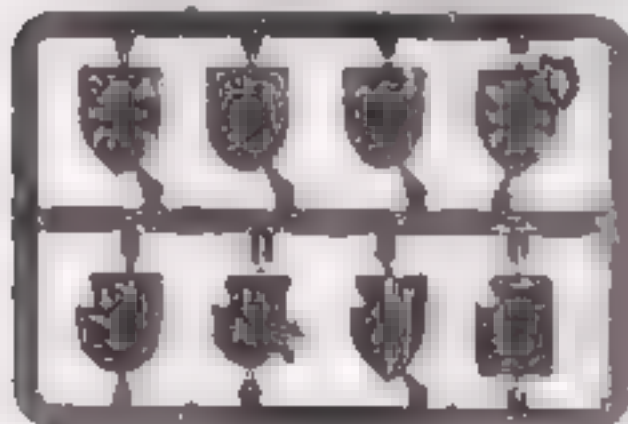


**Crossbowmen Trumpet Arm**  
020210003



**Soldier Drummer Right Arm**  
020205804

*Note: Sprue shown at 90% of actual size*



**Empire Knights Shield Sprue**  
99360299003

*Note: Sprue shown at 90% of actual size*



**Fighter Shields**  
99369999003



**Small Round Shields**  
99369999004

**634 ALL MODELS ARE SUPPLIED UNPAINTED**



# CLASSIC RANGE



**Knights Panther Knight**



**Knight of the White Wolf**



**Reiksguard Knight**



**Knight of the Blazing Sun**



**Blazing Sun  
Standard Body**  
020200203



**Blazing Sun  
Knight Body 1**  
020200201



**Blazing Sun  
Knight Body 2**  
020200202



**Knights Panther  
Standard Body**  
020202604



**Knights  
Panther Body 1**  
020202401



**Knights  
Panther Body 2**  
020202402



**Reiksguard  
Body 1**  
020201301



**Reiksguard  
Body 2**  
020201302



**White Wolf  
Standard Body**  
020201105



**White Wolf  
Body 1**  
020200901



**White Wolf  
Body 3**  
020200904



**White Wolf  
Body 2**  
020200902



**Empire  
Knight Legs**  
020200903

*Note: Knights at the top of this page are shown complete with:*

**Armored Horse  
Body and Head**  
99380299004

*and*

**Fighter Shields**  
99369999003





## CLASSIC RANGE



**Pistolier w/  
Repeating Pistol Body**  
020200401



**Pistolier w/  
Repeating Handgun Body**  
020200402



**Empire  
Greatsword 1**  
020201501



**Empire  
Greatsword 2**  
020201502



**Empire  
Greatsword 3**  
020201503

*Note: The Classic  
Mortar shown uses the:  
7-Spoked Wheel  
99399999001*



**Mortar  
Chassis**  
020204704



**Mortar  
Barrel Bottom**  
020204706



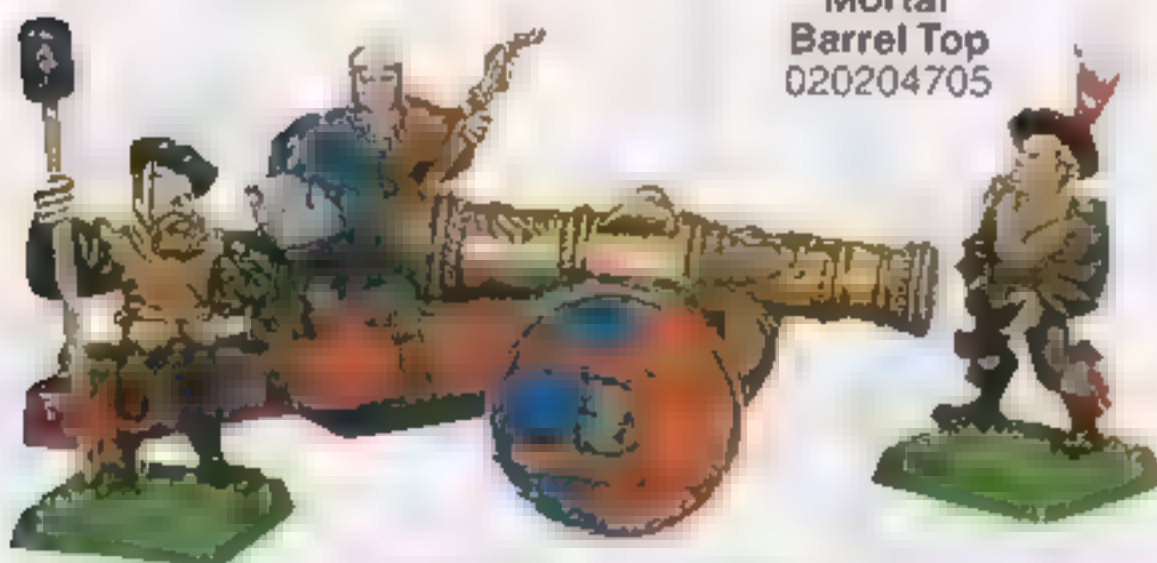
**Mortar  
Barrel Top**  
020204705



**Mortar  
Crew 2**  
020204702



**Classic Mortar**



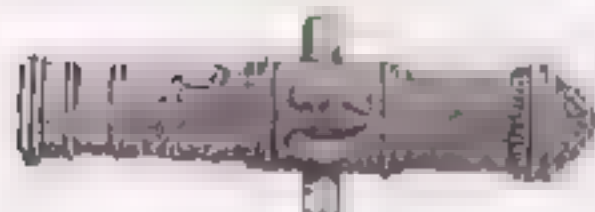
**Classic Great Cannon**



**Mortar Crew 3**  
020204703

**Mortar  
Crew 1**  
020204701

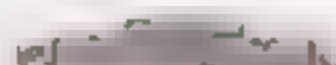
*Note: You can use the Classic Range Empire Cannon  
and Empire Mortar Crew with the plastic Empire  
Artillery kit to add variety to your artillery crews*



**Great Cannon Barrel**  
020203705



**Great Cannon  
Powder Chest**  
020203706



**Great  
Cannon Axle**  
020203707



**Great Cannon Gun Carriage**  
020203704



**Solid Wagon  
Wheel Sprue**  
99399999058



**Great Cannon  
Crew 1**  
020203701



**Great Cannon  
Crew 2**  
020203703



**Great Cannon  
Crew 3**  
020203702





# CLASSIC RANGE



**Flagellant 1**  
0202039010



**Flagellant 2**  
020203906



**Flagellant 3**  
020203908



**Flagellant 4**  
020203909



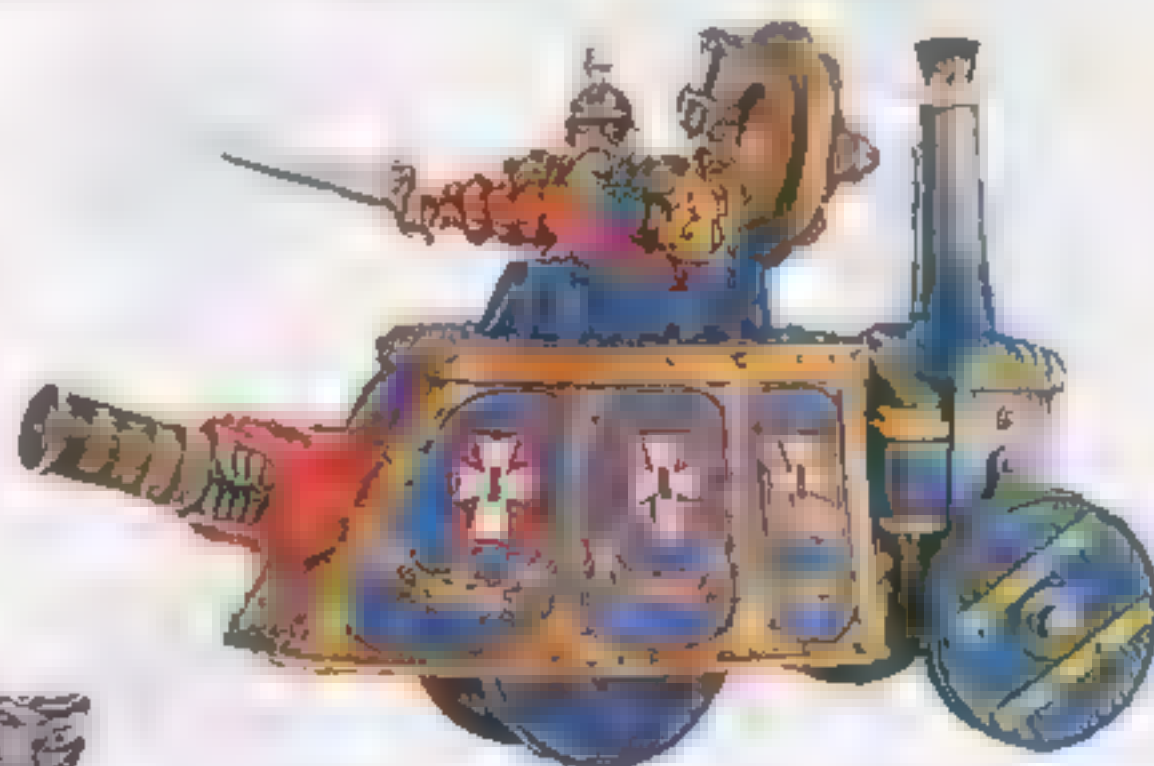
**Flagellant 5**  
020203907



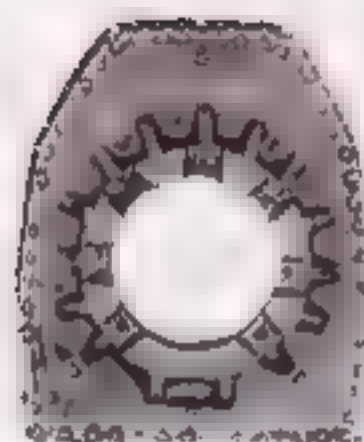
**Steam Tank**  
**Left Side Armor**  
020204202



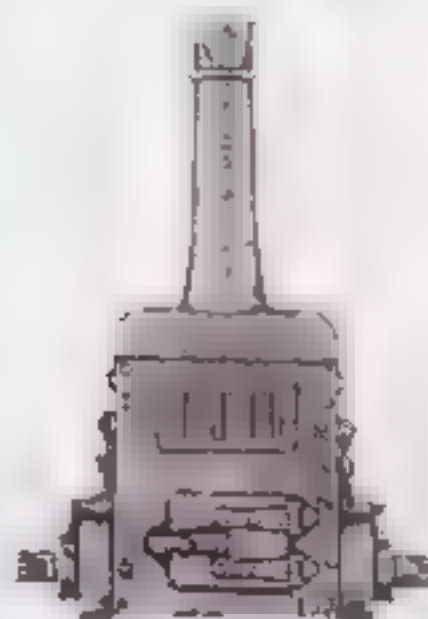
**Steam Tank**  
**Right Side Armor**  
020204203



**Classic Steam Tank**



**Steam**  
**Tank Roof**  
020204204



**Steam**  
**Tank Boiler**  
020204208



**Steam**  
**Tank Cannon**  
020204210



**Steam**  
**Tank Hatch**  
020204205



**Steam Tank**  
**Back Plate**  
020204206



**Steam Tank**  
**Commander**  
020204211



**Steam Tank**  
**Front Armor**  
020204209



**Solid Wagon**  
**Wheel Sprue**  
99399999058



**Steam**  
**Tank Engine**  
020204207



**Steam Tank Base**  
020204201



## CLASSIC RANGE



### SIGMARITE DEVOTIONAL TALISMANS



Purity seals are easily made from strips of paper and a small ball of green stuff. Give the paper down then press the putty into place.



Prime and paint the model. For the seal, start with Scab Red for the wax seal and Bubonic Brown for the paper strips.

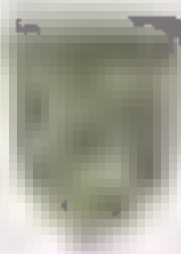


Highlight the Scab Red with Blood Red and the Bubonic Brown with a Bubonic Brown and Bleached Bone mix and then Bleached Bone.



Apply a final highlight to the parchment with Skull White. Thin down Chaos Black and paint thin jagged lines to represent writing.

Start with smooth plastic shield and some green stuff. After the parchment is sculpted on, press two tiny balls of putty in each corner to look like nails.



Paint the shield Scab Red, the parchment Bubonic Brown, and the nails Chaos Black.



Highlight the Scab Red with Red Gore. Highlight the parchment by adding more and more Bleached Bone to Bubonic Brown for successive highlights.



Highlight the shield with Blood Red. Apply a highlight to the parchment with Skull White. Thin down Chaos Black and paint thin jagged lines to represent writing.



**Volley Gun Upper Barrels**  
020203005



**Solid Wagon Wheel Sprue**  
99399999058



**Volley Gun Engineer Leonardo**  
020203002



**Volley Gun Gunner Captain**  
020203001



**Volley Gun Mechanism**  
020203006



**Volley Gun Gunner w/ Powder Keg**  
020203003



**Volley Gun Handle**  
020203008



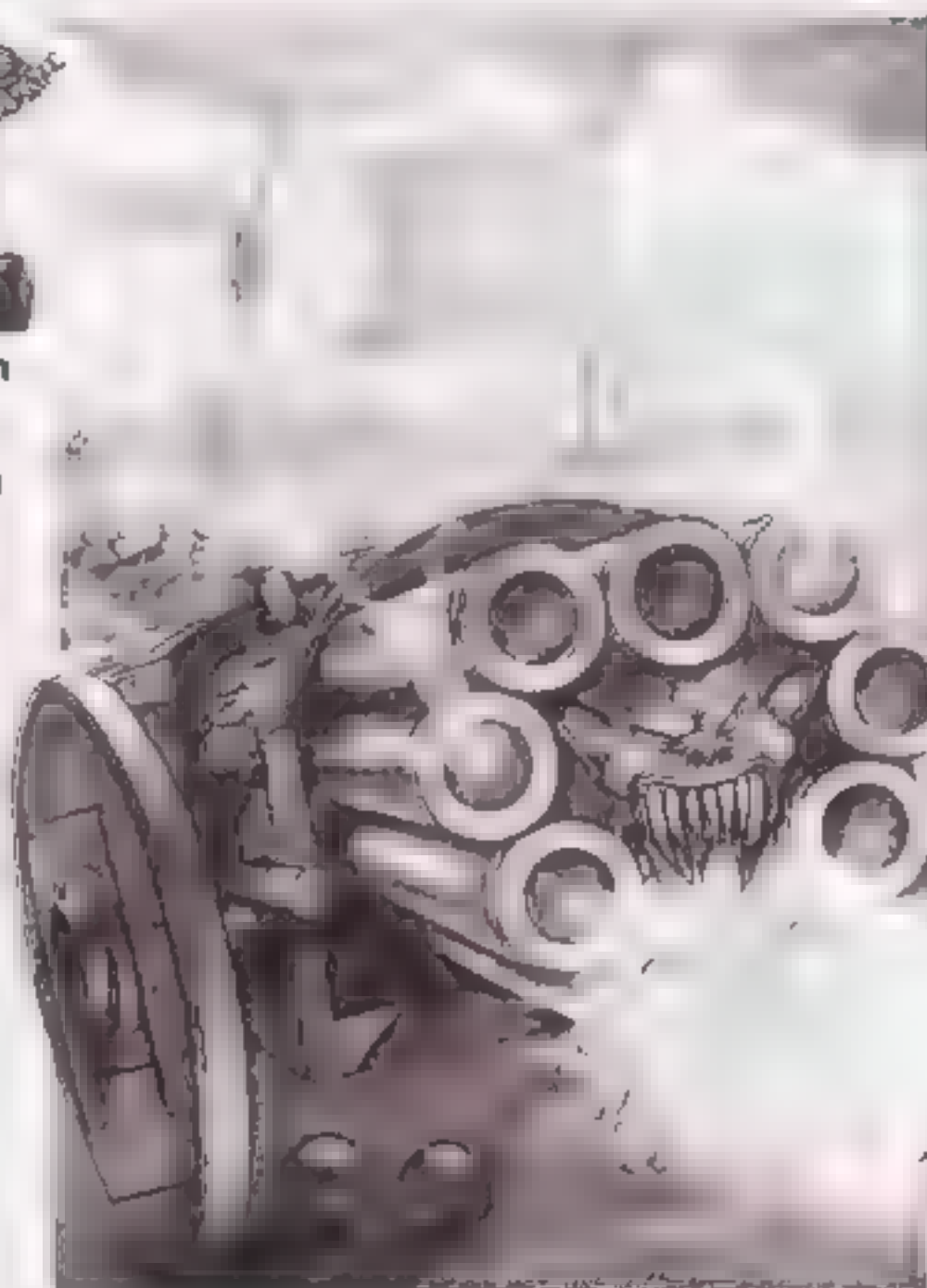
**Classic Volley Gun**



**Volley Gun Carriage**  
020203007



**Volley Gun Lower Barrels**  
020203004







# CLASSIC RANGE



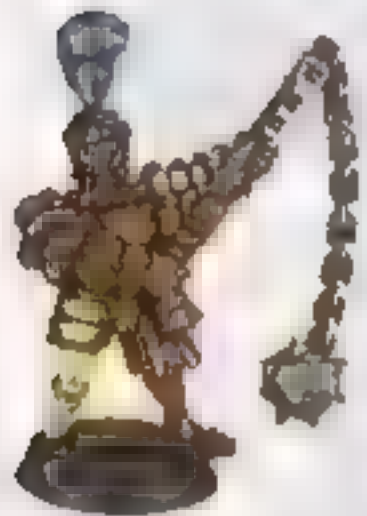
**War Wagon Crew  
w/ Halberd**  
020204112



**War Wagon  
Crew w/ Rifle**  
020204107

*Note: The Empire War  
Wagon also requires two*

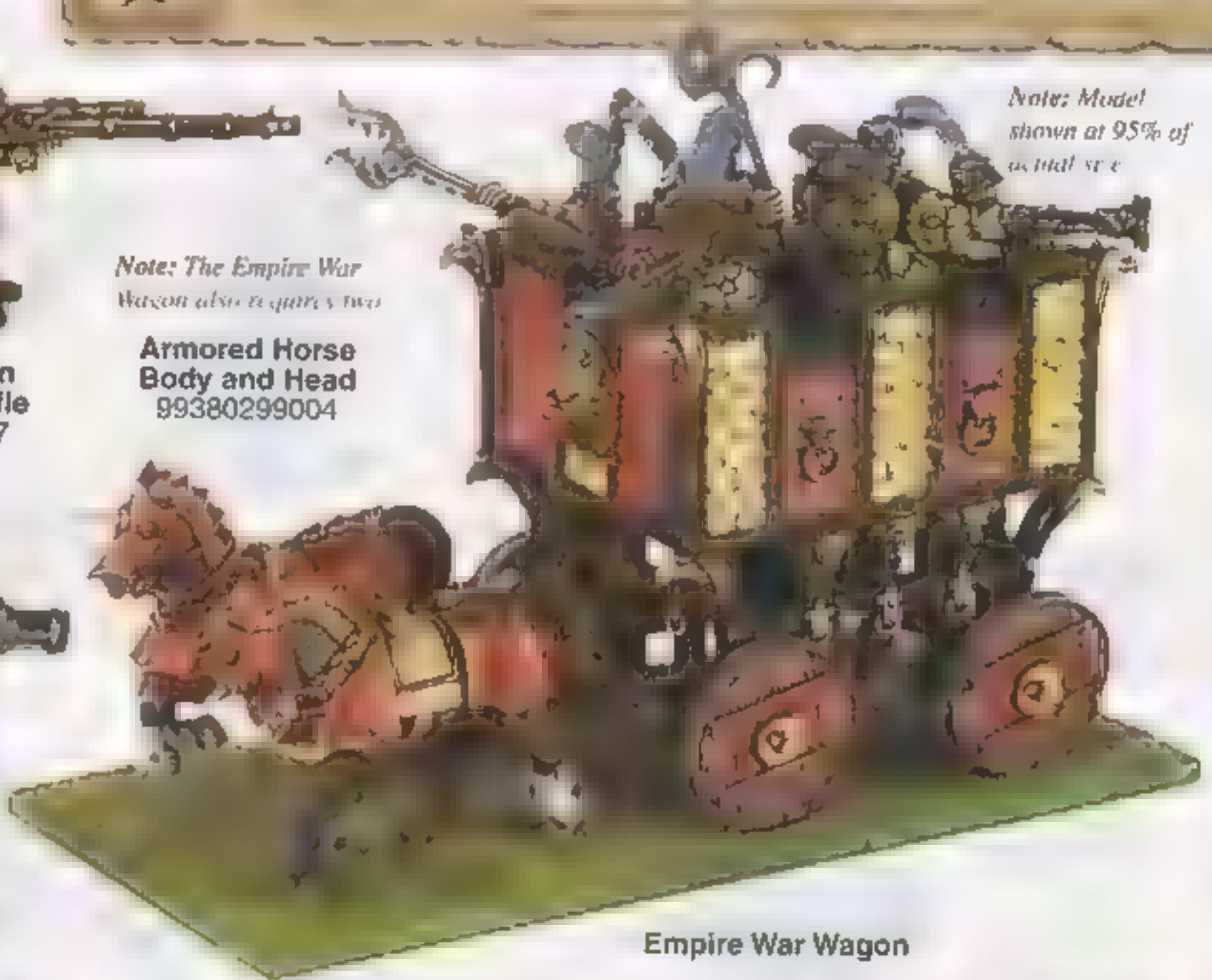
**Armored Horse  
Body and Head**  
99380299004



**War Wagon Crew  
w/ Ball and Chain**  
020204111



**War Wagon  
Crew w/ Musket**  
020204108



**Empire War Wagon**



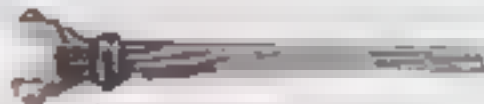
**War Wagon Crew  
w/ Blunderbuss**  
020204109



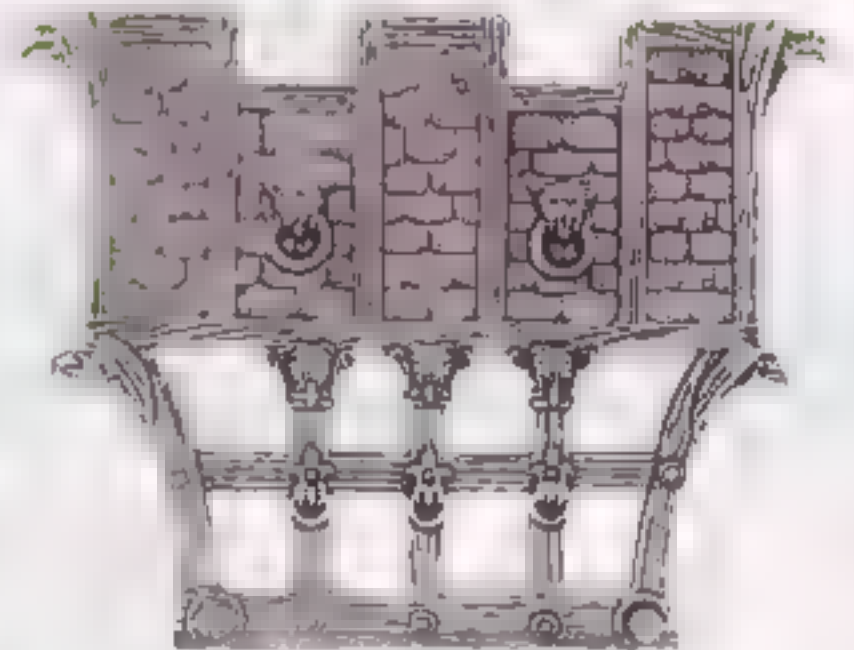
**War Wagon Crew  
w/ Man Catcher**  
020204110



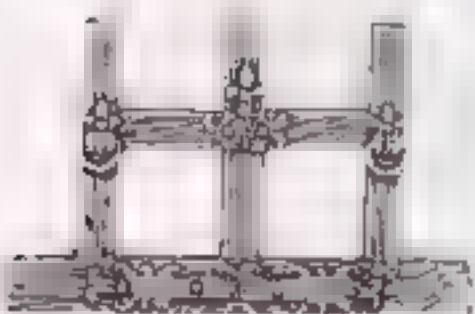
**War Wagon Yoke**  
020204106



**War Wagon Haft**  
020204105



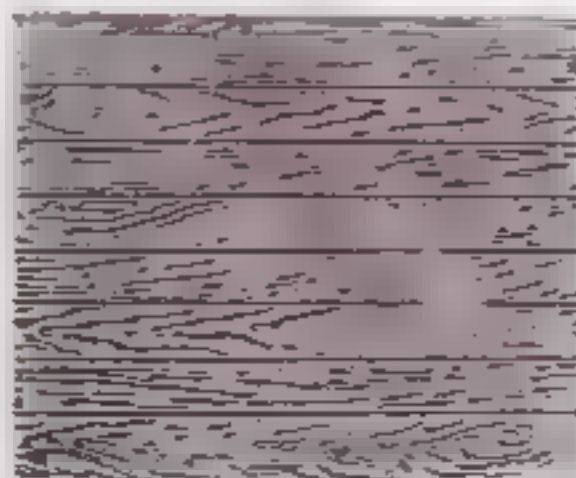
**War Wagon Side Panel**  
020204101



**War Wagon  
Front/Rear Frame**  
020204104



**Solid Wagon  
Wheel Sprue**  
99399999058



**War Wagon Deck**  
020204102



**War Wagon  
Front/Rear Panel**  
020204103





## KISLEV LORDS AND HEROES



**Kislev Ice Queen Blister (1)**  
86-58



**Kislev Ice Queen Body**  
020201401



**Kislev Boyar Blister (1)**  
86-57 (Blister)  
020219501 (Bit)



**Tzar Boris of Kislev on Bear Box (1)**  
86-34

*Note: The Kislev Ice Queen Blister also comes with*

**Medieval Horse Head**  
99389999013

*and*

**Medieval Horse Body**  
99389999003



**Tzar Boris Bear Right Side**  
020212406



**Tzar Boris Bear Left Side**  
020212405



**Tzar Boris Back Banner Sprue**  
020212403

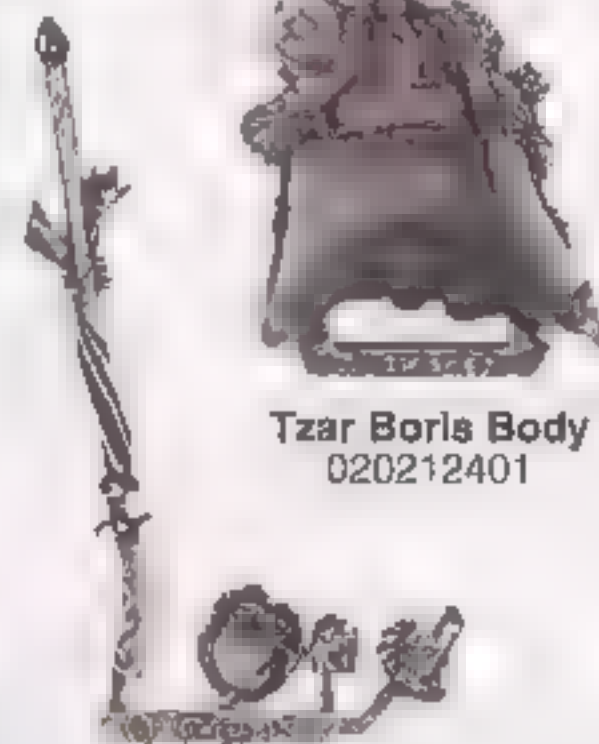


**Tzar Boris Bear Head**  
020212404

## SHOWCASE



*Below: Both of these Kislevite character conversions are from John Cadice's excellent Kislev army from the 2003 Seattle Grand Tournament. They demonstrate how simple modifications to the existing models can produce unique and interesting results.*



**Tzar Boris Body**  
020212401

**Tzar Boris Weapon/Hat Sprue**  
020212402





# KISLEV CORE



**Kislev Kossars Regiment Box (10)**  
86-31



**Kislev Kossars Command Blister (3)**  
86-53



**Kislev Kossar 1**  
020212101



**Kislev Kossar 2**  
020212102



**Kislev Kossar 3**  
020212103



**Kislev Kossar 4**  
020212104



**Kislev Kossar 5**  
020212105



**Kislev Kossar 6**  
020212106



## SHOWCASE



**Kislev Kossar Champion**  
020212801

**Kislev Kossar Standard Bearer**  
020212803



**Kislev Kossar Musician**  
020212802



*Left: Dave Taylor heavily converted a Dogs of War general and a 4th Krootox model to produce this unique Kislevite Bear model*

*The model on foot is made from an archive Grave Guard model and a head from the plastic Khuedabhetter spine*



## KISLEV CORE

### PAINTING KISLEVITE HORSES



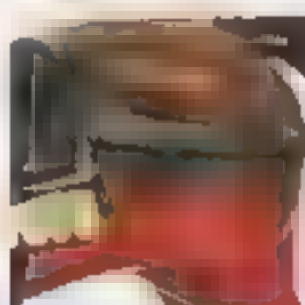
Paint the coat  
Scorched Brown  
and drybrush with  
Dark Flesh  
Don't worry  
about neatness at  
this stage



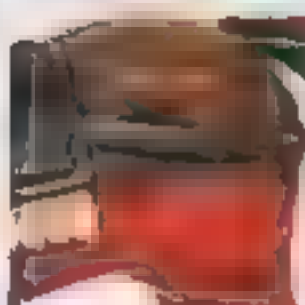
Drybrush the coat  
with Vermilion Brown  
Apply this coat  
sparingly and leave  
the previous colors  
showing through in  
the recesses



Paint the manes,  
harnesses, and other  
details with Chaos  
Black. Drybrush the  
manes and tail with  
Codex Grey. Highlight  
the reins and straps.



Apply Red Gore to  
the underbelly and  
legs of the horse  
Apply this color  
carefully. It may  
require a few coats  
for full coverage



Drybrush the Red  
Gore areas with  
Blood Red followed  
by a final highlight of  
Blood Red with a  
little Blazing Orange  
mixed in



### Kislev Horse Archers Box (3 Command Models and 2 Horse Archers) 86-32

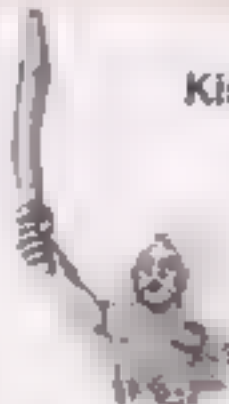
*Note: The Kislev  
Horse Archer Box  
comes with five of  
the following. The  
blister comes  
with two.*

### Kislev Horse Archers Blister (2 Horse Archers) 86-51

**Medieval  
Horse Head**  
99389999013

and

**Medieval  
Horse Body**  
99389999003



**Kislev Horse  
Archer w/  
Sword 2**  
020200506



**Kislev Horse  
Archer  
Body 1**  
020200507



**Kislev Horse  
Archer  
Body 2**  
020200508



**Kislev Horse  
Archer w/  
Sword 1**  
020200509



**Kislev Horse  
Archer  
Chieftain Body**  
020200601



**Kislev Horse  
Archer  
Standard Body**  
020200603



**Kislev Horse  
Archer Legs 2**  
020200504



**Kislev Horse  
Archer Legs 3**  
020200505



**Kislev Horse  
Archer Legs 4**  
020212201



**Kislev Horse  
Archer Legs 5**  
020212202

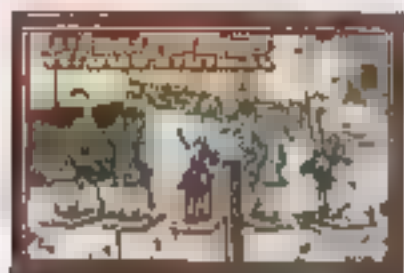


**Kislev Horse  
Archer Legs 6**  
020212203



**Kislev Horse  
Archer  
Musician**  
020200602





# KISLEV CORE



**Kislev Winged Lancers Regiment Box (5)**  
86-33



**Kislev Winged Lancer Legs**  
020200701



**Kislev Winged Lancer Wing**  
020200702

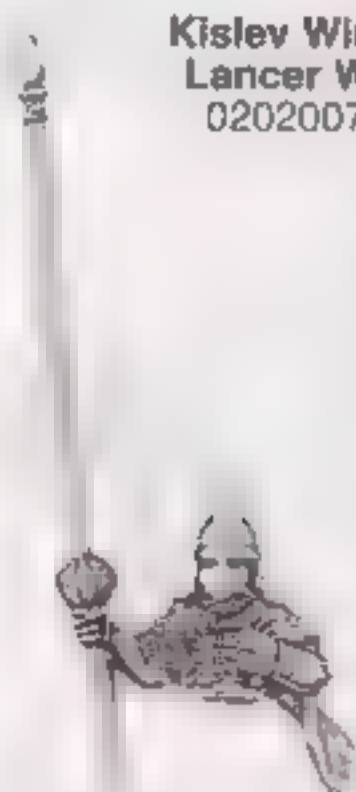
*Note: The Kislev Winged Lancer boxed set comes with five of the following*

**Medieval Horse Head**  
99389999013  
and

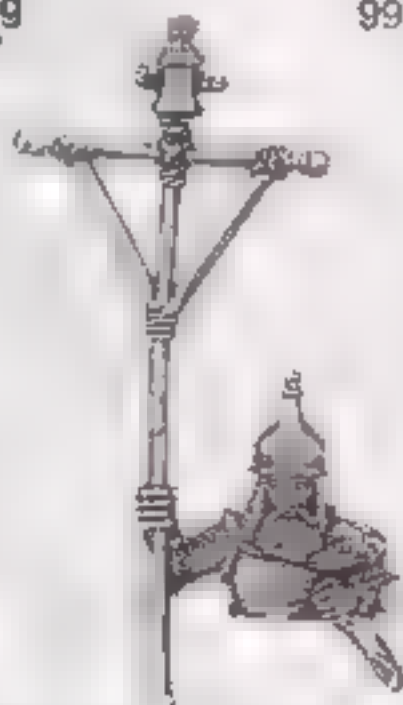
**Medieval Horse Body**  
99389999003



**Kislev Winged Lancer Body 1**  
020200703



**Kislev Winged Lancer Body 2**  
020200704



**Kislev Winged Lancer Standard Body**  
020200805

**Kislev Winged Lancer Champion Body**  
020200806

**Kislev Winged Lancer Drummer Body**  
020200807



## KISLEV SPECIAL

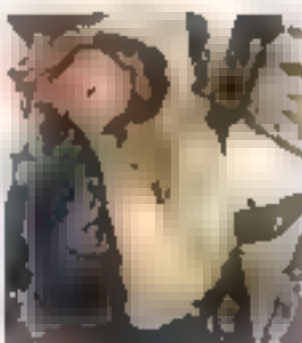
### CONVERTING A MORDHEIM BATTLE STANDARD



This conversion uses a Mordheim Kislev Captain body (and arm from the Kislev accessory sprue), Winged Lancer legs, the Gryphon Legion Standard, Gryphon Legion Wing, Tzar Boris's Shield, a medieval horse, and some green stuff.



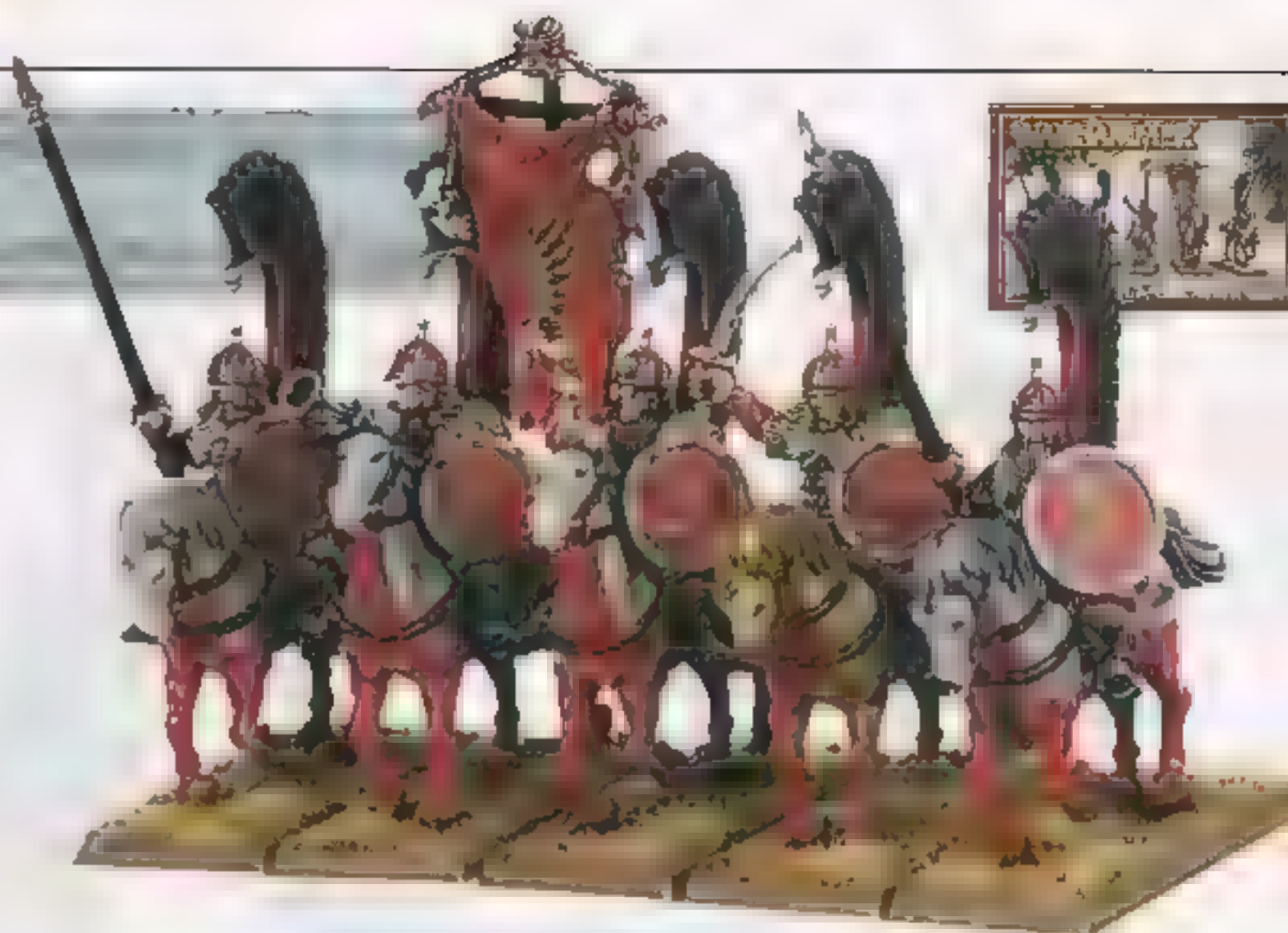
The model has a flask of his favorite spirits to keep him warm out on the desolate tundra. It's made from green stuff and a pistol barrel tip.



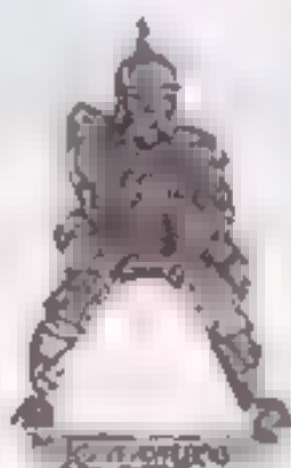
Hide the join between the torso and legs by sculpting the tails of a long coat out of green stuff. Look at other models as a guide for the folds.



The finished model after gluing the standard, wing and sword arm in place. Carefully trim each piece for a proper fit before pinning and gluing the parts together.



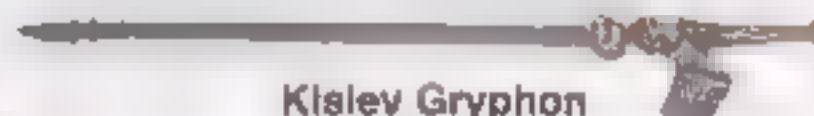
Kislev Gryphon Legion Regiment Box (5)  
86-30



Kislev Gryphon Legion  
Champion Body  
020219601



Kislev Gryphon Legion  
Standard Body  
020219603



Kislev Gryphon  
Legion Lance  
020219609

*Note: The Kislev Winged Lancer Box comes with five of the following:*

Medieval Horse Head  
99389999013  
and

Medieval Horse Body  
99389999003



Kislev Gryphon Legion  
Musician Body  
020219605



Kislev Gryphon Legion Body 1  
020219607



Kislev Gryphon Legion Body 2  
020219608



Kislev Gryphon Legion  
Musician Arm  
020219606



Kislev Gryphon Legion  
Sword Arm  
020219602



Kislev Gryphon Legion Wing  
020219610



Kislev Gryphon Legion Standard  
020219604



**Boxed Sets & Blister Packs – Lords and Heroes**

86-57 Kislev Boyar ..... \$9  
Blister includes 1 model

**Special Characters**

86-34 Tzar Boris of Kislev on Bear ..... \$30  
Box includes 1 model

86-56 Kislev Ice Queen ..... \$10  
Blister includes 1 model

**Boxed Sets & Blister Packs – Core**

86-53 Kislev Kossars Command ..... \$10  
Blister includes 1 model

86-31 Kislev Kossars Boxed Regiment ..... \$30  
Box includes 10 models

86-33 Kislev Winged Lancer Regiment ..... \$35  
Box includes 6 models

86-32 Kislev Horse Archer Box ..... \$35  
Box includes 2 models

86-51 Kislev Horse Archer Blister ..... \$8  
Blister includes 2 models

**Boxed Sets & Blister Packs – Special**

86-30 Kislev Gryphon Legion ..... \$40  
Box includes 5 models

**Metal Blitz and Plastic Sprues – Lords and Heroes****Kislev Boyar**

020219501 Kislev Boyar ..... \$10

**Special Characters****Tzar Boris of Kislev on Bear**

020212401 Tzar Boris Body ..... \$10

020212402 Tzar Boris Weapon/Hat Sprue ..... \$3

020212403 Tzar Boris Back Banner Sprue ..... \$3

020212404 Tzar Boris Bear Head ..... \$3

020212405 Tzar Boris Bear Left Side ..... \$8

020212406 Tzar Boris Bear Right Side ..... \$8

**Kislev Ice Queen**

020201401 Kislev Ice Queen Body ..... \$9

9938999013 Medieval Horse Head ..... \$1

9938999003 Medieval Horse Body ..... \$2

**Metal Blitz and Plastic Sprues – Core****Kislev Kossars**

020212801 Kislev Kossar Champion ..... \$5

020212802 Kislev Kossar Musician ..... \$5

020212803 Kislev Kossar Standard Bearer ..... \$8

020212101 Kislev Kossar 1 ..... \$3.50

020212102 Kislev Kossar 2 ..... \$3.50

020212103 Kislev Kossar 3 ..... \$3.50

**SHOWCASE**

020212104 Kislev Kossar 4 ..... \$3.50  
020212105 Kislev Kossar 5 ..... \$3.50  
020212106 Kislev Kossar 6 ..... \$3.50

**Kislev Horse Archers**

020200504 Kislev Horse Archer Legs 2 ..... \$2.50

020200505 Kislev Horse Archer Legs 3 ..... \$2.50

020212201 Kislev Horse Archer Legs 4 ..... \$2.50

020212202 Kislev Horse Archer Legs 5 ..... \$2.50

020212203 Kislev Horse Archer Legs 6 ..... \$2.50

020200506 Kislev Horse Archer w/ Sword 2 ..... \$3.75

020200507 Kislev Horse Archer Body 1 ..... \$3.75

020200508 Kislev Horse Archer Body 2 ..... \$3.75

020200509 Kislev Horse Archer w/ Sword 1 ..... \$3.75

020200601 Kislev Horse Archer Chieftain Body ..... \$3.75

020200602 Kislev Horse Archer Musician Body ..... \$3.75

020200603 Kislev Horse Archer Standard Body ..... \$3.75

9938999013 Medieval Horse Head ..... \$1

9938999003 Medieval Horse Body ..... \$2

**Kislev Winged Lancers**

020200701 Kislev Winged Lancer Legs ..... \$2.50

020200702 Kislev Winged Lancer Wing ..... \$2.50

020200703 Kislev Winged Lancer Body 1 ..... \$3.75

020200704 Kislev Winged Lancer Body 2 ..... \$3.75

020200805 Kislev Winged Lancer Std Body ..... \$3.75

020200806 Kislev Winged Lancer Champ Body ..... \$3.75

020200807 Kislev Winged Lancer Drummer Body ..... \$3.75

**Metal Blitz and Plastic Sprues – Special****Kislev Gryphon Legion**

020219601 Gryphon Legion Champion Body ..... \$6

020219602 Gryphon Legion Sword Arm ..... \$1.50

020219603 Gryphon Legion Std Bearer Body ..... \$5

020219604 Gryphon Legion Standard ..... \$3

020219605 Gryphon Legion Musician Body ..... \$5

020219606 Gryphon Legion Musician Arm ..... \$1.50

020219607 Gryphon Legion Body 1 ..... \$5

020219608 Gryphon Legion Body 2 ..... \$5

020219609 Gryphon Legion Lance ..... \$2.50

020219610 Gryphon Legion Wing ..... \$3

*Below, These buildings by veteran scenery guru Rob Hawkins show the unique architecture of the Kislevites. The basic structures are made from insulation foam and balsa wood. For a full account of how these buildings were constructed and step-by-step instructions, see White Dwarf 285.*

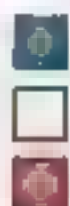


*Above, Chris Walton and Steve Stetel made the awesome modular winter table pictured here to go with the buildings that Rob Hawkins built. The basic structure of the table is made from 2" insulation foam with a river cut into it with a hobby knife. Tree bases and hills were left separate for flexibility in set up. You may notice that the board is divided into three sections, which allows the table to be set up in a variety of configurations to adhere to specific scenario set up instructions. Check out the more of this table in White Dwarf 285.*





## COLORS OF WAR



**Aldorf**

Enchanted Blue, Skull White, Blood Red



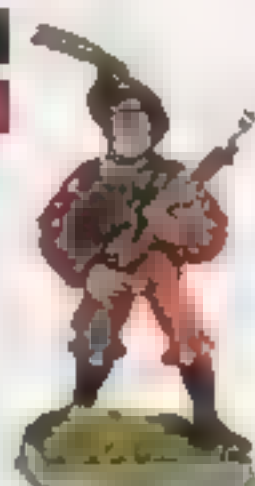
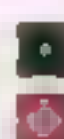
**Averland**

Sunburst Yellow, Chaos Black



**Bogenhafen**

Liche Purple, Bleached Bone



**Carroburg**

Chaos Black, Blood Red



**Hochland**

Blood Red, Dark Angels Green



**Middenheim**

Enchanted Blue, Skull White, Sunburst Yellow



**Middenland**

Enchanted Blue, Blood Red



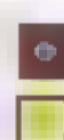
**Nordland**

Enchanted Blue, Sunburst Yellow



**Nuln**

Chaos Black, Desert Yellow



**Ostermark**

Scarb Red, Sunburst Yellow



**Ostland**

Chaos Black, Skull White, Blood Red



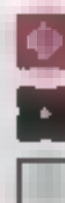
**Reikland**

Bleached Bone, Blood Red



**Stirland**

Dark Angels Green, Sunburst Yellow



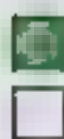
**Gryphon Legion**

Blood Red, Chaos Black, Space Wolves Grey



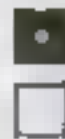
**Winged Lancer**

Red Gore, Enchanted Blue, Bleached Bone



**Str River**

Snot Green, Skull White



**Wissenland**

Codex Grey, Skull White

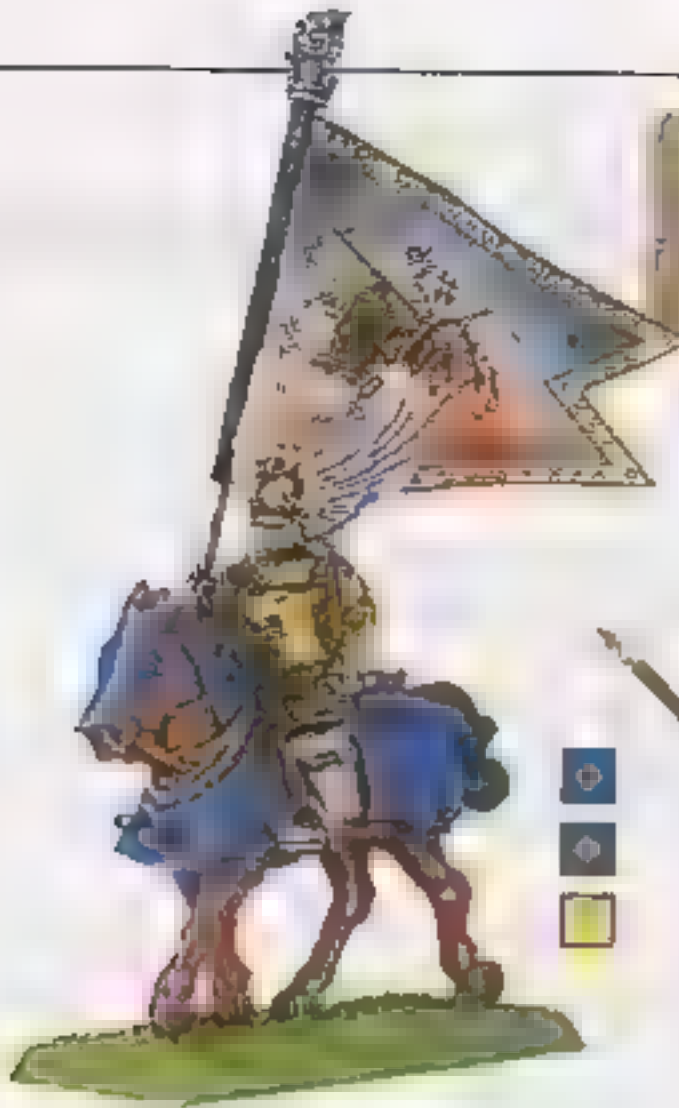


**Kossars**

Blood Red, Enchanted Blue, Ice Blue

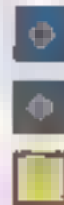


# COLORS OF WAR



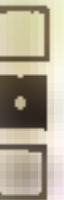
**Knights Panther**

Enchanted Blue Chaos Black Sunburst Yellow



**Knights of the Blazing Sun**

Sunburst Yellow Chaos Black Shining Gold



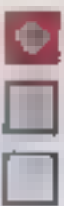
**Order of the Gold Lion**

Chaos Black Chainmail Shining Gold



**Knights of the White Wolf**

Blood Red Chainmail Space Wolves Grey



**Reiksguard Knights**

Slate White Blood Red Spot Green





# HIGH ELVES



Above: Bobby Wong's Golden-Demon-winning High Elf Prince

*From atop the hill, Archmage Atursan surveyed the oncoming army. Blight seemed to march with the Skaven, and the very hills and grasslands turned brown as the horde advanced. In contrast, the resplendent ranks of High Elves seemed to slumber gracefully as the wind whipped and curled their many pennants and banners. By the foul taint of eldritch evil on the winds of magic, Atursan sensed that the vermin had brought with them a Grey Seer, mightiest of the Skaven sorcerers.*

*To Atursan's right, the Repeater Bolt Thrower's taut bow strings began to hum as it unleashed a hail of death into the oncoming foe. Even as the skies overhead darkened, clouds of Elven arrows were launched. Although hundreds were falling, the Skaven tide would reach the thin Elven lines very quickly.*

*The battle details faded and the fine hairs on Atursan's arms and neck went rigid. The flow of magic was being altered. Somewhere, out in the maelstrom, the Grey Seer was pulling the Winds. Shifting his mind and using subtle manipulations of thought and sorcery, Atursan began to siphon the very tides of magic. As the drain spell took effect, Atursan could almost feel the Grey Seer's frustration. Out on the battlefield, a growing nimbus of green cloud suddenly dissipated into small tendrils of colored smoke and was gone in the breeze. Already Atursan could feel the Skaven Sorcerer begin anew, and the supercharged winds of magic began to pulsate as another foul spell began to brew.*

The High Elves are an ancient race that once ruled the Warhammer world. The High Elves are seafarers and powerful in magic, but the High Elves long ago retreated to their island homeland of Ulthuan. Noble or haughty, depending on your viewpoint, the High Elves live in self-imposed isolation. They fight to protect their home and preserve their way of life.

## Fighting Style

In most aspects, the High Elves are a general's dream. They are fast, are skilled with sword and bow, have access to expert cavalry, and have a variety of elite units to choose from. High Elf armies are often outnumbered, and wise High Elf tacticians will try to avoid senseless frontal assaults or battles of attrition. After all, why use a sledgehammer when a rapier is what's needed?

High Elf armies are best when exploiting their flexibility. They can present an impregnable line of spears in defensive formation when needed or send out brilliant counterstrokes of fast-moving cavalry. A mass of Archers and a few Eagle's Claw Repeater Bolt Throwers can blunt even the most determined mass attack. Few foes can withstand the charge of units

Right: Earl Mark took first place at the 2003 Canadian Golden Demon competition

Below: A High Elf Spearmen Regiment by Steve Parkus





such as Swordmasters or Dragon Princes, especially when these charges are combined with supporting charges from speedy Tiranoc Chariots or Great Eagles.

### Collecting a High Elf Army

The first step to collecting a High Elf army is to get your hands on a few Core choices. They will fulfill your minimum army requirements, and even the most basic of High Elven troops the Archers (with BS4) and Spearmen (with WS4 and the ability to fight in three ranks!) are experts to rival the elites of other armies. Players that can't decide between Archers and Spearmen should consider Lothorn Sea Guard – a Unit that incorporates both weapon types.

When expanding a High Elf army, it is well worth looking at cavalry (Silver Helms, Ellyrian Reavers, and Dragon Princes), especially if you are the kind of player who will put a

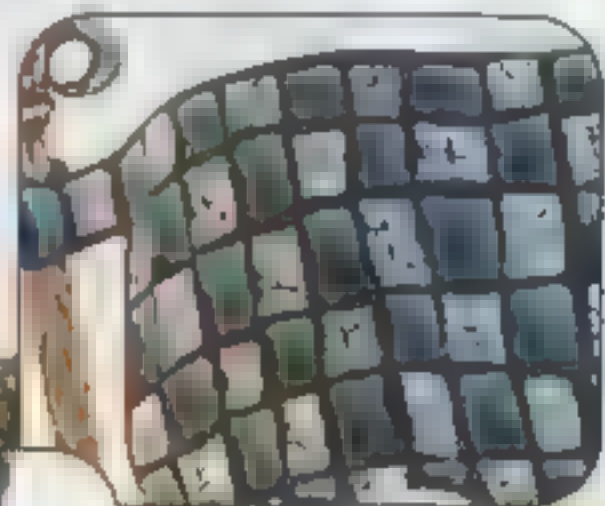
premium on attacking and counterstrikes. High Elf elite infantry units (Swordmasters of Hoeth, White Lions, and Phoenix Guard) all have extra abilities that make them well worth their higher points cost. For instance, the Phoenix Guard not only have a higher Weapon Skill (5) but also wield halberds (+1 Strength) and cause *Fear*.

When first assembling a High Elf force, some players are tempted to purchase one of each of the fantastic High Elf elite troop types. Such an approach may work, but it will result in a very small army. The way to decide which troops are best for your style of play is to get some Core troops painted and fight some

battles. If you want a more defensive force you may want to go for more Archers and Repeater Bolt Throwers as well as elite troops that will slow the enemy advance like Shadow Warriors (who *Scout* and *Skirmish*) or Ellyrian Reavers (excellent *Fast Cavalry*). Defensive forces can include Spearmen and a few harder units (Swordmasters or Dragon Princes) to counterattack as the enemy closes. Of course, if you build a large enough army, you can switch forces in and out to favor any playing style.

The High Elves have been rightfully feared over 5,000 long years of history. It is up to you to continue their legacy of excellence.

*Below: Alan O Bryan's entry into the Golden Demon competition blew everyone away. Even a model in his Swordmaster regiment had a checkered pattern on its helmet complete with Elven runes.*



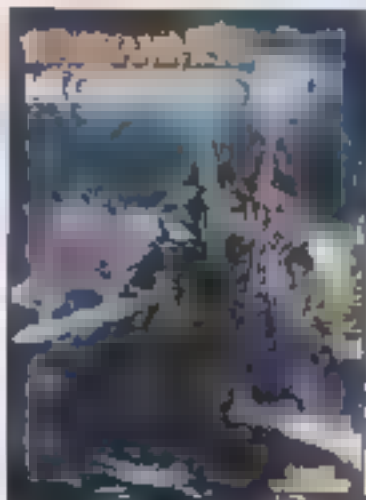
*Below: John Rautz won third place in the 2003 Canadian Golden Demon competition with his Swordmasters of Hoeth.*

*Right: A High Elf Lord painted by Darren Latham.*





## GETTING STARTED



This 80-page rulebook contains painting and modeling guides, background, and the full rules for fielding an army of ancient and deadly High Elves.

**Warhammer Armies:  
High Elves**  
87-01-60

The High Elf Spearmen Regiment Box is a great place to start building your High Elf Army. Spearmen form the base of any good High Elf army, and with the ability to fight in three ranks when charged, they are a Core regiment not to be taken lightly.

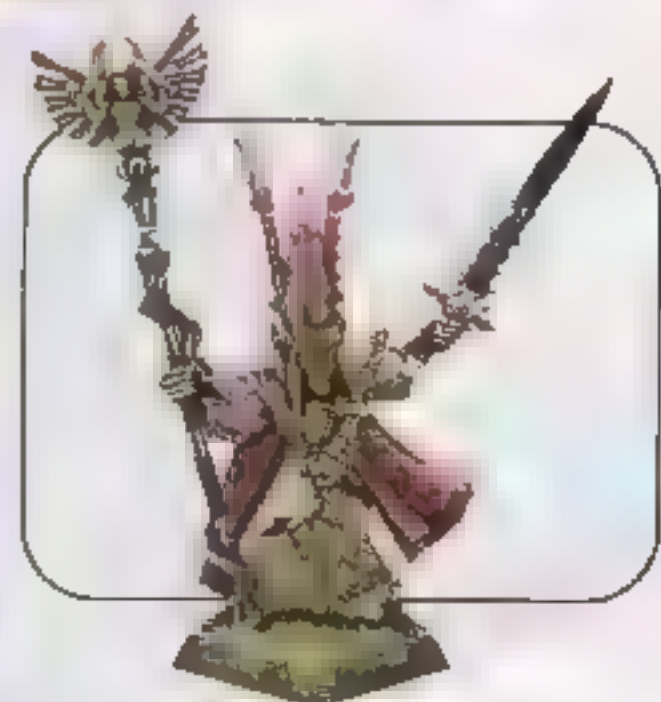


Included in the box is everything you need to make 16 Spearmen with spears and shields. The box also includes a plastic command group consisting of a champion, musician, and standard bearer.



## SHOWCASE

*Left: Shawn Wagner won Best Appearance at the 2003 Vancouver GT with his High Elf Army. Shawn's Spearmen, Archers, and Silver Helms form the bulk of his army, which he complements with more specialized troops. This army is a great example to any aspiring High Elf General of a fantastic army formed primarily from Core troops.*







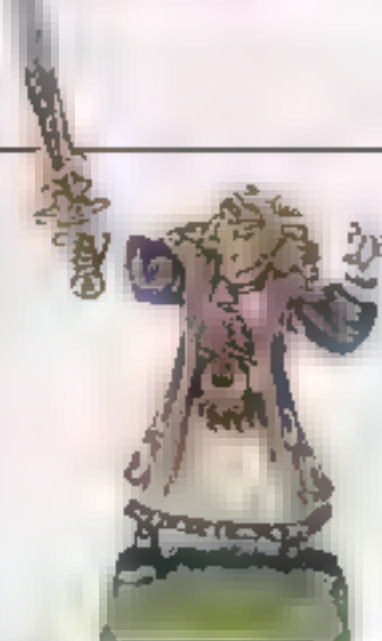
# LORDS & HEROES



**Mage Blister (1 Mtd. Mage and 1  
Random Mage on Foot)**  
87-36



**Mounted Mage  
Body**  
021006001



**Mage 1**  
021003901



**Mage 2**  
021003902



**Teclis High Loremaster  
Blister (1)**  
87-53



**Teclis  
Staff**  
021010702



**Teclis  
Body**  
021010701

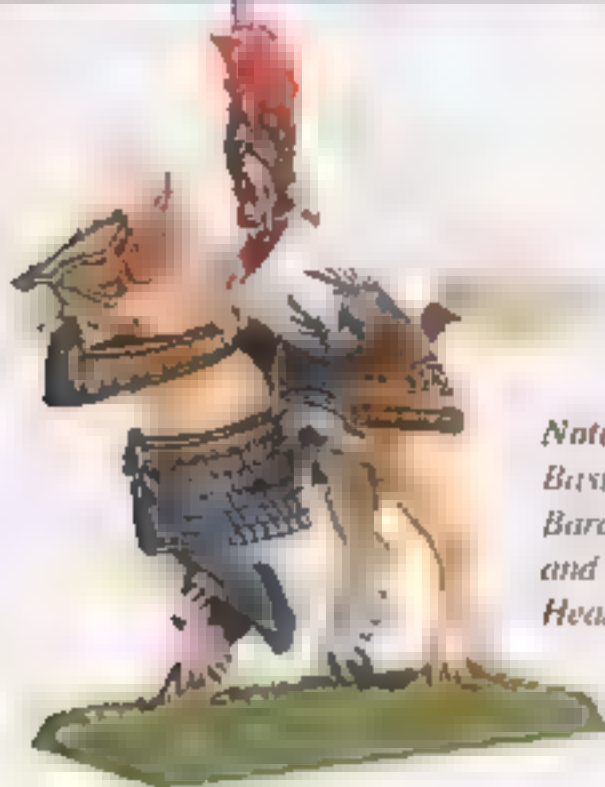


## SHOWCASE

*Right: This superb  
diorama of a High Elf  
Lord was painted by Mark  
Lafon, who won the Silver  
Golden Demon Award for  
this entry at the 2001  
UK Games Day*



# LORDS & HEROES



*Note: The High Elf Lords Blister come with the Barded Elven Steed Body and Barded Elven Steed Head sprues pictured below*



## High Elf Lords Blister (Random 1) 87-35



General  
Body  
021001801



General  
Legs  
021001602



Hero 1  
Body  
021001703



Hero  
Legs  
021001701



Eltharion Blister (1)  
87-57



Eltharion  
Body  
021011101



Eltharion  
Sword  
021011102



Barded Elven Steed  
Body  
99389999006



Barded Elven Steed  
Head  
99389999016





## LORDS &amp; HEROES



**Tyrion, Defender of Ulthuan Box (1)**  
87-13



**Tyrion  
Horse Right Side**  
021010106



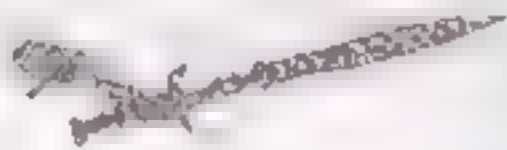
**Tyrion  
Horse Left Side**  
021010104



**Tyrion  
Base**  
021010108



**Tyrion  
Horse Tail**  
021010105



**Tyrion  
Sword Arm**  
021010102



**Tyrion  
Helmet Sprue**  
021010107



**Tyrion  
Horse Head**  
021010103



**Tyrion  
Body**  
021010101

*Below: The Tiranox Chariot and High Elf Lord shown here are two units by Steve Farkas used in his 2002 Chicago Grand Tournament Arm-Save-son-O-crull in the tournament, and his army was not only nice to look at but deadly to his opponents as well.*

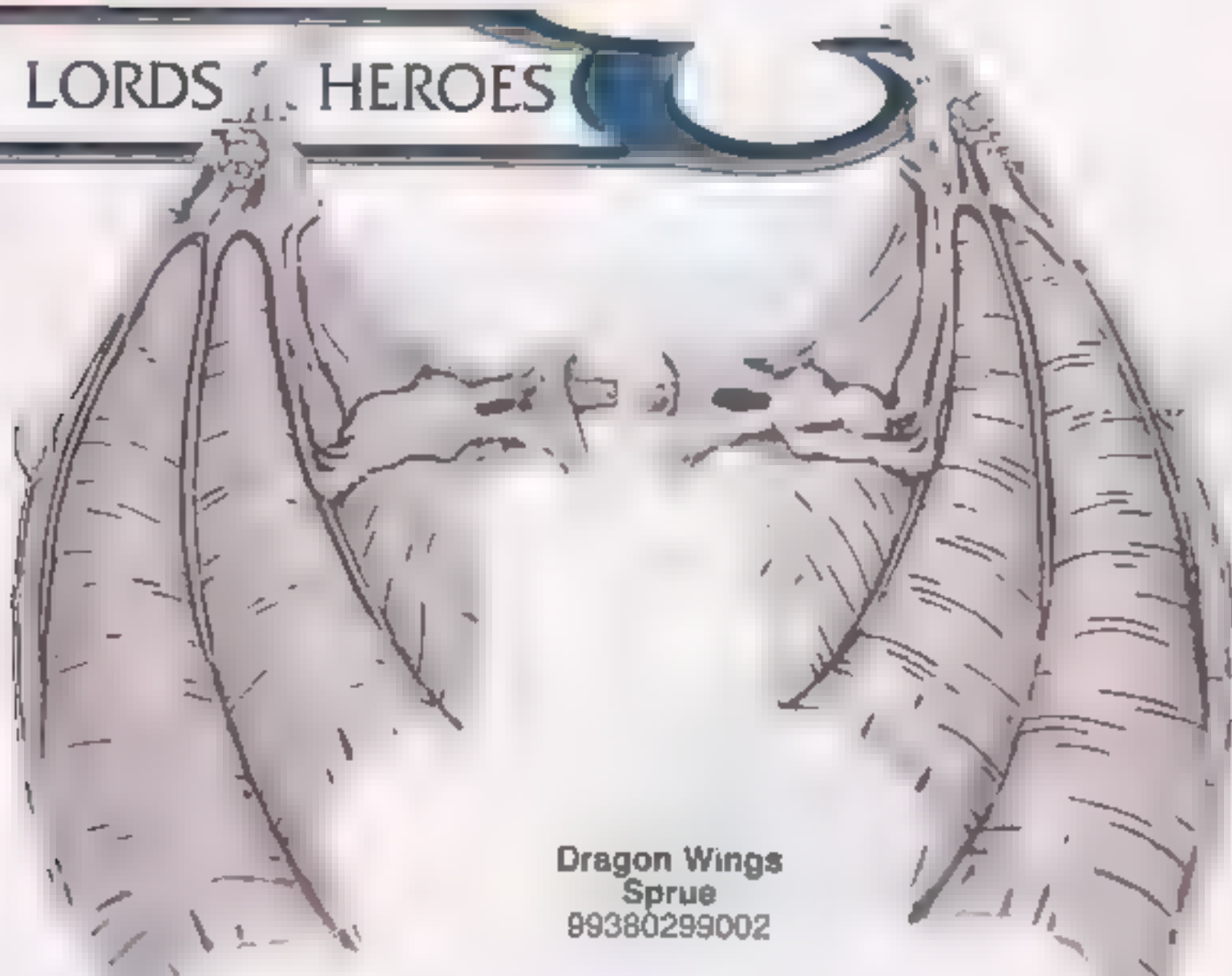
## SHOWCASE



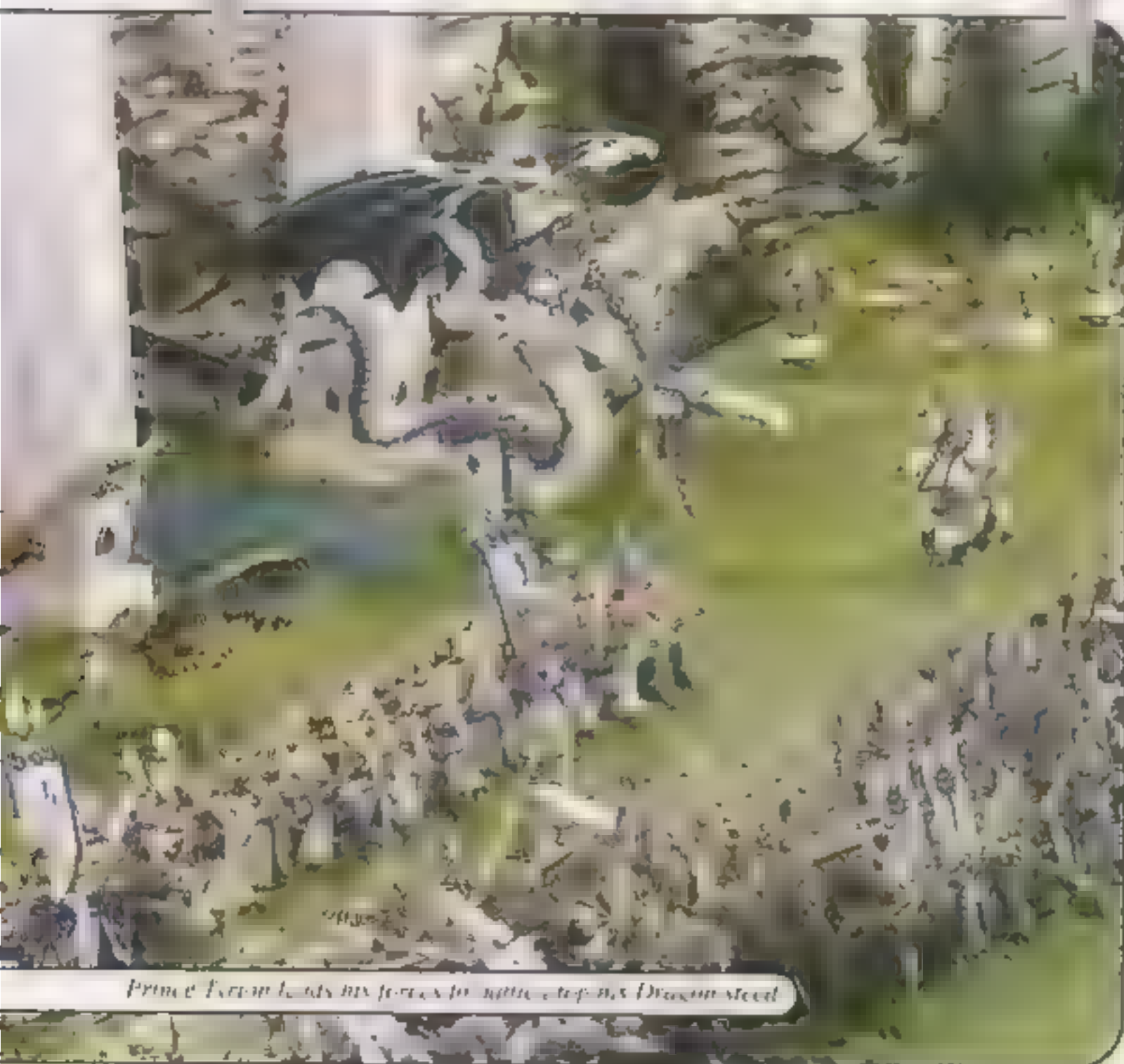




## LORDS & HEROES



**Dragon Wings**  
Sprue  
99380299002



*Prince Imrik leads his forces to battle atop his Dragon steed*



**Prince Imrik Dragon**  
Horns  
021010206

**Prince Imrik Dragon**  
Right Arm  
021010207



**Prince Imrik**  
Lance  
021010203



**Prince Imrik Dragon**  
Left Claw  
021010208



**Prince Imrik Dragon**  
Lower Jaw  
021010205



**Prince Imrik Dragon**  
Upper Jaw  
021010204



**Prince Imrik**  
Body  
021010201



**Prince Imrik**  
Legs  
021010202



# LORDS & HEROES

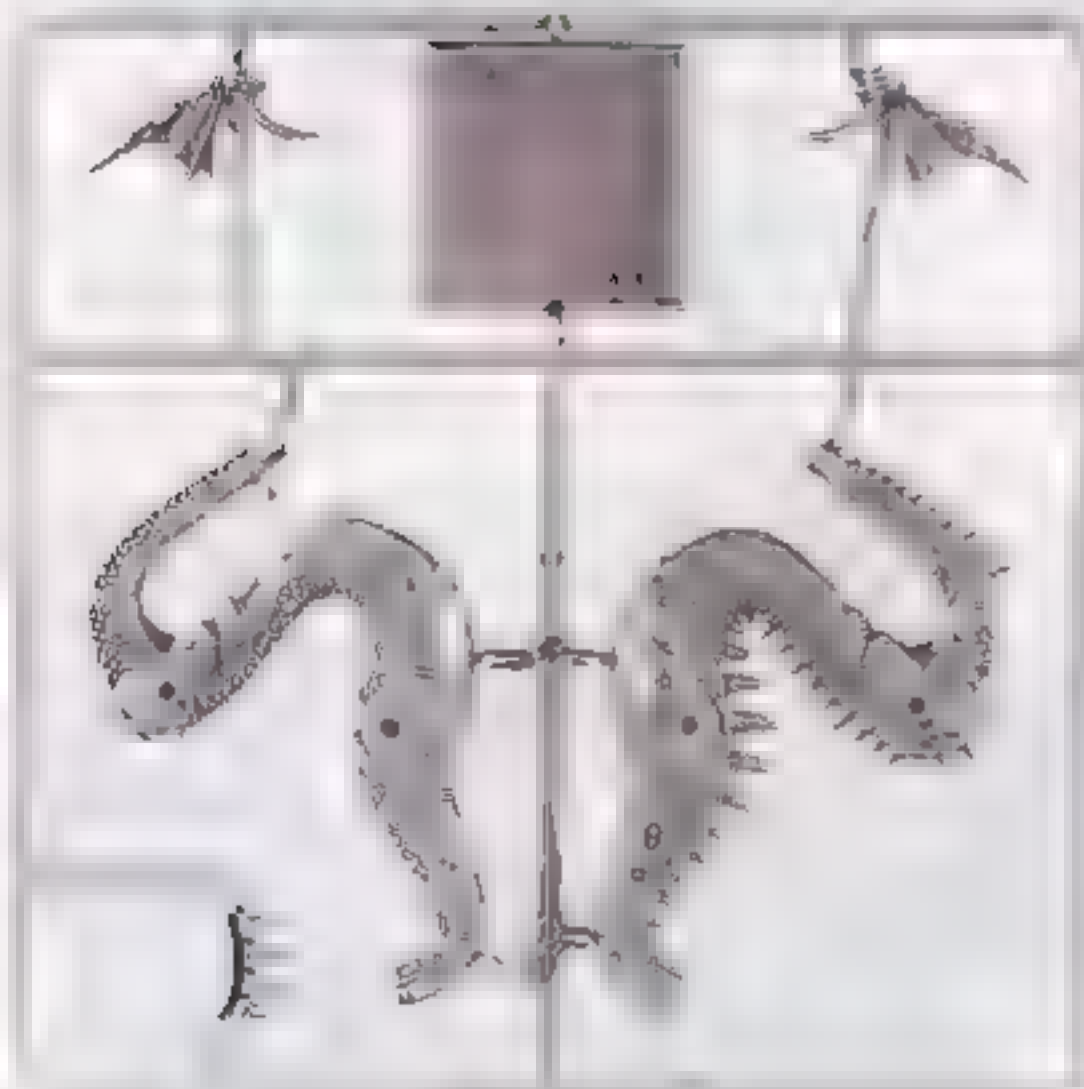


**Prince Imrik Dragonlord Box (1)**  
87-11



**Prince Imrik Dragon Tail**  
021010209

*Sprues shown at 50% of actual size*



**Dragon Body Sprue**  
99389999075



**Dragon Limbs Sprue**  
99389999077



## CORE UNITS



The majority of warriors in High Elf armies are citizen militia rather than professional soldiers. This militia is a part-time army in which all take their turn to serve. Each Elf provides his own battle gear in defense of his home and country.

The Spearman regiments are the senior arm of the militia and are expected to fight bravely in the main line of battle. With decades of experience behind him, an Elf can don the armor of a Spearman and join his fellows in the rigorous training needed to fight efficiently as one body.



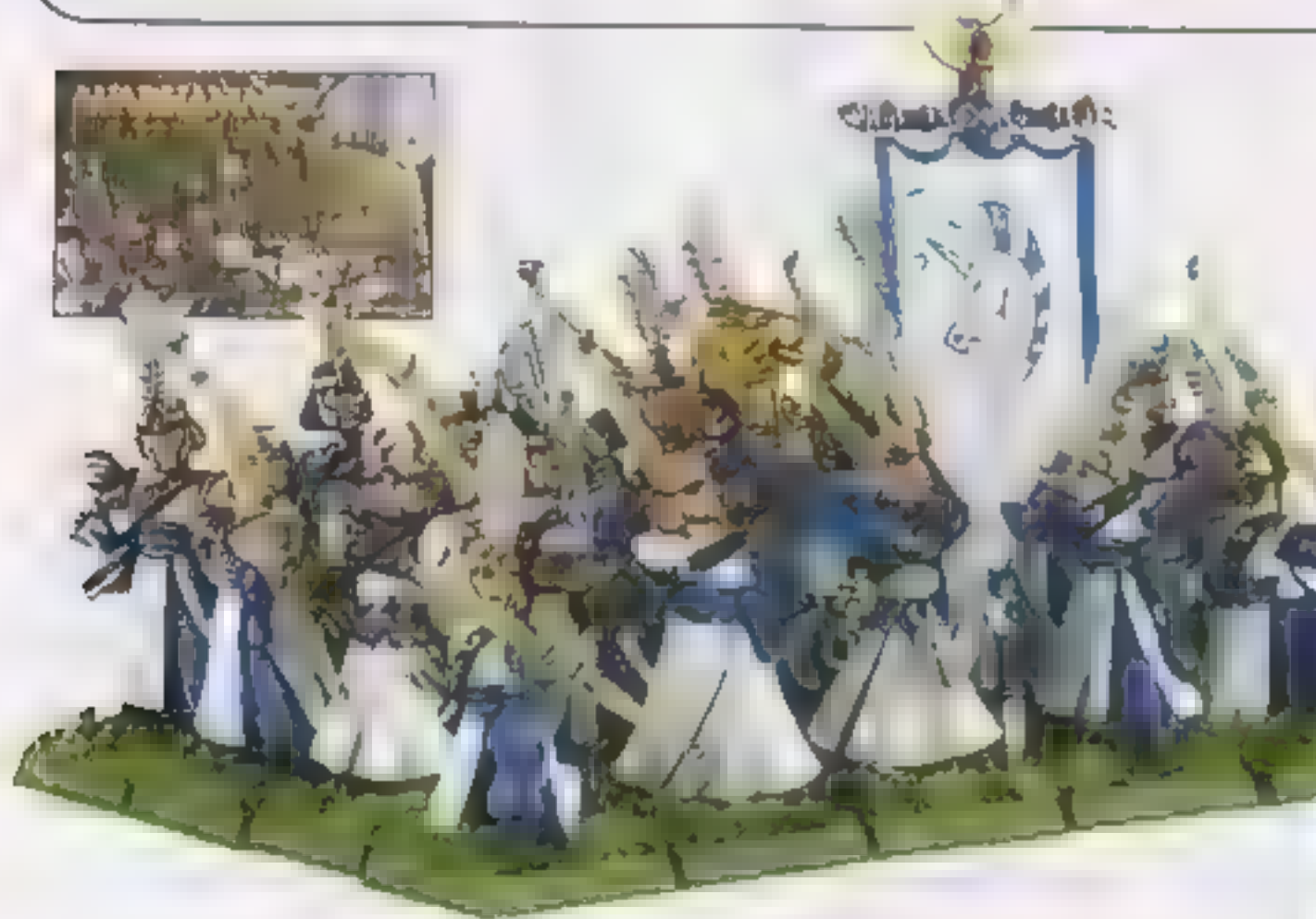
**High Elf Spearman Box (16)**  
87-06

Calanthe does not field a citizen militia as all the other provinces do and instead contributes the Lothorn Sea Guard to the Phoenix King's army. Unlike the normal levy, the Phoenix Guard is not called up in times of need but remains at arms at all times.

The Sea Guard patrols the shores around Lothorn and mans the many batteries of Eagle Claw Bolt Throwers that overlook the harbor approaches. The Sea Guard also forms a corps of marines to crew the many sleek vessels of the High Elven fleet that circle the world in its long patrols.



When a High Elf is brought into the citizen levy, a keen-eyed young Elf begins his training in the Archers. Lacking the battle experience of his older brethren, he fights from a distance – experiencing the carnage of war from a relatively safe place. As his familiarity with the horrors of battle grows, he will eventually be promoted to the ranks of the Spearman.



**High Elf Archers Box (16)**  
87-08

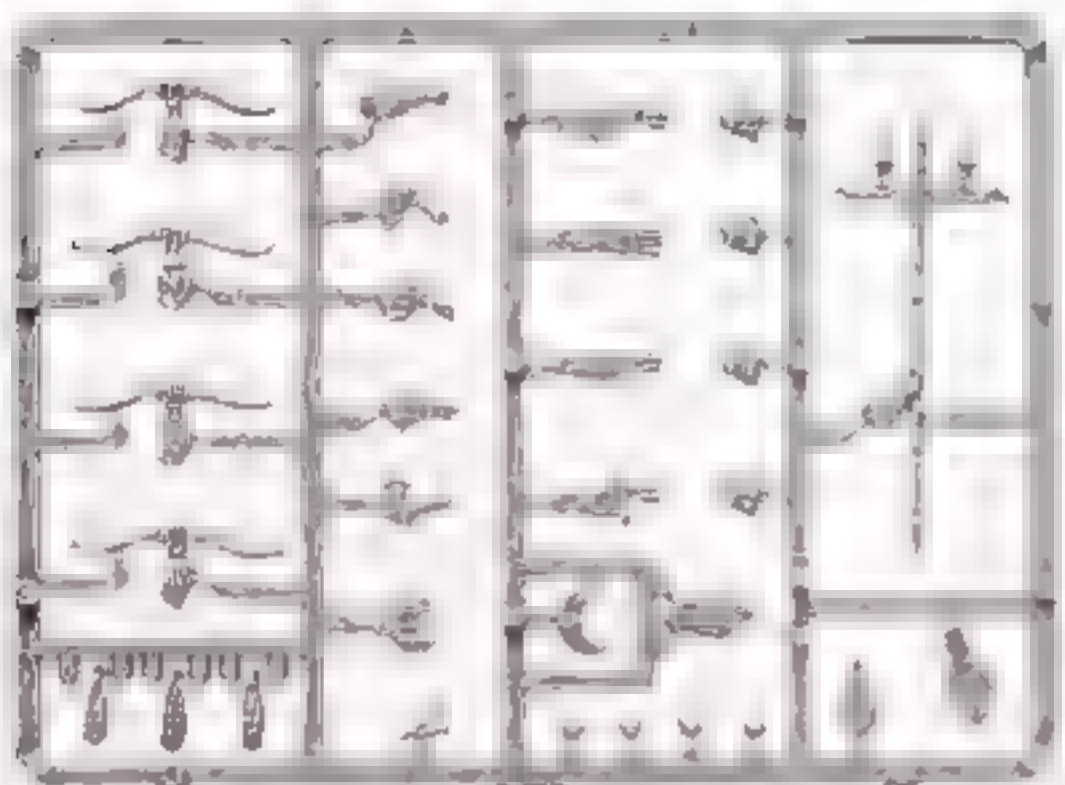


*High Elf Archers defend the gates to their lands.*

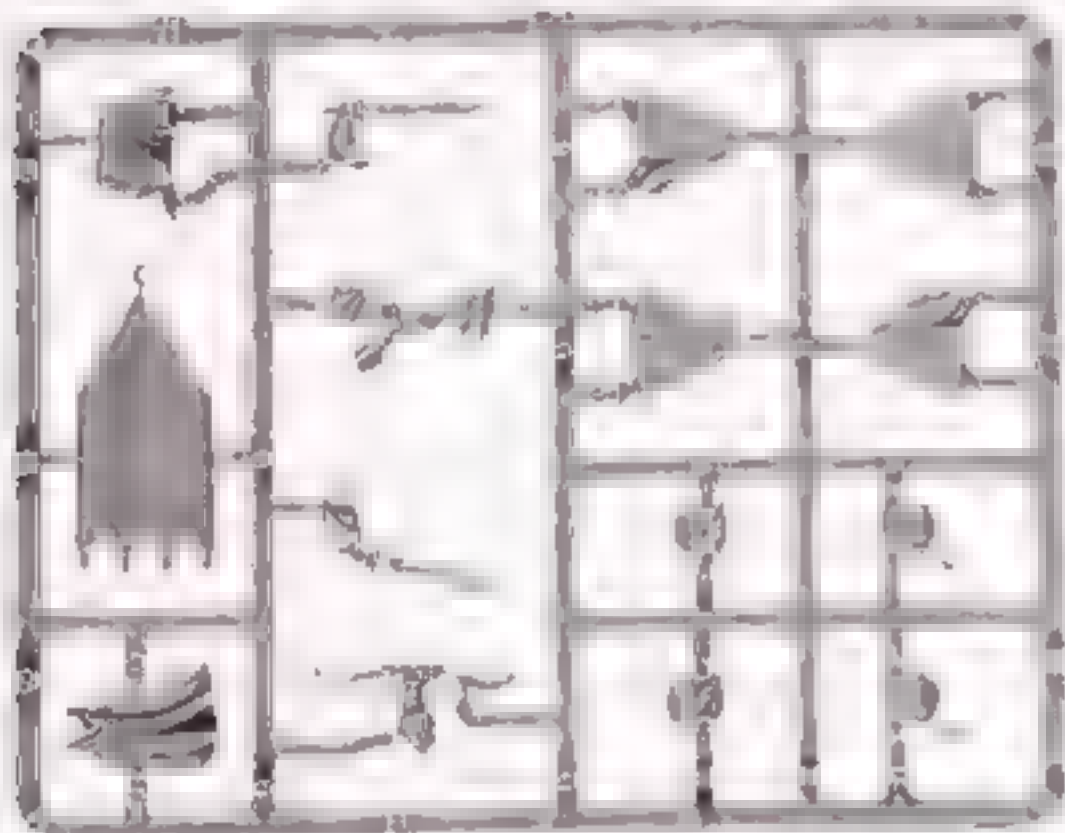




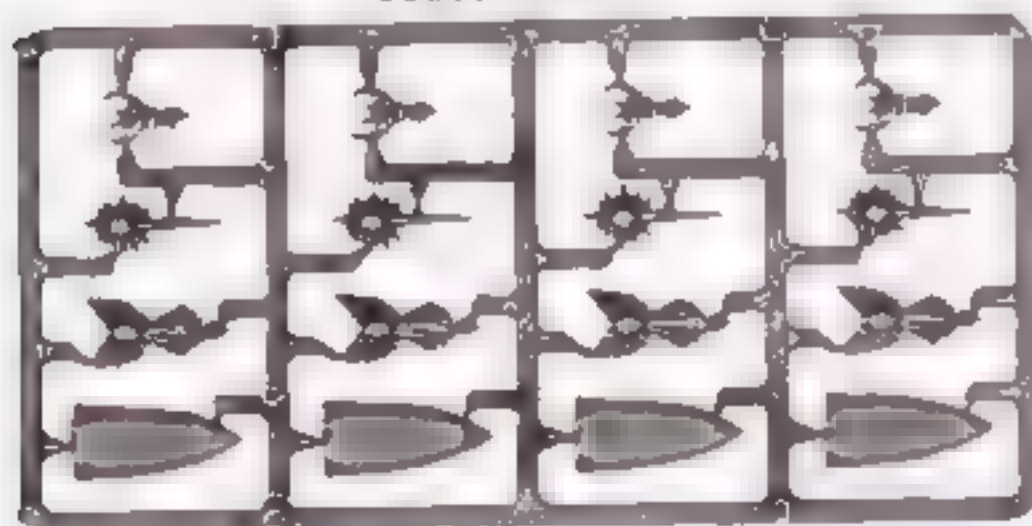
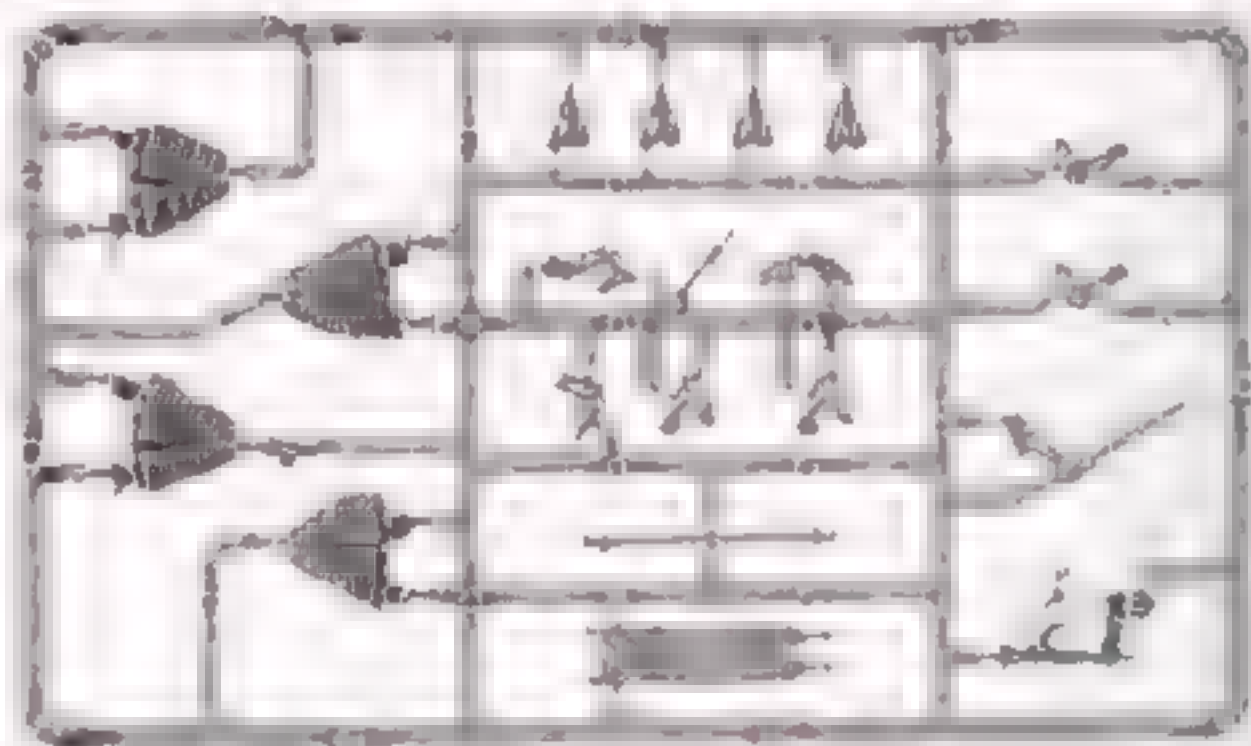
## CORE UNITS



High Elf Archers Sprue  
99380210002



High Elf Spearmen Sprue  
99380210001



High Elf Shield Sprue  
99360299008

*Sprues  
shown at  
50% of  
actual size*

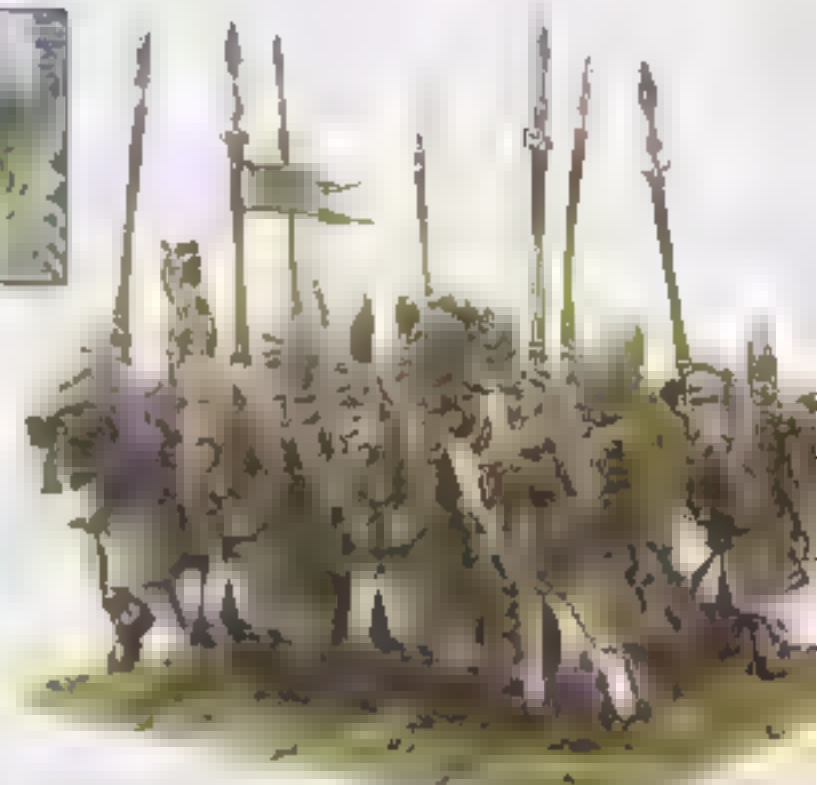




# CORE UNITS



High Elf Silver Helms Box (8)  
87-09



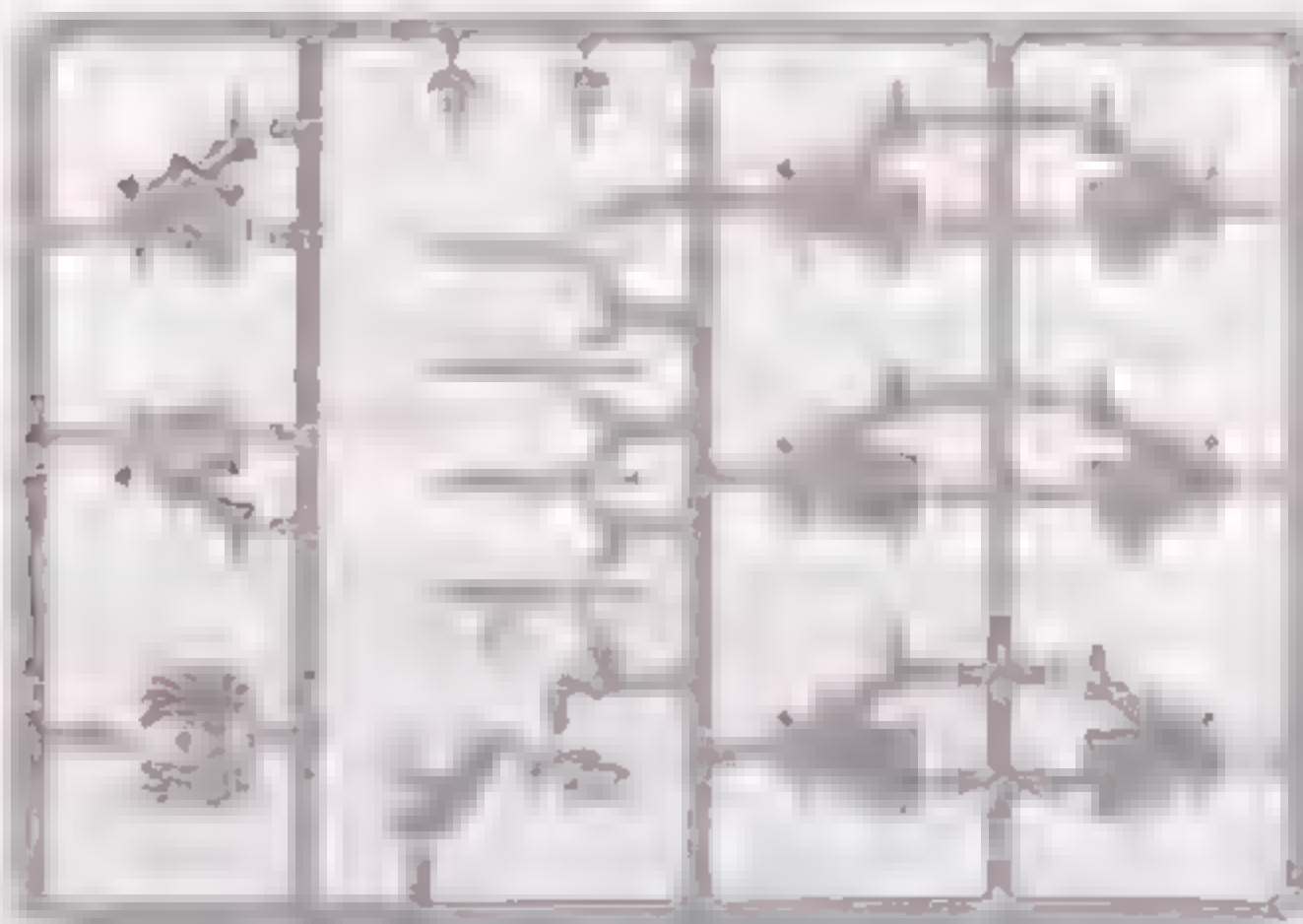
Above: Jason Lee's High Elf Silver Helms unit demonstrates correct color scheme.



High Elf Silver Helms Shield Sprue  
99360210001

Note: High Elf Silver Helms comes with the Baranor Iron Steed and Head (priced found on p. 652)

Sprues shown at 1/4 of actual size



High Elf Silver Helms Sprues  
99380210003



*Note: Ellyrian Reavers come with a random Elven Steed sprue and Head sprue found on the next page*



**Ellyrian Reaver Blister (Random 1)**

87-48

**Ellyrian Reaver Command Blister (Random 1)**

87-47



**Ellyrian Reaver Standard**  
021010404



**Ellyrian Reaver Sword Arm**  
021010403



**Ellyrian Reaver Horn**  
021010402



**Ellyrian Reaver Command Body**  
021010401



**Ellyrian Reaver Torso 2**  
021002602



**Ellyrian Reaver Torso 1**  
021002601



**Ellyrian Reaver Legs 2**  
021002604



**Ellyrian Reaver Legs 1**  
021002603



**Ellyrian Reaver Bow Arm Sprue**  
021002610



**Ellyrian Reaver Spear Sprue**  
021002606

## SPECIAL UNITS

### ELVEN STEEDS

#### Step 1

After painting a basecoat on your Elven Steeds, you can add the spotting that distinguishes Elven Steeds from other horse breeds in the Old World. To begin, stipple Fortress Grey spots in a tight random pattern onto the steed's rump. To create the stipple effect, wipe most of the paint on the brush onto a tissue in a manner similar to drybrushing, and then dab, rather than wipe, on the selected areas.



#### Step 2

Create a 50/50 mix of Fortress Grey and Skull White and stipple inside the Fortress grey spots that you applied in the first step.



#### Step 3

For the final step, stipple a very small amount of Skull White in the very center of the spots.



You can also use this process on the front of the horse near the shoulders and base of the neck. Your steeds are now ready for their riders and any final details you need to apply.



## SPECIAL UNITS

*Sprues shown at 85% of actual size*



**Elven Steed  
Sprue**  
99389999005



**Tiranoc Chariot Box (1)**  
87-07



*Sprues shown at 75% of actual size*



**Elven Steed  
Head**  
99389999015



**Tiranoc Chariot  
Haft**  
21004808



**7-Spoked Wheel**  
99399999001



**Tiranoc Chariot  
Yoke**  
021004809



**Tiranoc Chariot  
Base**  
021004803



**Tiranoc Chariot  
Bowman**  
021004802



**Tiranoc Chariot  
Spearman**  
021004801



**Tiranoc Chariot  
Left Side**  
021004804



**Tiranoc Chariot  
Right Side**  
021004805



**Tiranoc Chariot  
Front**  
021004806



**Tiranoc Chariot  
Accessory Sprue**  
021004807



The Swordmasters are not only experts with their two-handed blades, they also learn to fight with their bare hands and any weapon they can reach. However, with their finely balanced great swords, they are among the most deadly infantry in the world. The center of the Swordmasters' cult is the White Tower of Hoeth in ancient Suphery. Here, they study the ways of battle and hone their skills. Some say the Swordmasters can cut a candle in half without disturbing the flame. Others say that they can fight in complete darkness guided only by the sound of their foe's breathing.



Above: Two Swordmasters painted in variant color schemes



Swordmaster Regiment Box (10) & Command Blister (3)  
87-14 87-40



Swordmaster 1  
Standard  
021005101



Swordmaster 1  
Champion  
021005001



Swordmaster 1  
Musician  
021005102



Swordmaster 1  
021004901



Swordmaster 2  
021004902



Swordmaster 3  
021004903



Swordmaster 4  
021004904



Swordmaster 5  
021004905



Swordmaster 6  
021004906



Swordmaster 7  
021004907



Swordmaster 8  
021004908



Swordmaster 9  
021004909



# RARE UNITS



**Dragon Prince  
Horse Head 1**  
021010313



**Dragon Prince  
Horse Head 2**  
021010314



**Dragon Prince  
Shield 1**  
021010307



**Dragon Prince  
Shield 2**  
021010308



**Dragon Prince Regiment Box (5) & Command Blister (1)**  
87-12 87-56



**Dragon Prince  
Body 1**  
021010301



**Dragon Prince  
Body 2**  
021010302



**Dragon Prince  
Body 3**  
021010303



**Dragon Prince  
Body 4**  
021010304

*Note: Dragon Princes come  
with the Barded Elven Steed  
sprues found on p. 652*



**Dragon Prince  
Horn**  
021010312



**Dragon Prince  
Sword**  
021010311



**Dragon Prince  
Command Body**  
021010309



**Dragon Prince  
Standard**  
021010310



**Dragon Prince  
Lance 1**  
021010305



**Dragon Prince  
Lance 2**  
021010306

**Dragon Prince Command Blister (1)**  
87-56



## RARE UNITS



Shadow Warrior 1  
021010006



Shadow Warrior 2  
021010002



Shadow Warrior 4  
021010003



Shadow Warrior 3  
021010005



Shadow Warrior 5  
021010004



Shadow Warrior 6  
021010001

Shadow Warriors  
Blister (Random 3)  
87-52

*Below: Three  
Dragon Princes  
painted in variant  
color schemes*



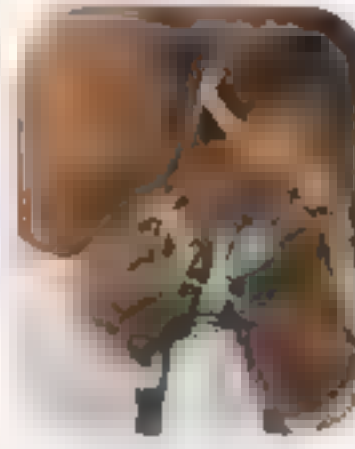
## SHOWCASE

### BOW STRINGS



**Step 1**  
After painting the model, use a pin vice to drill a hole through the hand from the top to the bottom of the middle finger.

**Step 2**  
Feed light colored thread (gray or white) through the hole.



**Step 3**  
Add a small drop of superglue to the bottom of the bow and draw the thread across it to secure it. When it dries, trim off the extra glue and thread with clippers or a sharp hobby knife.

**Step 4**  
Add a drop of superglue to the top of the bow and draw the thread across to secure it. Trim off the excess glue and thread when it dries. Paint a thin layer of varnish on the thread to keep it from fraying.

### ARROWS



**Step 1**  
Drill a hole between the index and middle fingers of the model.

**Step 2**  
Cut a piece of fine wire (a small paper clip will work). The wire should extend from the drawing hand of the model to just past the other hand holding the bow.

**Step 3**  
Dip one end of the arrow into superglue and insert it into the hole in the model's hand. Apply glue to the area where the arrow meets the other hand and secure it in place until it dries.



**Step 4**  
Paint the arrow any desired color and paint the tip with a light metal to represent the head. For extra detail, glue small paper strips to the end closest to the model's hand to represent the arrow's fletchings.



## RARE UNITS

Great Eagle Blister (Random 1)  
92-42



Great Eagle  
Left Wing 2  
020400809

Great Eagle  
Right Wing 2  
020400810



Great Eagle  
Left Wing 1  
020400807



Great Eagle  
Right Wing 1  
020400808



Great Eagle  
Head 2  
020400803



Great Eagle  
Head 3  
020400805



Great Eagle  
Head 1  
020400801



Great Eagle Tail 1  
020400802



Great Eagle Tail 2  
020400804



Great Eagle Tail 3  
020400806

## SHOWCASE



*The Lothorn Sea Guard patrols the coast of Ulthuan*



# RARE UNITS



*Right: Two additional point schemes for the Phoenix Guard*



**Phoenix Guard Regiment Box (10)**  
87-15

**Phoenix Guard Command Blister (3)**  
87-51

*Right: A back view of a design painted on the cloak of a Phoenix Guard*



**Phoenix Guard Champion**  
021010601



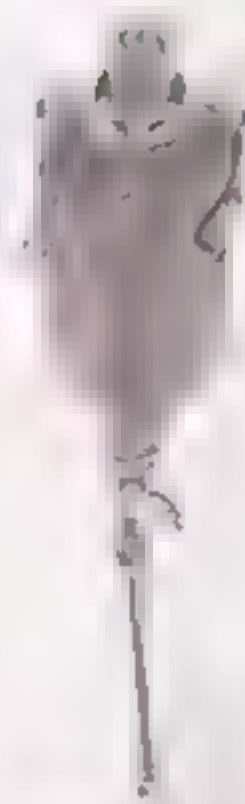
**Phoenix Guard Standard Bearer**  
021010602



**Phoenix Guard Musician**  
021010604



**Phoenix Guard Drum**  
021010605



**Phoenix Guard Standard**  
021010603



**Phoenix Guard Halberd**  
021010506



**Phoenix Guard 1**  
021010501



**Phoenix Guard 2**  
021010502



**Phoenix Guard 3**  
021010503



**Phoenix Guard 4**  
021010504



**Phoenix Guard 5**  
021010505



## ELVEN CLOTHING



### Method 1

Basecoat with Fortress Grey. Highlight with a 75/25 mix of Fortress Grey and Skull White. Next, highlight with a 50/50 mix of Fortress Grey and Skull White and then a 25/75 mix of Fortress Grey and Skull White. Finally, highlight with Skull White on its own.



### Method 2

Basecoat with Ice Blue. Highlight with a 75/25 mix of Ice Blue and Skull White. Next, highlight with a 50/50 mix of Ice Blue and Skull White and then a 25/75 mix of Ice Blue and Skull White. Finally, highlight with Skull White on its own.



### Method 3

Basecoat with Bleached Bone. Highlight with a 75/25 mix of Bleached Bone and Skull White. Next, highlight with a 50/50 mix of Bleached Bone and Skull White and then a 25/75 mix of Bleached Bone and Skull White. Finally, highlight with Skull White on its own.

## RARE UNITS



**Bolt Thrower Blister**  
(1 Bolt Thrower and 2 Random Crew)  
87-49



**Bolt Thrower Crew 1**  
021009908



**Bolt Thrower Crew 2**  
021009907



**Bolt Thrower Base**  
021009901



**Bolt Thrower Crew 3**  
021009906



**Bolt Thrower Crew 4**  
021009909

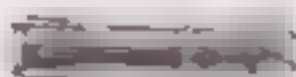


**Bolt Thrower Bow**  
021009903

*Below, an example of a variant color scheme for the High Elf Bolt Thrower crew painted by Shawn Wagner*



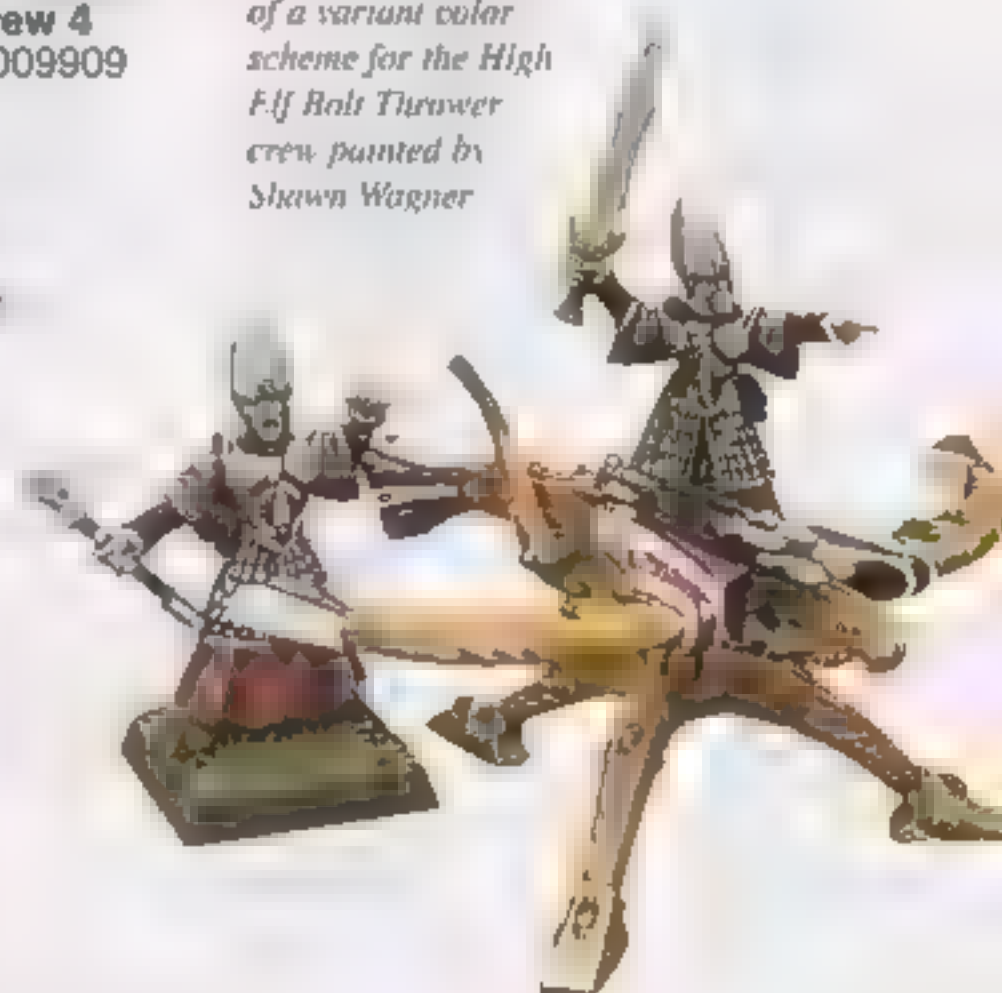
**Bolt Thrower Legs**  
021009902



**Bolt Thrower Bolts**  
021009905



**Bolt Thrower Support**  
021009904





## RARE UNITS



**White Lion Regiment Box (10)**  
87-16

**White Lion Command Blister (3)**  
87-38

*Right: Back  
view of a  
White Lion*



**White Lion 1**  
021004001



**White Lion 2**  
021004002



**White Lion 3**  
021004003



**White Lion 4**  
021004004



**White Lion 5**  
021004005



**White Lion 6**  
021004006



**White Lion 7**  
021004007



**White Lion 8**  
021004008



**White Lion  
Musician**  
021004503



**White Lion  
Champion**  
021004401



**White Lion  
Standard**  
021004501



**White Lions  
Standard Top**  
021004502



## PRICE LIST

### Getting Started

87-01-80 Warhammer Armies: High Elves . . . \$20

### Boxed Sets & Blister Packs – Lords & Heroes

87-35 Lords . . . \$10  
Blister includes 1 model

87-36 Mages . . . \$15  
Blister includes 2 models

87-57 Eltharon . . . \$10  
Blister includes 1 model

87-11 Imrik, Dragon Prince of Calador . . \$46  
Box includes 1 model

87-53 Tactis, High Loremaster of the White Tower . \$13  
Blister includes 1 model

87-13 Tyrion, Defender of Ulthuan . . . \$25  
Box includes 1 model

### Boxed Sets & Blister Packs – Core

87-08 Archer Regiment . . . \$30  
Box includes 16 models

87-09 Silver Helms Regiment . . . \$30  
Box includes 8 models

87-06 Warrior Regiment . . . \$30  
Box includes 16 models

### Boxed Sets & Blister Packs – Special

87-56 Dragon Prince Command . . . \$9  
Blister includes 1 model

87-12 Dragon Princes . . . \$45  
Box includes 5 models

87-47 Ellyrian Reaver Command . . . \$8  
Blister includes 1 model

87-48 Ellyrian Reaver . . . \$8  
Blister includes 1 model

87-52 Shadow Warriors . . . \$9  
Blister includes 3 models

87-40 Swordmaster Command . . . \$10  
Blister includes 3 models

87-14 Swordmaster Regiment . . . \$35  
Box includes 10 models

87-07 Tiranoc Chariot . . . \$25  
Blister includes 1 model

### Boxed Sets & Blister Packs – Rare

92-42 Great Eagle . . . \$15  
Blister includes 1 model

87-51 Phoenix Guard Command . . . \$10  
Blister includes 3 models

87-15 Phoenix Guard Regiment . . . \$40  
Box includes 10 models

87-49 Repeating Bolt Thrower . . . \$20  
Blister includes 1 model

87-16 White Lions of Chrace Regiment . . \$35  
Box includes 10 models

87-38 White Lions of Chrace Command . . \$10  
Blister includes 3 models

### Metal Blitz – Lords & Heroes

021006001 Mounted Mage . . . \$6.50

021001601 Mounted General Body . . . \$5

021001602 Mounted General Legs . . . \$2

021001701 Mounted Hero Legs . . . \$2

021001702 Mounted Hero Body 2 . . . \$5

021001703 Mounted Hero Body 1 . . . \$5

021003901 Mage w/ Sword . . . \$7

021003902 Mage w/ Sword & Staff . . . \$7

99389999006 Barded Elf Steed Body . . . \$2

99389999016 Barded Elf Steed Head . . . \$1

### Eltharon

021011101 Eltharon Body . . . \$9

021011102 Eltharon Sword . . . \$1

### Prince Imrik

021010201 Prince Imrik Body . . . \$3

021010202 Prince Imrik Legs . . . \$3

021010203 Prince Imrik Lance . . . \$2

021010204 Prince Imrik Dragon Upper Jaw . \$5

021010205 Prince Imrik Dragon Lower Jaw . \$5

021010206 Prince Imrik Dragon Horns . . . \$2

021010207 Prince Imrik Dragon Right Arm . . \$4

021010208 Prince Imrik Dragon Left Claw . . \$2

021010209 Prince Imrik Dragon Tail . . . \$6

99389999075 Dragon Body . . . \$9

99389999077 Dragon Limbs . . . \$9

99380299002 Dragon Wing Set . . . \$12

### Tectis

021010701 Tectis Body . . . \$10

021010702 Tectis Staff . . . \$3

### Tyrion

021010101 Tyrion Body . . . \$5

021010102 Tyrion Arm . . . \$1

021010103 Tyrion Horse Head . . . \$2

021010104 Tyrion Horse Left Side . . . \$8

021010105 Tyrion Horse Tail . . . \$1

021010106 Tyrion Horse Right Side . . . \$6

021010107 Tyrion Helmet Sprue . . . \$1

021010108 Tyrion Base . . . \$5

### Metal Blitz – Core

#### Archers

99380210002 High Elf Archer Sprue . . . \$6.25

#### Spearmen

99380210001 High Elf Spearmen Sprue . . . \$6.25

99360299008 High Elf Shield Sprue . . . \$1.50

#### Silver Helms

99360210001 Silver Helm Shields . . . \$1.50

99380210003 High Elf Silver Helms . . . \$8

99389999006 Barded Elf Steed Body . . . \$2

99389999016 Barded Elf Steed Head . . . \$1

### Metal Blitz – Special

#### Dragon Princes

021010301 Dragon Prince 1 . . . \$3

021010302 Dragon Prince 2 . . . \$3

021010303 Dragon Prince 3 . . . \$3

021010304 Dragon Prince 4 . . . \$3

021010305 Dragon Prince Lance 1 . . . \$2

021010306 Dragon Prince Lance 2 . . . \$2

021010307 Dragon Prince Shield 1 . . . \$2

021010308 Dragon Prince Shield 2 . . . \$2

021010309 Dragon Prince Command model . \$3

021010310 Dragon Prince Standard . . . \$2

021010311 Dragon Prince Champion Sword . \$1

021010312 Dragon Prince Horn . . . \$1

021010313 Dragon Prince Horse Head 1 . \$2

021010314 Dragon Prince Horse Head 2 . \$2

99389999006 Barded Elf Steed Body . . . \$2

99389999016 Barded Elf Steed Head . . . \$1

### Ellyrian Reavers

021010401 Ellyrian Reaver Command Body . \$4

021010402 Ellyrian Reaver Horn . . . \$1

021010403 Ellyrian Reaver Sword . . . \$1

021010404 Ellyrian Reaver Standard . . . \$2

021002601 Ellyrian Reaver Knight Body 1 . . \$2

021002602 Ellyrian Reaver Knight Body 2 . . \$2

021002603 Ellyrian Reaver Legs 1 . . . \$2

021002604 Ellyrian Reaver Legs 2 . . . \$2

021002606 Ellyrian Reaver Spear Sprue . . . \$2

021002610 Ellyrian Reaver Bow Arm Sprue . . \$1

99389999005 Elf Steed Body . . . \$2

99389999015 Elf Steed Head . . . \$1

### Shadow Warriors

021010001 Shadow Warrior 1 . . . \$3

021010002 Shadow Warrior 2 . . . \$3

021010003 Shadow Warrior 3 . . . \$3

021010004 Shadow Warrior 4 . . . \$3

021010005 Shadow Warrior 5 . . . \$3

021010006 Shadow Warrior 6 . . . \$3

### Swordmasters

021004901 Swordmaster of Hoeth 1 . . . \$3

021004902 Swordmaster of Hoeth 2 . . . \$3

021004903 Swordmaster of Hoeth 3 . . . \$3

021004904 Swordmaster of Hoeth 4 . . . \$3

021004905 Swordmaster of Hoeth 5 . . . \$3

021004906 Swordmaster of Hoeth 6 . . . \$3

021004907 Swordmaster of Hoeth 7 . . . \$3

021004908 Swordmaster of Hoeth 8 . . . \$3

021004909 Swordmaster of Hoeth 9 . . . \$3

021005001 Swordmaster of Hoeth Champ. . \$3.50

021005101 Swordmaster of Hoeth Standard . \$3.50

021005102 Swordmaster of Hoeth Musician . \$3.50

### Tiranoc Chariot

021004801 Tiranoc Chariot Spearman . . . \$3

021004802 Tiranoc Chariot Bowman . . . \$3

021004803 Tiranoc Chariot Base . . . \$4

021004804 Tiranoc Chariot Left Side . . . \$2

021004805 Tiranoc Chariot Right Side . . . \$2

021004806 Tiranoc Chariot Front . . . \$3

021004807 Tiranoc Chariot Accessory Sprue . \$2

021004808 Tiranoc Chariot Haft . . . \$4

021004809 Tiranoc Chariot Yoke . . . \$2

99399899001 8-Spoke Wheel Sprue . . . \$1

99389999005 Elf Steed Body . . . \$2

99389999015 Elf Steed Head . . . \$1

### Metal Blitz – Rare

#### Great Eagles

020400801 Great Eagle 1 Head . . . \$2.75

020400802 Great Eagle 1 Tail . . . \$5.50

020400803 Great Eagle 2 Head . . . \$5.50

020400804 Great Eagle 2 Tail . . . \$2.75

020400805 Great Eagle 3 Head . . . \$2.75

020400806 Great Eagle 3 Tail . . . \$5.50

020400807 Great Eagle Left Wing 1 . . . \$5.50

020400808 Great Eagle Right Wing 1 . . . \$5.75

020400809 Great Eagle Left Wing 2 . . . \$5.75





## PRICE LIST

020400810 Great Eagle Right Wing 2 ... \$6.75

**Phoenix Guard**

021010501 Phoenix Guard 1 .....\$3  
 021010502 Phoenix Guard 2 .....\$3  
 021010503 Phoenix Guard 3 .....\$3  
 021010504 Phoenix Guard 4 .....\$3  
 021010505 Phoenix Guard 5 .....\$3  
 021010506 Phoenix Guard Halberd .....\$1  
 021010601 Phoenix Guard Champion .....\$3  
 021010602 Phoenix Guard Standard Bearer .....\$3  
 021010603 Phoenix Guard Standard .....\$2  
 021010604 Phoenix Guard Musician .....\$3  
 021010605 Phoenix Guard Drum .....\$1

**Repeating Bolt Thrower**

021009901 Bolt Thrower Base ..\$5  
 021009902 Bolt Thrower Legs .....\$3  
 021009903 Bolt Thrower Bow .....\$5  
 021009904 Bolt Thrower Lever .....\$1  
 021009905 Bolt Thrower Bolts .....\$1  
 021009906 Bolt Thrower Crewman 1 .....\$3  
 021009907 Bolt Thrower Crewman 2 .....\$3  
 021009908 Bolt Thrower Crewman 3 .....\$3  
 021009909 Bolt Thrower Crewman 4 .....\$3

**White Lions**

021004001 White Lion of Chrace 1 .....\$3.50  
 021004002 White Lion of Chrace 2 .....\$3.50  
 021004003 White Lion of Chrace 3 .....\$3.50  
 021004004 White Lion of Chrace 4 .....\$3.50  
 021004005 White Lion of Chrace 5 .....\$3.50  
 021004006 White Lion of Chrace 6 .....\$3.50  
 021004007 White Lion of Chrace 7 .....\$3.50  
 021004008 White Lion of Chrace 8 .....\$3.50  
 021004401 White Lion of Chrace Champion .....\$3.50  
 021004501 White Lion of Chrace Standard .....\$3.50  
 021004502 White Lion of Chrace Stand. Top .....\$1.50  
 021004503 White Lion of Chrace Musician .....\$3.50

**Classic/Collector's Range****Classic High Elf Bitz****Metal Bitz - Lords & Heroes**

021006302 Hero 2 w/ Spear .....\$3.50  
 021002507 Hero w/ Spear (Dragon Wings) \$3.50  
 021001701 Mounted Hero Legs .....\$2  
 021001702 Mounted Hero Body 2 .....\$5  
 079901901 Hero 1 w/ Two Swords .....\$3.50  
 9936999002 Elf Shield Sprue .....\$1

**Alarleite**

021005206 Alarleite the Everqueen of Avelorn .....\$10

**Eitharion with Griffon**

MO 0072 Eitharion on Stormwing, Classic \$35  
 021000201 Eitharion Body .....\$7.75  
 021000202 Eitharion Legs .....\$4  
 021000204 Griffon Left Body Side .....\$8  
 021000205 Griffon Right Body Side .....\$6  
 021000206 Griffon Right Claw .....\$2.50  
 021000207 Griffon Left Claw .....\$2.50  
 021000208 Griffon Tail .....\$4  
 021000209 Griffon Left Wing .....\$6  
 021000210 Griffon Right Wing .....\$6

**Prince Imrik**

021002412 Prince Imrik Body .....\$10.50  
 021002413 Prince Imrik Starblade Lance .....\$3

021002414 Prince Imrik Back Banner .....\$4  
 021002401 High Elf Dragon Head .....\$4  
 021002402 High Elf Dragon Horns .....\$3  
 021002403 High Elf Dragon Neck .....\$6.50  
 021002404 High Elf Dragon Body .....\$6.50  
 021002405 High Elf Dragon Tail .....\$5.25  
 021002406 High Elf Dragon Right Arm .....\$3  
 021002407 High Elf Dragon Left Arm .....\$3  
 021002408 High Elf Dragon Right Leg .....\$3  
 021002409 High Elf Dragon Left Leg .....\$3  
 021002410 High Elf Dragon Right Wing .....\$7.50  
 021002411 High Elf Dragon Left Wing .....\$7.50

**Korhil**

MO 0073 Korhil .....\$10  
 021004701 Korhil Body .....\$4  
 021004702 Korhil Axe .....\$3  
 021004703 Korhil Cloak .....\$3

**Tecis**

021000901 Tecis, High Elf Mage .....\$10

**Tyron**

021001001 Tyron High Elf Prince .....\$10  
 021001002 Mailhandir Horse Head .....\$3  
 9938999012 Caparison Horse Head .....\$1  
 9938999002 Caparison Horse Body .....\$2  
 9936999002 Elf Shield Sprue .....\$1

**Waystone**

MO 0148 High Elf Waystone .....\$4  
 021005601 Waystone 1 .....\$2.50  
 021005602 Waystone 2 .....\$2.50

**Metal Bitz - Core****Archers**

021002701 Archer 1 .....\$3  
 021002702 Archer 2 .....\$3  
 021002703 Archer 3 .....\$3  
 021002704 Archer 4 .....\$3  
 021002705 Archer 5 .....\$3  
 021002706 Archer 6 .....\$3  
 021002707 Archer 7 .....\$3  
 021002708 Archer 8 .....\$3  
 021003701 Archer Standard .....\$3.50  
 021003702 Archer Horn Blower .....\$3.50  
 021003801 Archer Champion .....\$3.50

**Armored Archers**

021000401 Armored Archer 1 .....\$3.75  
 021000402 Armored Archer 2 .....\$3.75  
 021000403 Armored Archer 3 .....\$3.75  
 021000404 Armored Archer 4 .....\$3.75  
 021000405 Armored Archer 5 .....\$3.75  
 021002504 Armored Archer Champion 1 .....\$3.50  
 021002508 Armored Archer Champion 2 .....\$3.50  
 021006206 Armored Archer 6 .....\$3.75  
 021006207 Armored Archer 7 .....\$3.75  
 021006208 Armored Archer 8 .....\$3.75  
 021006209 Armored Archer 9 .....\$3.75

**Spearman**

021002301 Standard Bearer (Winged Heart) .....\$3.50  
 021002302 Trumpeter 1 (Feathered Helm) .....\$3.50

021002305 Standard Bearer (Mystic Hand) \$3.50  
 021002306 Trumpeter 2 (Tassel Helm) .....\$3.50  
 021002312 Champion w/ Sword (Feather) \$3.50  
 021002503 Champion w/ Sword (Antlers) .....\$3.50  
 021006101 Front Rank Spearman 1 .....\$3  
 021006102 Front Rank Spearman 2 .....\$3  
 021006103 Front Rank Spearman 3 .....\$3  
 021006104 Front Rank Spearman 4 .....\$3  
 021002201 Spearman 1 .....\$3.75  
 021002202 Spearman 2 .....\$3.75  
 021002203 Spearman 3 .....\$3.75  
 9936999002 Elf Shield Sprue .....\$1

**Lothorn Sea Guard**

021005701 Lothorn Sea Guard 1 .....\$3.50  
 021005702 Lothorn Sea Guard 2 .....\$3.50  
 021005703 Lothorn Sea Guard 3 .....\$3.50  
 021005704 Lothorn Sea Guard 4 .....\$3.50  
 021005705 Lothorn Sea Guard 5 .....\$3.50  
 021005706 Lothorn Sea Guard 6 .....\$3.50  
 021005707 Lothorn Sea Guard 7 .....\$3.50  
 021005708 Lothorn Sea Guard 8 .....\$3.50  
 021005709 Lothorn Sea Guard 9 .....\$3.50  
 021005801 Lothorn Sea Guard Standard .....\$4  
 021005802 Lothorn Sea Guard Musician .....\$4  
 021005901 Lothorn Sea Guard Champion .....\$4  
 021005902 Lothorn Sea Guard Quiver 1 (Flames) \$1  
 021005903 Lothorn Sea Guard Quiver 2 (Wings) \$1  
 021005904 Lothorn Sea Guard Quiver 3 (Star) .....\$1  
 021005905 Lothorn Sea Guard Quiver 4 (Lilith) \$1  
 021005906 Lothorn Sea Guard Quiver 5 (Tear) \$1  
 021005907 Lothorn Sea Guard Quiver 6 (Ishe) \$1  
 021005908 Lothorn Sea Guard Quiver 7 (Blank) \$1  
 9936999002 Elf Shield Sprue .....\$1

**Silver Helms**

021002801 Silver Helm Legs 1 .....\$2  
 021002802 Silver Helm Legs 2 .....\$2  
 021002803 Silver Helm Body 1 .....\$2  
 021002804 Silver Helm Body 2 .....\$2  
 021002805 Silver Helm Body 3 .....\$2  
 021002806 Silver Helm Body 4 .....\$2  
 021002807 Silver Helm Lance Sprue A .....\$3  
 021002808 Silver Helm Lance Sprue B .....\$3  
 021002901 Silver Helm Champion Body .....\$3  
 021002902 Silver Helm Command Legs .....\$2  
 021003001 Silver Helm Musician Body .....\$3  
 021003101 Silver Helm Standard Body .....\$3  
 9938999012 Caparison Horse Head .....\$1  
 9938999002 Caparison Horse Body .....\$1  
 9936999002 Elf Shield Sprue .....\$1

**Metal Bitz - Special****Dragon Princes**

021001204 Dragon Prince Standard Body .....\$3  
 021001205 Dragon Prince Hero Body .....\$3  
 021001301 Dragon Prince Legs .....\$2  
 021001302 Dragon Prince Horse Head 1 .....\$2  
 021001303 Dragon Prince Horse Head 2 .....\$2  
 021001304 Dragon Prince Body 1 .....\$3



## CLASSIC RANGE

|            |                           |       |     |
|------------|---------------------------|-------|-----|
| 021001305  | Dragon Prince Body 2      | ..... | \$3 |
| 021001306  | Dragon Prince Body 3      |       | \$3 |
| 9938999004 | Armored Horse Body & Head | ...   | \$1 |
| 9936999002 | Elf Shield Sprue          | ..... | \$1 |

### Ellyrian Reavers

|            |                                  |       |     |
|------------|----------------------------------|-------|-----|
| 021003201  | Ellyrian Reaver Standard Body    | ..    | \$3 |
| 021003207  | Ellyrian Reaver Legs 3           | ..... | \$2 |
| 021003301  | Ellyrian Reaver Champion Body    | ..    | \$3 |
| 021003401  | Ellyrian Reaver Horn Blower Body |       | \$3 |
| 021003508  | Ellyrian Reaver w/ Bow Body 1    | ..    | \$2 |
| 021003509  | Ellyrian Reaver w/ Bow Body 2    | ..    | \$2 |
| 021002605  | Ellyrian Reaver Quiver Sprue     | ...   | \$1 |
| 9938999005 | Elven Steed                      | ..... | \$1 |
| 9938999015 | Elven Steed Head                 | ..    | \$1 |

### Tiranoc Chariot

|           |                      |       |        |
|-----------|----------------------|-------|--------|
| MO 0031   | Complete Chariot     | ..... | \$30   |
| 021000301 | High Elf Charioteer  | ..... | \$5.50 |
| 021000302 | Chariot Base         | ..    | \$4.50 |
| 021000303 | Chariot Front        | ..... | \$3.50 |
| 021000304 | Chariot Axle         | ..    | \$3.50 |
| 021000305 | Chariot Hilt         | ..... | \$4.50 |
| 021000306 | Chariot Yoke         | ..    | \$2    |
| 021000307 | Chariot Weapon Bow   | ..... | \$2.50 |
| 021000308 | Chariot Weapon Sword | ...   | \$2.50 |

### Metal Blitz - Rare

#### Maiden Guard

|           |                              |    |        |
|-----------|------------------------------|----|--------|
| MO 0074   | Handmaidens of the Everqueen |    | \$30   |
| 021005207 | Maiden Guard Horn Blower     | .. | \$3.50 |
| 021005208 | Maiden Guard Standard Bearer |    | \$3.50 |
| 021005301 | Maiden Guard Champion        | .. | \$3.50 |
| 021005401 | Maiden Guard 1               |    | \$3    |
| 021005402 | Maiden Guard 2               |    | \$3    |
| 021005403 | Maiden Guard 3               |    | \$3    |
| 021005404 | Maiden Guard 4               |    | \$3    |
| 021005405 | Maiden Guard 5               |    | \$3    |

#### Phoenix Guard

|           |                 |    |     |
|-----------|-----------------|----|-----|
| 021001101 | Phoenix Guard 1 |    | \$3 |
| 021001102 | Phoenix Guard 2 |    | \$3 |
| 021001103 | Phoenix Guard 3 | .. | \$3 |
| 021001104 | Phoenix Guard 4 |    | \$3 |

#### Bolt Thrower

|           |                        |       |        |
|-----------|------------------------|-------|--------|
| MO 0080   | Complete Bolt Thrower  |       | \$25   |
| 021000801 | Bolt Thrower Crew 1    |       | \$3    |
| 021000802 | Bolt Thrower Crew 2    |       | \$3    |
| 021000803 | Bolt Thrower Lower Bow |       | \$4    |
| 021000804 | Bolt Thrower Upper Bow |       | \$4    |
| 021000805 | Bolt Thrower Stand     | ..... | \$2.50 |
| 021000806 | Bolt Thrower Lever     | ..... | \$2.50 |

#### White Lions

|           |              |  |        |
|-----------|--------------|--|--------|
| 021001801 | White Lion 1 |  | \$3.75 |
| 021001802 | White Lion 2 |  | \$3.5  |
| 021001803 | White Lion 3 |  | \$3.75 |
| 021001804 | White Lion 4 |  | \$3.75 |



Griffon  
Right Claw  
021000206



Griffon  
Left Claw  
021000207



Griffon  
Right Body  
021000205



Griffon  
Left Body  
021000204



Classic Eltharion on Stormwing  
MO 0072



Eltharion  
Body  
021000201



Eltharion  
Legs  
021000202



Griffon  
Left Wing  
021000209



Griffon  
Right Wing  
021000210



Griffon  
Tail  
021000208



## CLASSIC RANGE



High Elf Hero  
w/ Spear  
021006302



High Elf Hero  
w/ Dragon Helm  
021002507



Classic Teclis  
Loremaster  
021000901



Alarielle  
Everqueen of Avelorn  
021005206



High Elf Hero  
w/ 2 Swords  
079901901



Classic Tyrlon  
Body  
021001001

*Note: Classic Tyrlon requires the Caparison Horse Head sprue (99389999012) and the Caparison Horse Body sprue (99389999013).*



Malhandir  
Horse Head  
021001002



Korhll  
MO 0073



Korhll  
Body  
021004701



Korhll  
Axe  
021004702

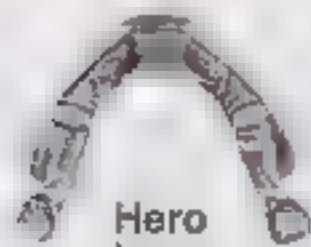


Korhll  
Cloak  
021004703

*Note: Some of these figures use the Elf Shield sprue (99369999002).*



Hero 2  
Body  
021001702



Hero  
Legs  
021001701

*Note: The Classic High Elf Lord uses the Barded Elven Steed Body (99389999005) and Barded Elven Steed Head (99389999016) sprues.*



Complete  
Waystone  
MO 0148

*Left: A complete front and back view of a fully painted Waystone.*

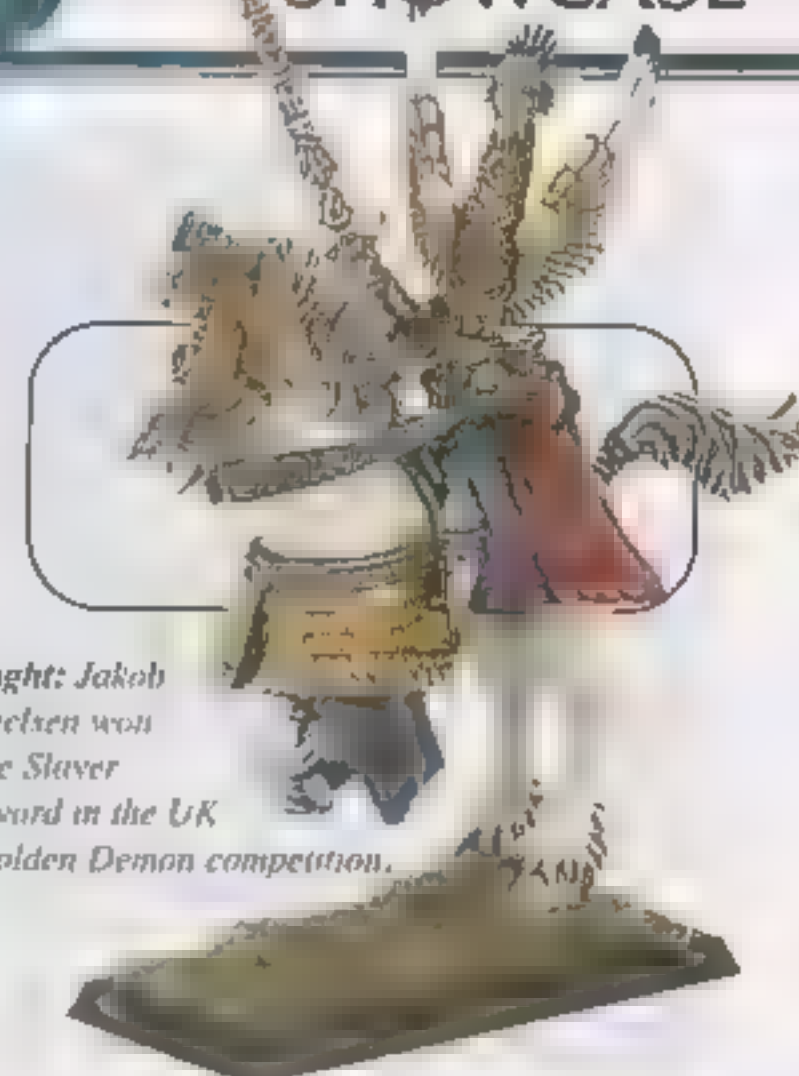


Waystone Back  
021005602



Waystone Front  
021005601

## SHOWCASE



*Right: Jakob Nielsen won the Slaver Sword in the UK Golden Demon competition.*



# CLASSIC RANGE



Dragon  
Left Leg  
021002409



Dragon  
Left Arm  
021002407



Dragon  
Right Arm  
021002406



Classic Prince Imrik  
Body  
021002412



Prince Imrik  
Lance  
021002413



Prince Imrik  
Back Banner  
021002414



Dragon Head  
021002401



Dragon Horns  
021002402



Dragon  
Neck  
021002403



Dragon  
Body  
021002404



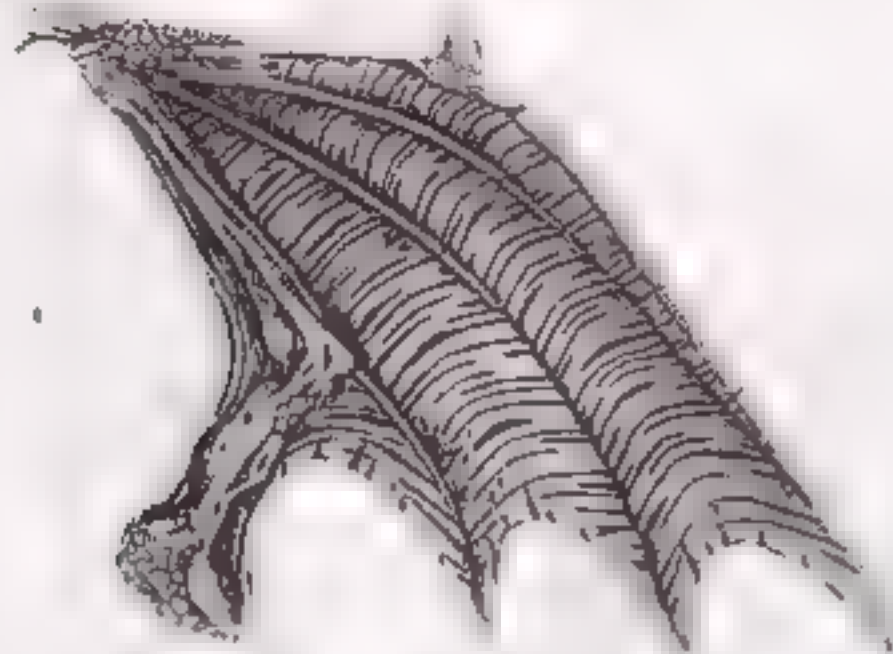
Dragon  
Tail  
021002405



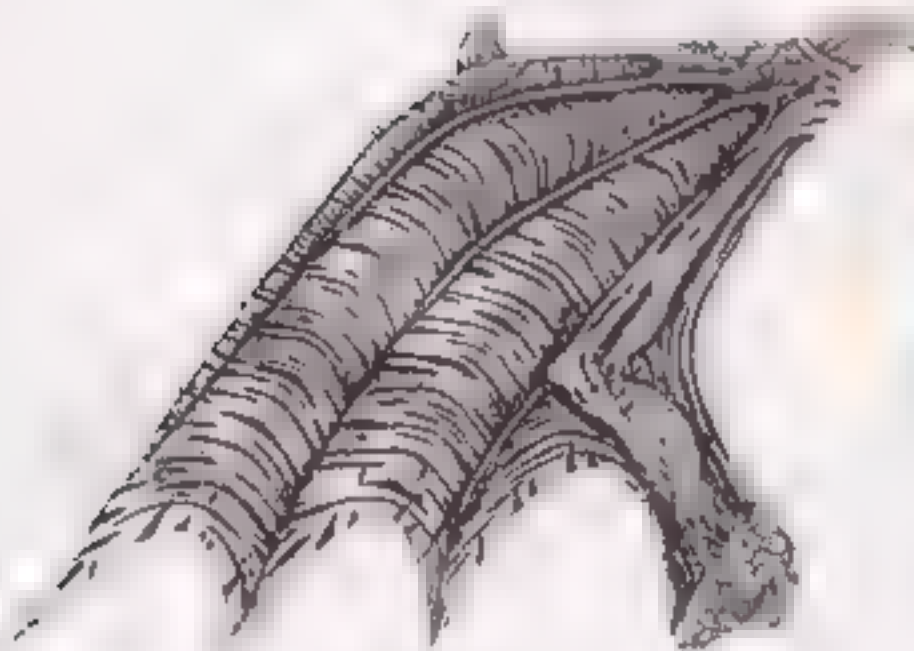
The High Elf army set in a battle scene, facing the oncoming Dark Elf army.



## CLASSIC RANGE



Dragon  
Right Wing  
021002410



Dragon  
Left Wing  
021002411







## CLASSIC RANGE



**Armored Archer  
Champion 1**  
021002504



**Armored Archer  
Champion 2**  
021002508



**Armored Archer 1**  
021000401



**Armored Archer 2**  
021000402



**Armored Archer 3**  
021000403



**Armored Archer 4**  
021000404



**Armored Archer 5**  
021000405



**Armored Archer 6**  
021006206



**Armored Archer 7**  
021006207



**Armored Archer 8**  
021006208



**Armored Archer 9**  
021006209



**Archer 1**  
021002701



**Archer 2**  
021002702



**Archer 3**  
021002703



**Archer  
Champion**  
021003801



**Archer  
Musician**  
021003702



**Archer  
Standard Bearer**  
021003701



**Archer 4**  
021002704



**Archer 5**  
021002705



**Archer 6**  
021002706



**Archer 7**  
021002707



**Archer 8**  
021002708



*Note: Some of these  
figures use the Elf Shield  
sprue (99369999002)*

# CLASSIC RANGE



**Spearman  
Standard 1**  
021002301



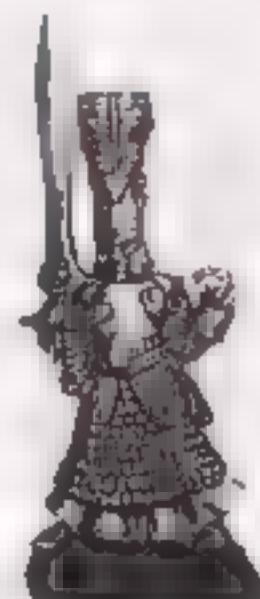
**Spearman  
Musician 1**  
021002302



**Spearman  
Standard 2**  
021002305



**Spearman  
Musician 2**  
021002306



**Spearman  
Champion 1**  
021002312



**Spearman Champion 2**  
021002503



**Spearman 1**  
021002201



**Spearman 2**  
021002202



**Spearman 3**  
021002203



**Elf Shield Sprue**  
99369999002



**Spearman Front Rank 1**  
021006101



**Spearman Front Rank 2**  
021006102



**Spearman Front Rank 3**  
021006103



**Spearman Front Rank 4**  
021006104



## CLASSIC RANGE

*Note: These figures use the Elf  
Shield sprue (99369499102)*



Lothorn Sea Guard  
Guard 1  
021005701



Lothorn Sea Guard  
Guard 2  
021005702



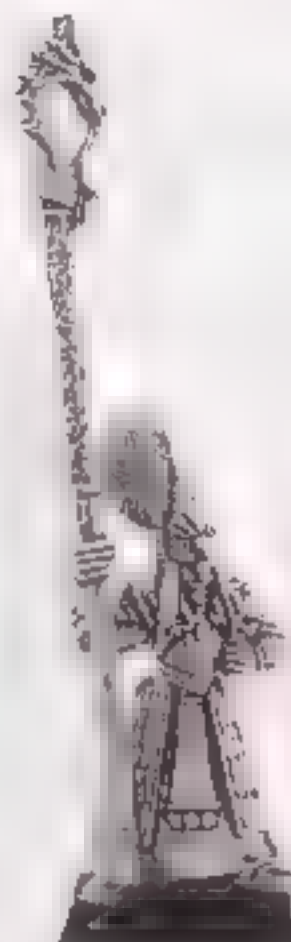
Lothorn Sea Guard  
Guard 3  
021005703



Lothorn Sea Guard  
Champion  
021005901



Lothorn Sea Guard  
Musician  
021005802



Lothorn Sea Gu  
Standard bear  
021005801



Lothorn Sea Guard  
Guard 4  
021005704



Lothorn Sea Guard  
Guard 5  
021005705



Lothorn Sea Guard  
Guard 6  
021005706



Lothorn Sea Guard  
Guard 7  
021005707



Lothorn Sea Guard  
Guard 8  
021005708



Lothorn Sea Gu  
Guard 9  
021005709



Lothorn Sea  
Guard  
Quiver 1  
021005902



Lothorn Sea  
Guard  
Quiver 2  
021005903



Lothorn Sea  
Guard  
Quiver 3  
021005904



Lothorn Sea  
Guard  
Quiver 4  
021005905



Lothorn Sea  
Guard  
Quiver 5  
021005906



Lothorn Sea  
Guard  
Quiver 6  
021005907



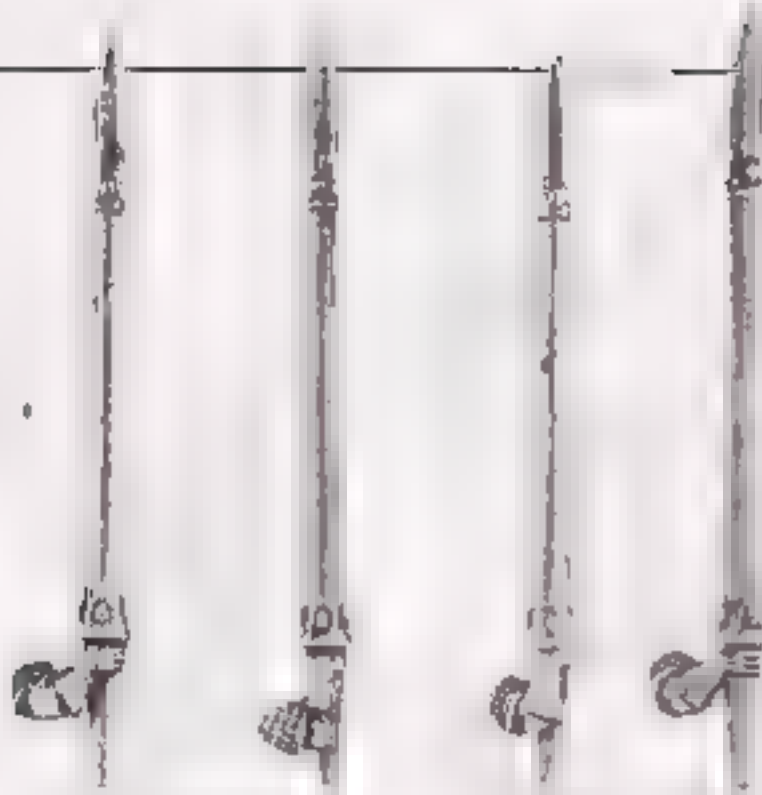
Lothorn Sea  
Guard  
Quiver 7  
021005908





## CLASSIC RANGE

*Note: These figures require the Caparison Horse Head sprue (99389999012) and the Caparison Horse Body sprue (99389999002).*



**Silver Helms  
Lance Sprue A**  
021002807

**Silver Helms  
Lance Sprue B**  
021002808

**Silver Helms  
Standard Bearer**  
021003101

**Silver Helms  
Champion**  
021002901

**Silver Helms  
Musician**  
021003001

**Silver Helms  
Body 1**  
021002803



**Silver Helms  
Command Legs**  
021002902



**Silver Helms  
Legs 1**  
021002801



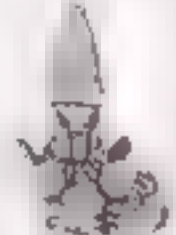
**Silver Helms  
Legs 2**  
021002802



**Silver Helms  
Body 2**  
021002804



**Silver Helms  
Body 3**  
021002805



**Silver Helms  
Body 4**  
021002806

*Note: These figures use the Elf Shielu sprue (99369999012).*

*Note: The Classic Silver Helms could also use the Barbed Elven Steed Body (99389999006) and Barbed Elven Steed Head (99389999016) sprues.*



*Right: Shawn Wagner's Silver Helms Regiment is painted with a red and white theme instead of the traditional blue and white. Above: Shawn has also used the red color in his Lothorn Sea Guard on the shield and the ribbons on the spear. This color has been carried over in his other regiments as well which helps to tie the army together.*




## SHOWCASE





## CLASSIC RANGE

*Note: These figures require the Elven Steed sprue (9938999005) and the Elven Steed Head sprue (9938999015) seen on the Special Units page*



**Ellyrian Reaver  
Legs 3**  
021003207



**Ellyrian Reaver  
Body 1**  
021003508

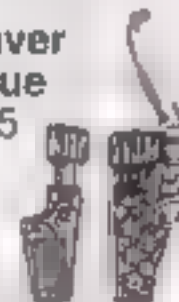


**Ellyrian Reaver  
Body 2**  
021003509



**Ellyrian Reaver  
Musician**  
021003401

**Ellyrian Reaver  
Quiver Sprue**  
021002605



**Ellyrian Reaver  
Champion**  
021003301



**Ellyrian Reaver  
Standard Bearer**  
021003201



**Dragon Prince  
Standard Bearer**  
021001204



**Dragon Prince  
Champion**  
021001205



**Dragon Prince  
Legs**  
021001301



**Dragon Prince  
Horse Head 2**  
021001303



**Dragon Prince  
Horse Head 1**  
021001302



**Dragon Prince  
Body 1**  
021001304

*Note: These figures require the Armored Horse Body & Head sprue (99380299004)*



**Dragon Prince  
Body 2**  
021001305



**Dragon Prince  
Body 3**  
021001306

*Note: These figures use the Elf Shield sprue (99369999002).*

*Note: The Classic Dragon Prince could also use the Barded Elven Steed Body (99389999006) and Barded Elven Steed Head (99389999016) sprues.*



**Chariot  
Driver**  
021000301



**Chariot  
Base**  
021000302



**Chariot  
Front**  
021000303



**Chariot  
Axle**  
021000304



**Chariot  
Yoke**  
021000306

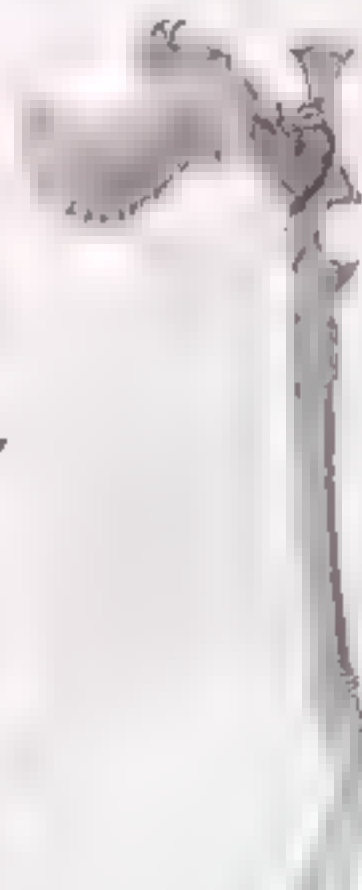
**Classic Tiranoc Chariot**  
MO 0031



**Chariot  
Bow**  
021000307



**Chariot  
Sword**  
021000308



**Chariot  
Haft**  
021000305





**Handmaidens of the Everqueen**  
MO 0074



**Maiden Guard Musician**  
021005207



**Maiden Guard Champion**  
021005301



**Maiden Guard Standard Bearer**  
021005208



**Maiden Guard 1**  
021005401



**Maiden Guard 2**  
021005402



**Maiden Guard 3**  
021005403



**Maiden Guard 4**  
021005404



**Maiden Guard 5**  
021005405



**Bolt Thrower Stand**  
021000805



**Bolt Thrower Lever**  
021000806



**Bolt Thrower Upper Bow**  
021000804



**Bolt Thrower Lower Bow**  
021000803

**Classic Bolt Thrower**  
MO 0060



**Phoenix Guard 4**  
021001104



**Phoenix Guard 1**  
021001101



**Phoenix Guard 3**  
021001103



**Phoenix Guard 2**  
021001102



**Bolt Thrower Crew 2**  
021000802



**Bolt Thrower Crew 1**  
021000801





## SHOWCASE

### HIGH ELF POWER CRYSTAL

Need some new terrain to match your High Elf army? This power crystal will make a great centerpiece for your game table, and it's also easy to make. You'll need some plasticard, a sharp hobby knife with extra blades, some hardboard, and some Elf bitz.

#### Step 1

Measure out and cut pieces of plasticard for the crystal's sides and base. Be sure to use a sharp hobby knife so you get a clean edge on the plasticard.

#### Step 2

Create the dais out of stacked pieces of hardboard. Assemble the base and dais and attach everything with superglue.

#### Step 3

Glue the crystal together and reinforce the inside seams with superglue. Once the glue dries, sand down the crystal to hide the seams.

#### Step 4

Test fit the crystal onto the base but DO NOT glue it. Keep the crystal separate for painting. You can attach it to the base once all painting is done.

#### Step 5

Use some bitz from the High Elf Chanot to represent statuary. One all painting is done, glue the crystal and dais onto a hardboard base. Cover the base with glue and sand.

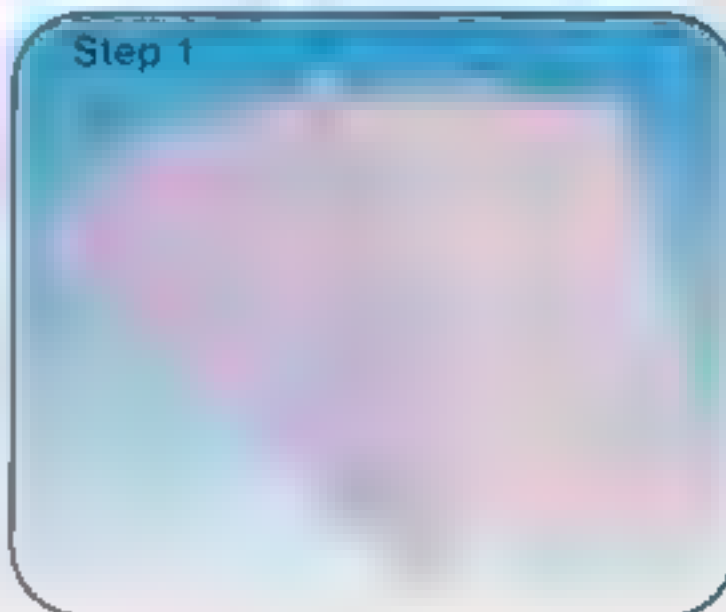
#### Step 6 – Painting and Finishing

**Base.** Basecoat with Bestial Brown. Highlight with Bubonic Brown and Bleached Bone. Add static grass.

**Dais.** Basecoat with Tin Bitz. Drybrush with Shining Gold and then Burnished Gold.

**Crystal.** Spray prime the crystal black and then spray with Ultramarines Blue. Highlight with Hawk Turquoise and Ice Blue. Paint the crystalline effect by drybrushing over strips of tape. Finally, glue the crystal in place.

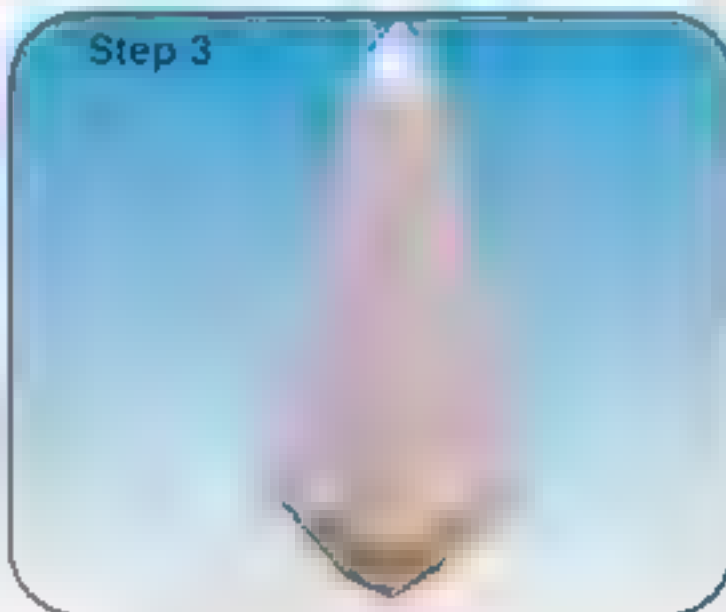
Step 1



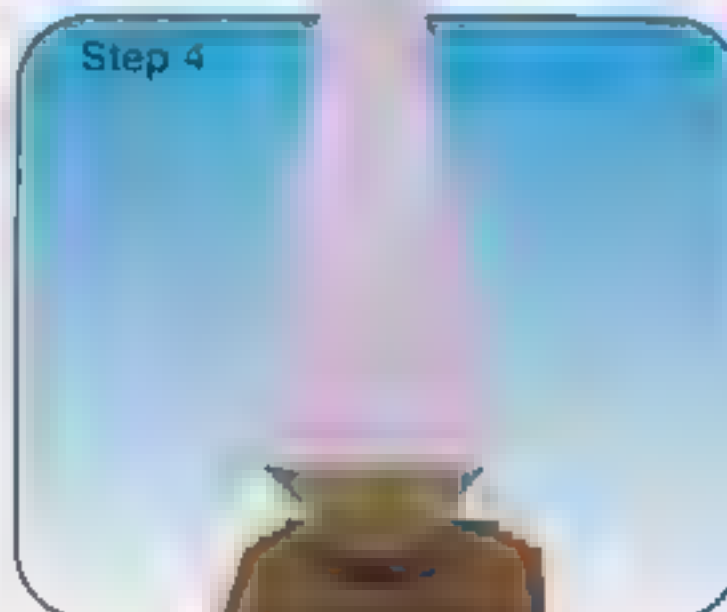
Step 2



Step 3



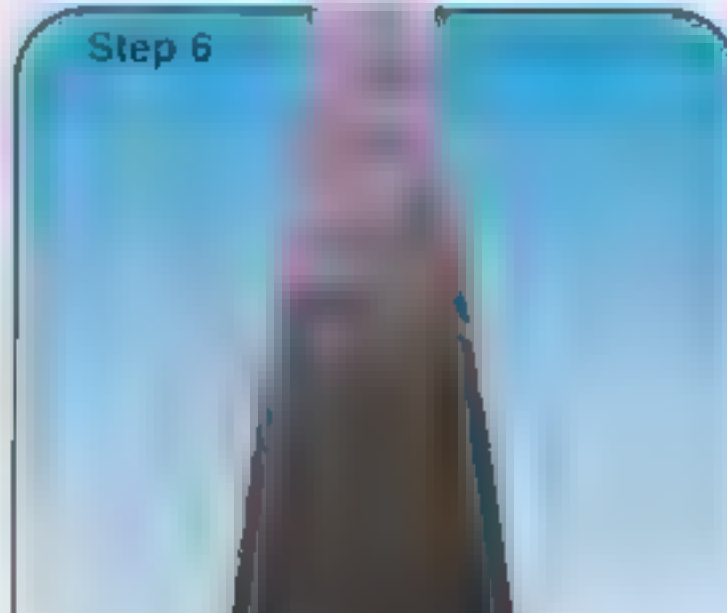
Step 4



Step 5



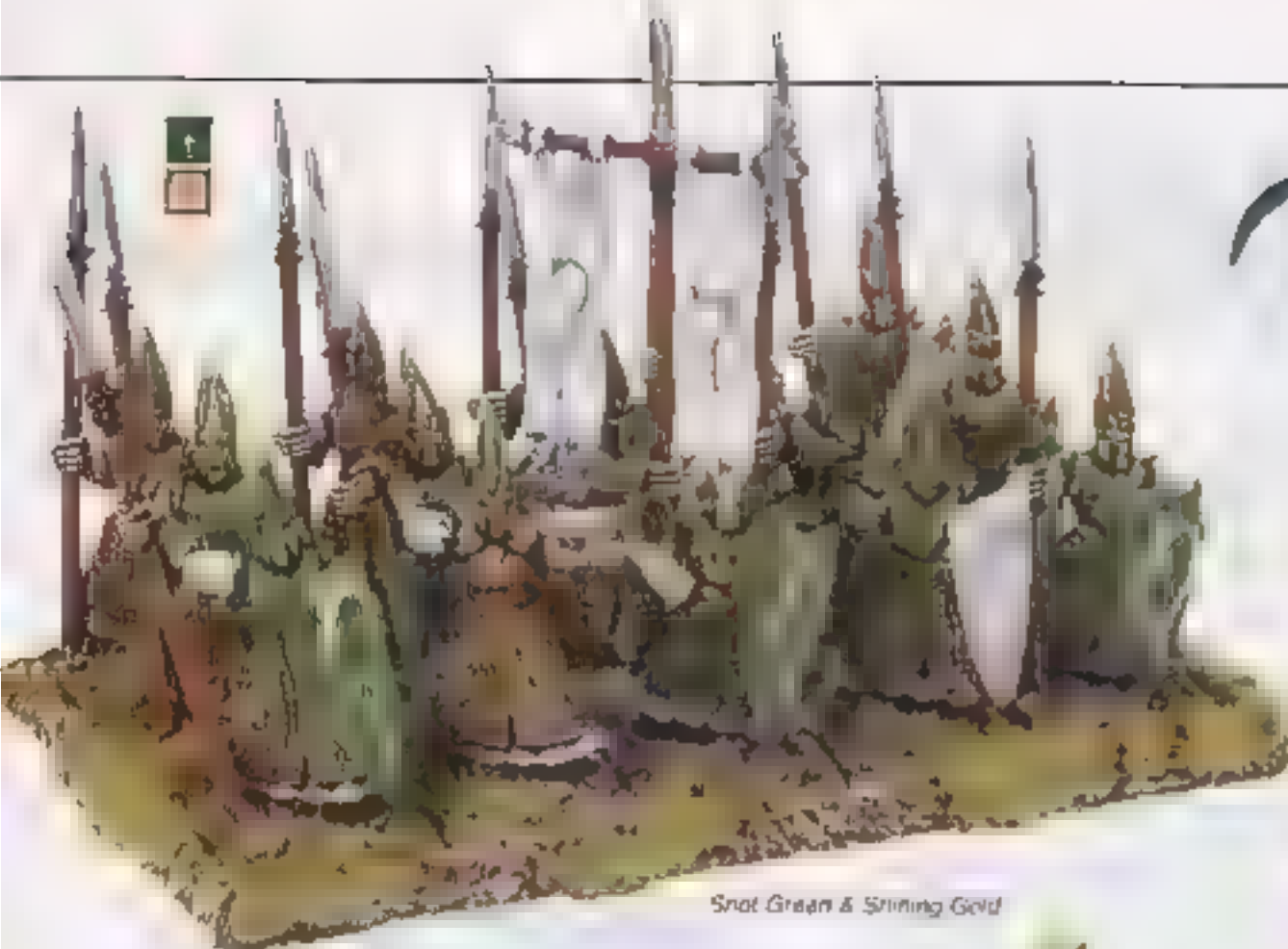
Step 6



*A power crystal is a great addition to your game table or army display. This piece also makes a great scenario prop to be defended or captured by your army. The possibilities are endless!*



# COLORS OF WAR



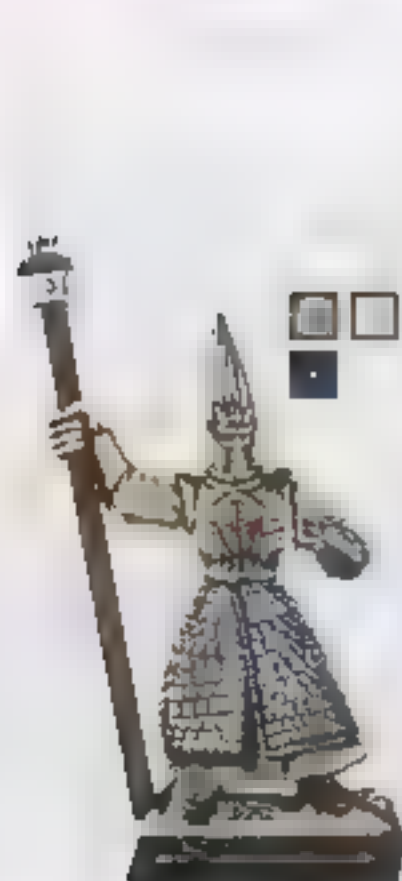
Snot Green & Shining Gold



Flare Orange & Ice Blue



Ultramarine Blue & Chainmail



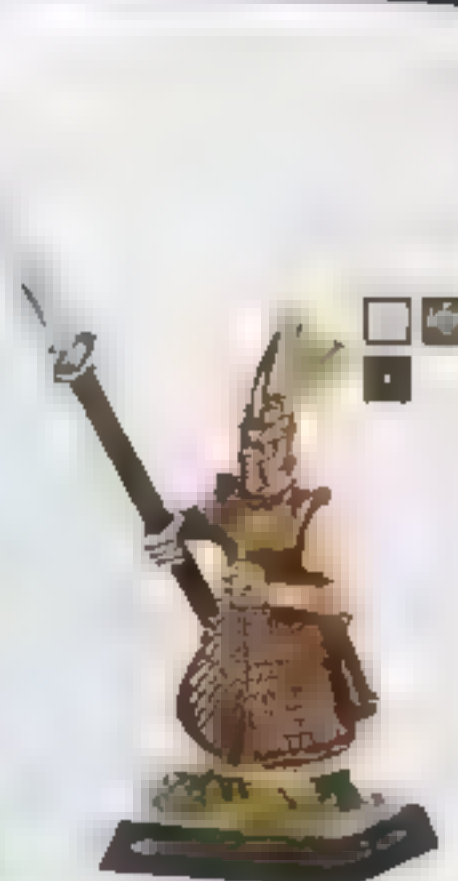
Bubonic Brown, Regal Blue  
& Mithril Silver



Ice Blue, Shining Gold  
& Boltgun Metal



Fortress Grey, Warlock Purple  
& Brazen Brass



Bleached Bone, Scorched Brown  
& Dwarf Bronze



Fortress Grey, Scab Red  
& Mithril Silver



# LIZARDMEN

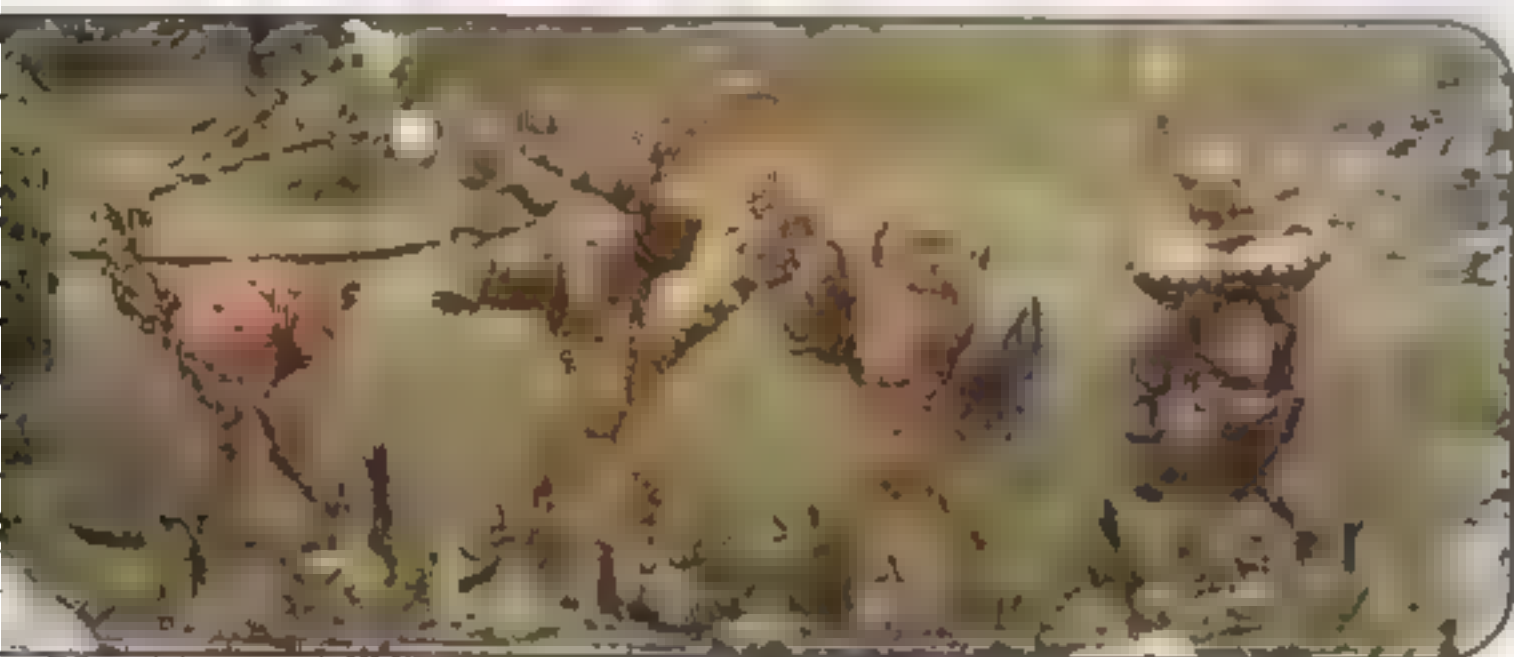


*Giovanni Bernini, a failed Tilean merchant turned explorer, ordered his ships beached and the camp set up at once. The gentle harbor and narrow beach formed a natural port, and Giovanni marveled once again at the possibilities of the New World. Here, in the steaming jungles, he and his crew would find unheard of spices, small creatures to delight the nobles back home, and hopefully, great heaps of precious stones and metals.*

*Even as Giovanni explored the beach, he marveled at what he could glimpse under the dark jungle canopy that lay beyond, little knowing that his every move was tracked. High up in a palm tree, its very skin adapting the color and texture of frond and bark, a Chameleon Skink rotated each of its eyes independently to follow every movement of the humans as they set up their camp. The Skink's chirrup-like bark, blending perfectly in with the cacophony of bird calls and whistles, alerted the Lizardmen to the intruders, and an army would be marching out from the Temple-City soon. The warm-blooded intruders would not last the night.*

*Left: This Skink Shaman painted by Joe Hill earned a Gold in the 2001 UK Golden Demon competition*

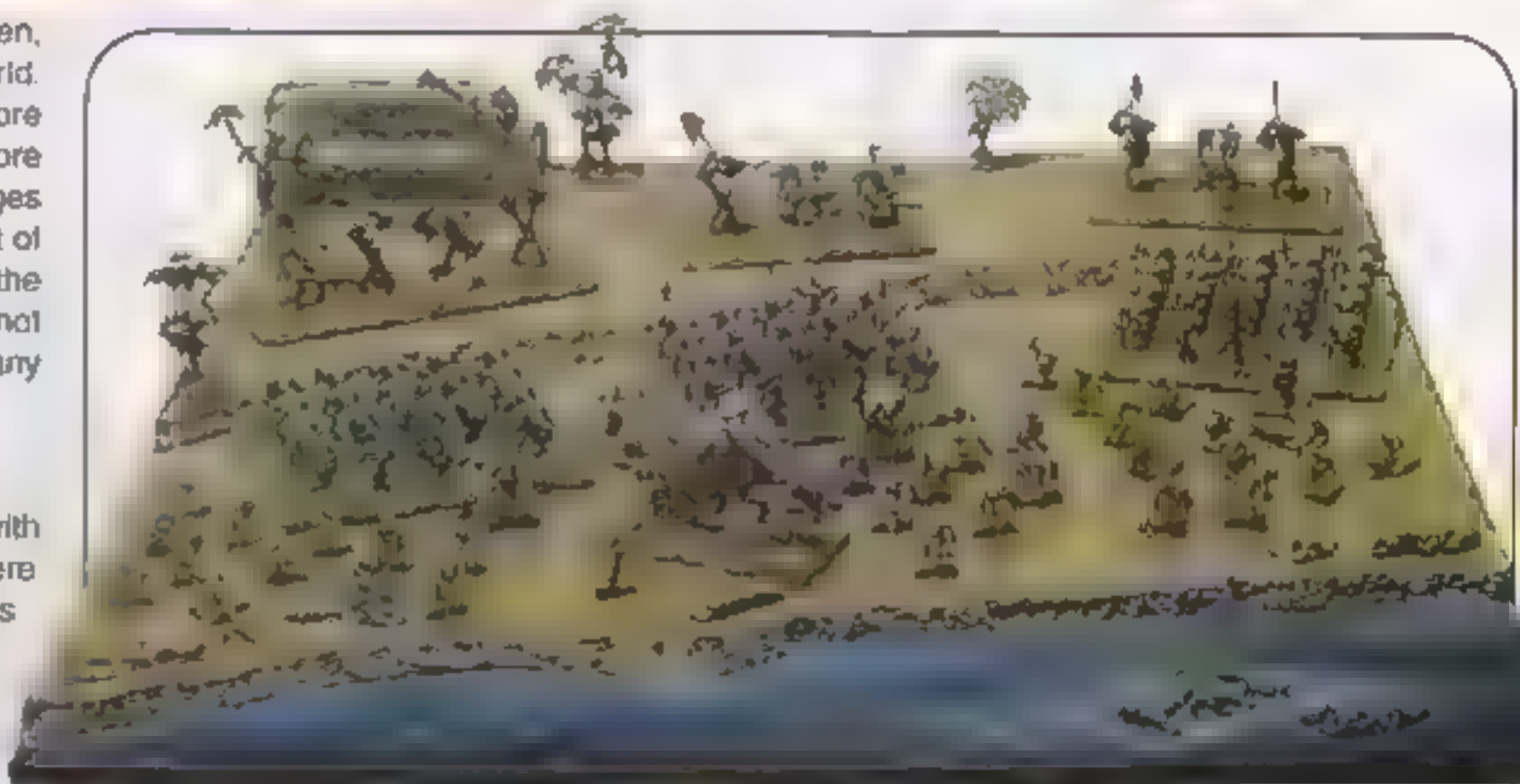
*Right: Lizardmen terrain by Steve Stiefel*



Long before the rise of Elves, Dwarfs, or Men, the Lizardmen walked the Warhammer world. Cold and enigmatic, Lizardmen seek to restore the order of the world that was brought before their mysterious creators disappeared ages ago. Although Lizardmen rarely venture out of their steaming jungle homes in Lustria and the Southlands, the cold-blooded ones do not discuss their plans and mercilessly punish any who would stand in their way.

## Fighting Style

Lizardmen are an incredibly diverse army with an amazing number of strengths. Thus, there are loads of troop combinations and tactics to try out. One thing the Lizardmen benefit from is the *Cold-Blooded* rule, which means that they have a greater chance of passing Leadership tests (primarily Break and Psychology tests). Whether you are



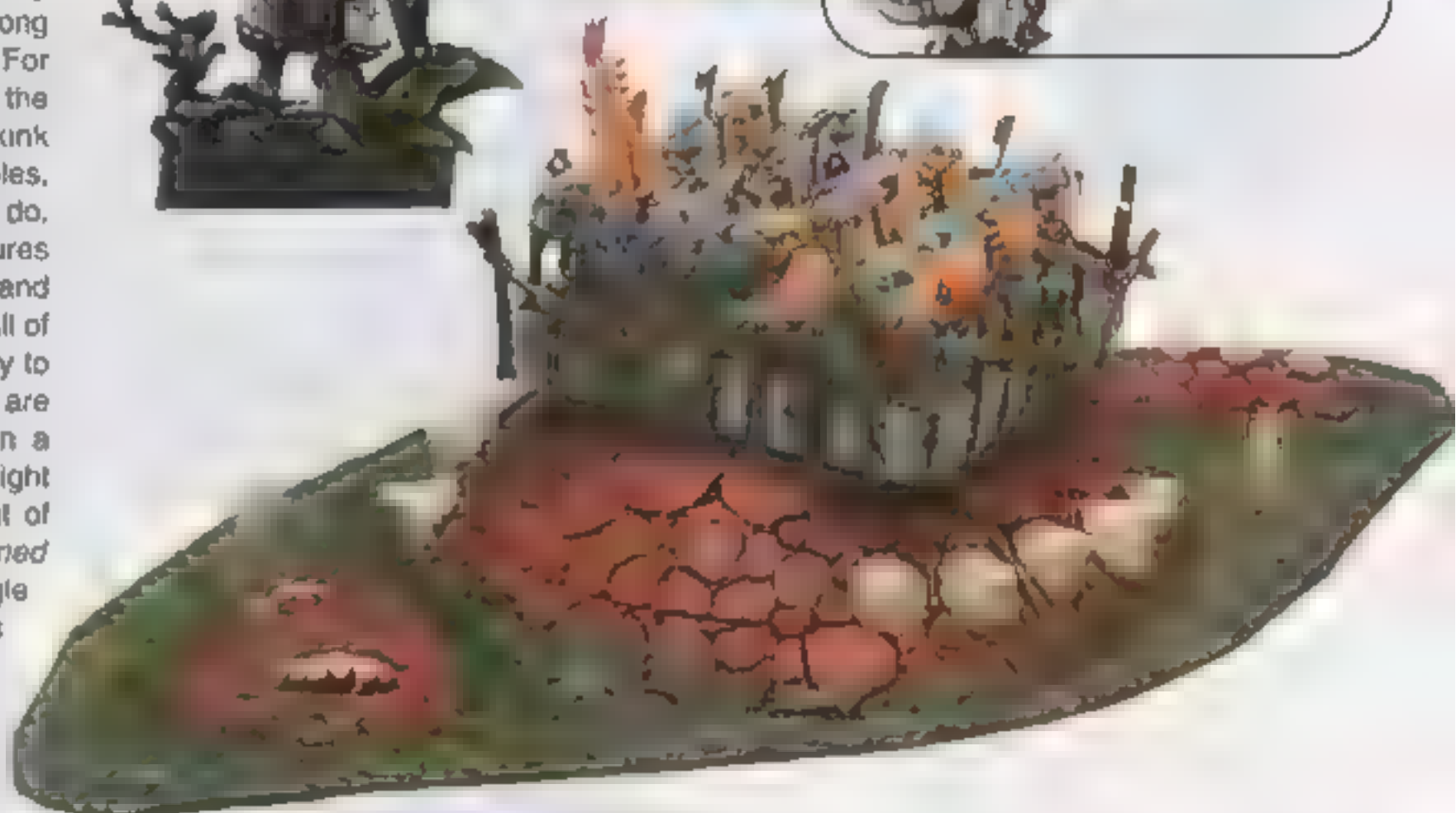
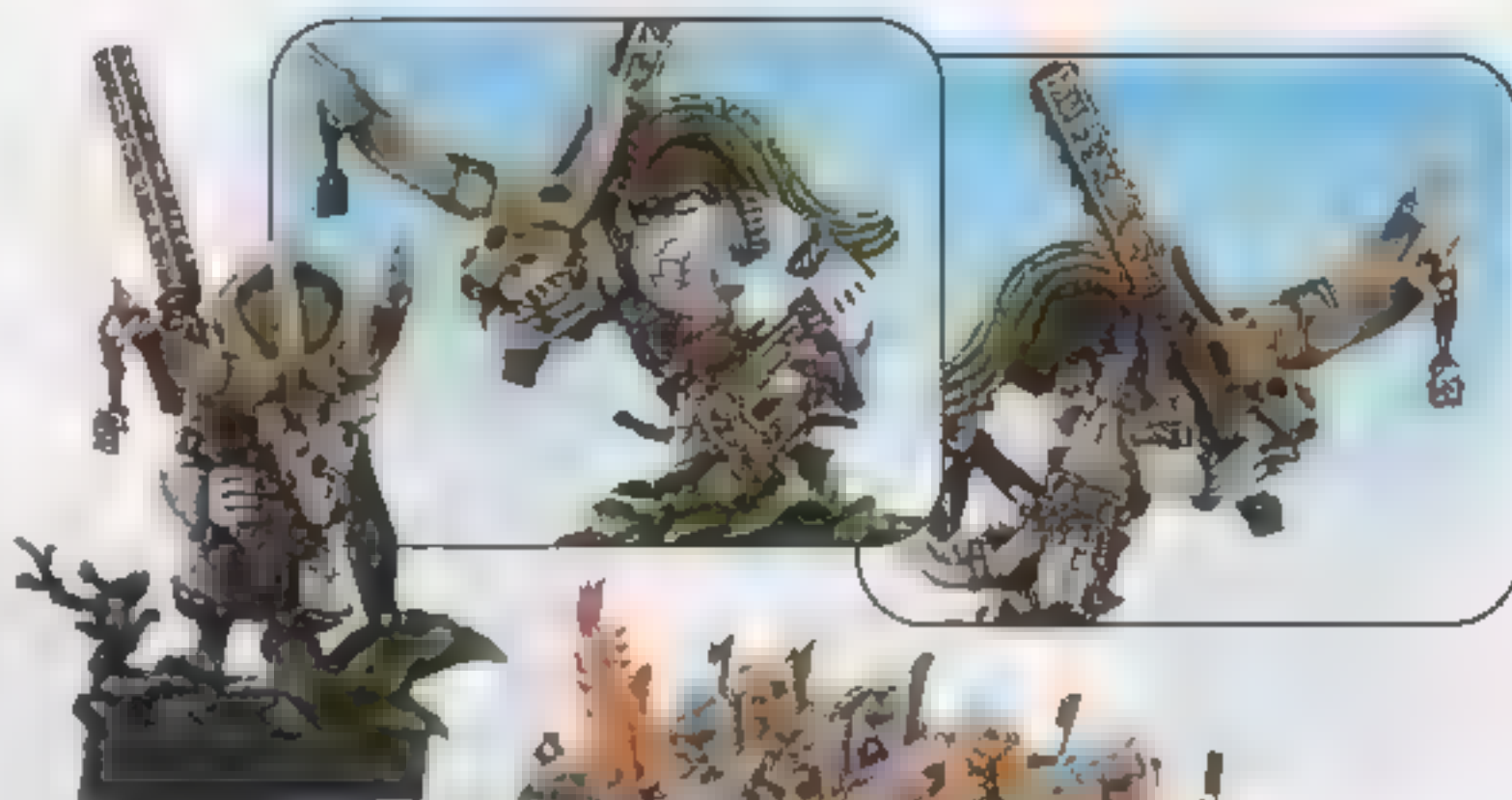
*Above: A Lizardmen army by Greg Swensrud*



building a strong infantry-based army to roll over the field, or you are going for more of a line up full of speed and power with troops like monsters, cavalry, and skirmishing Skinks. being *Cold-Blooded* will cause your enemy no ends of problems

## Collecting a Lizardmen Army

We always suggest beginning any new army with several Core choices. Not only will they cover the minimum requirements for a fairly large game, but they give players a strong nucleus from which to expand their forces. For Lizardmen, these Core choices often take the form of either Saurus Warriors or Skink Skirmishers. Both are suited for differing roles, and both troop types excel at what they do. The Saurus Warriors are ferocious creatures that are strong, have multiple attacks, and have a natural save with their Scaly Skin. All of these abilities make Saurus perfect infantry to secure the center of a battle line. Skinks are smaller and more agile, and their role in a Lizardmen army is that of skirmishers and light missile troops. Skinks are fast (Movement of 8), and their missiles count as *Poisoned Attacks*. Other Core choices include Jungle Swarms, which are ideal defensive troops that can tie up a flank, and Temple Guard, an elite unit of Saurus.

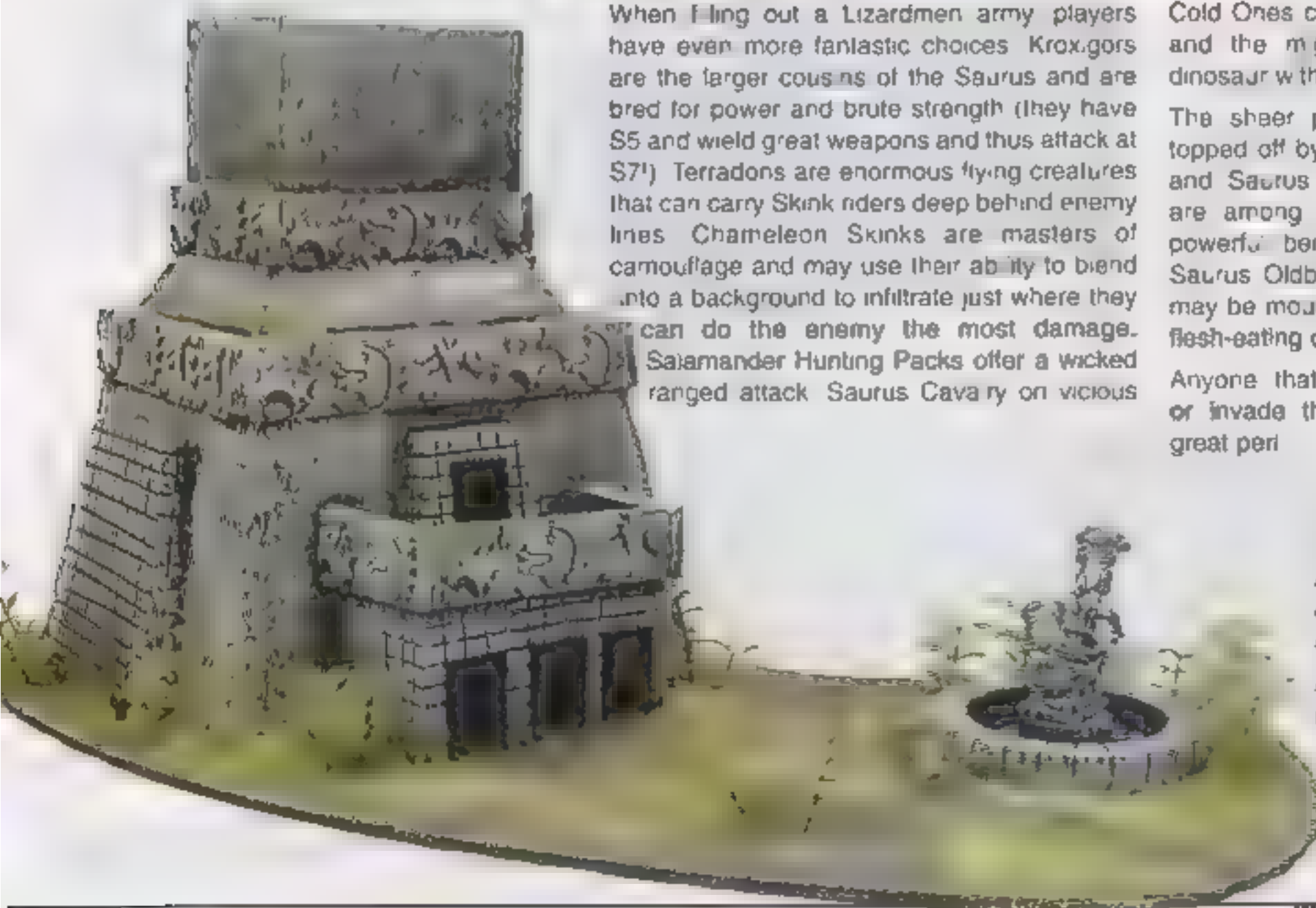


When filling out a Lizardmen army players have even more fantastic choices. Kroxgors are the larger cousins of the Saurus and are bred for power and brute strength (they have S5 and wield great weapons and thus attack at S7!). Terradons are enormous flying creatures that can carry Skink riders deep behind enemy lines. Chameleon Skinks are masters of camouflage and may use their ability to blend into a background to infiltrate just where they can do the enemy the most damage. Salamander Hunting Packs offer a wicked ranged attack. Saurus Cavalry or vicious

Cold Ones constitute a very hard-hitting unit, and the mighty Stegadon is a lumbering dinosaur with Skinks on its back.

The sheer power of a Lizardmen army is topped off by its leaders: Slann Mage-Priests and Saurus Oldbloods. Slann Mage-Priests are among the oldest and most magically powerful beings in all existence, while the Saurus Oldbloods are ferocious fighters that may be mounted atop Carnosaurs, enormous flesh-eating dinosaurs.

Anyone that dares to fight the Lizardmen or invade their jungle territory does so at great peril.



Top: A Saurus Champion painted by Werner Klacke

Middle Right: A Lizardmen amphibious troop transport created by Bill Ard

Left: A Lizardmen Temple with a fountain by Shawn Chavis



## GETTING STARTED

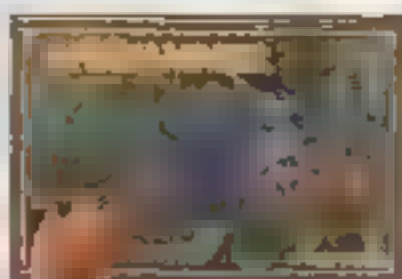


This 80 page rulebook contains painting and modeling guides, background, and the full rules for the Lizardmen. Use this book to build your army and begin your conquest of the Old World.

**Warhammer Armies: Lizardmen**  
88-01-60

With the Lizardmen Regiment boxed set and the Lizardmen Army book the next step in creating your army is building up more Saurus units and other, more specialized units like the Temple Guard and Kroxigors.

*Left: A Temple Guard Standard Bearer painted by Neil Langdown*



The Lizardmen Saurus regiment boxed set is the best place to begin collecting a Lizardmen army. The Saurus are the toughest of all the Lizardmen, as they are spawned specifically for war. They are merciless warriors who will do everything in their power to defend the Temple Cities of Lustria. The regiment box provides enough bits to make a unit of 16 Saurus Warriors armed with either a hand weapon and shield or a spear and shield.



A regiment of Saurus Warriors marches in a battle line. © Stegaton



# LORDS & HEROES

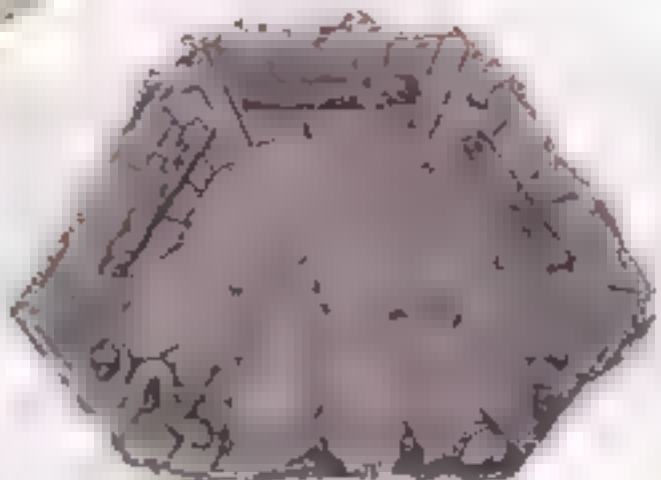


**Slann Mage-Priest Box (1)**  
88-08



**Slann Mage-Priest  
Left Side**  
020804407

**Slann Mage-Priest  
Right Side**  
020804406



**Slann Mage-Priest  
Platform Base**  
020804404



**Slann Mage-Priest  
Rear Platform**  
020804403



**Slann Mage-Priest  
Standard**  
020804402



**Slann Mage-Priest  
Body**  
020804401



**Slann Mage-Priest  
Horn Sprue**  
020804408



**Slann Mage-Priest  
Standard Pole**  
020804405

# SHOWCASE



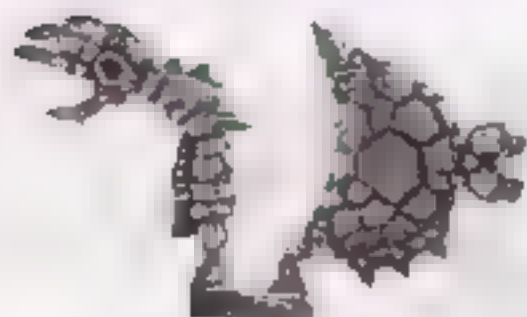
Right, The Slann Mage Priest diorama was built and painted by Mark Tait. Left, A Chameleon Skink delivers a poison dart to the neck of the Empire leader.



# LORDS & HEROES



**Saurus Lord  
on Carnosaur Box (1)**  
88-10



**Saurus Lord  
Lord Sprue**  
020804801



**Carnosaur  
Right Leg**  
020804811



**Carnosaur  
Left Leg**  
020804810



**Carnosaur  
Tail**  
020804806



**Saurus Lord  
Body**  
020804803



**Saurus Lord  
Spear**  
020804804



**Saurus Lord  
Head**  
020804802



**Carnosaur  
Left Claw**  
020804808



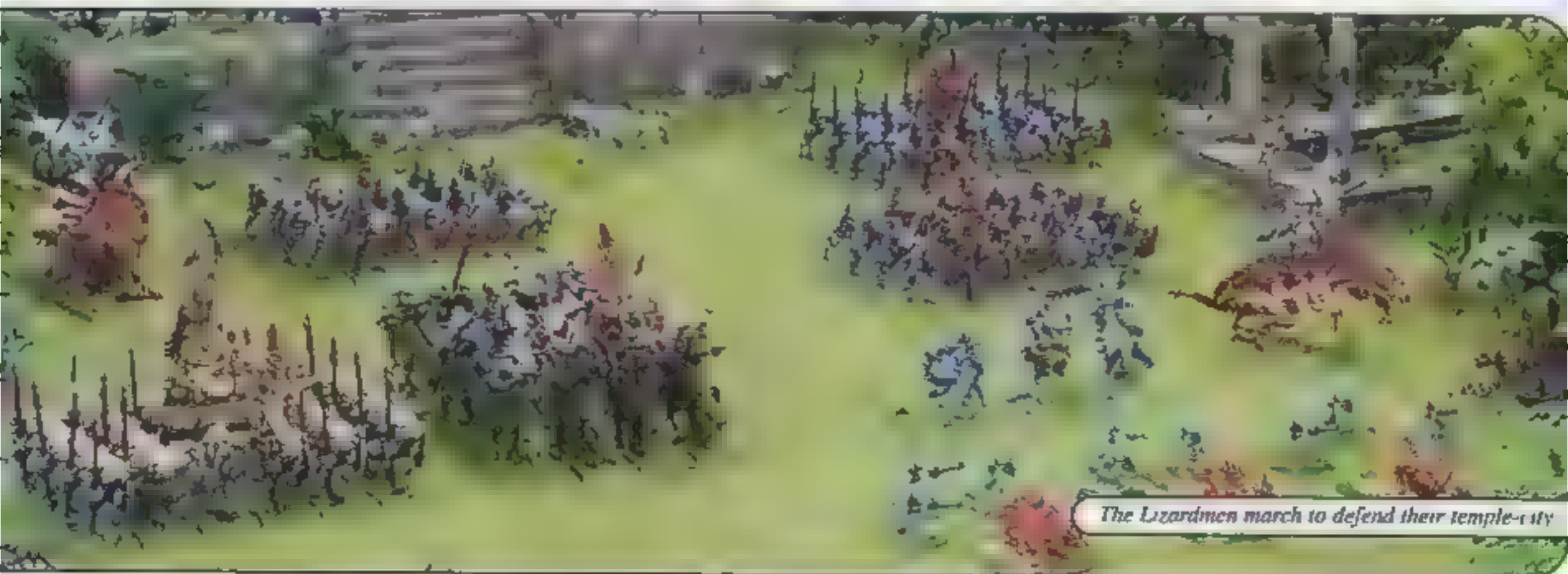
**Carnosaur  
Right Claw**  
020804809



**Carnosaur  
Body**  
020804807



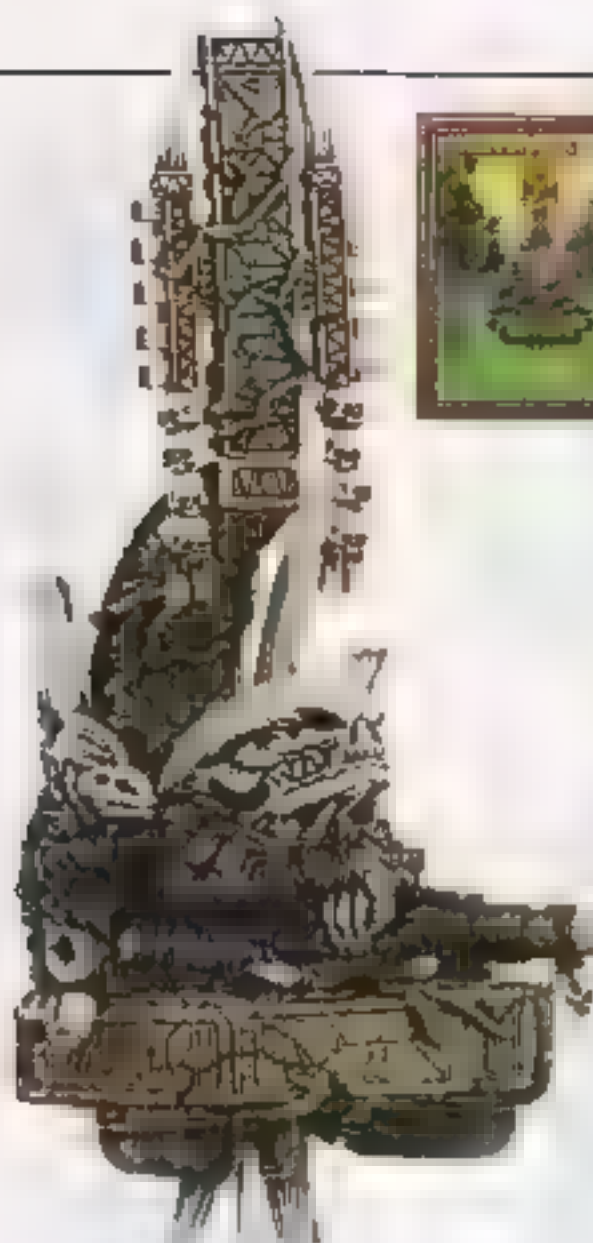
**Saurus Lord  
Saddle**  
020804805



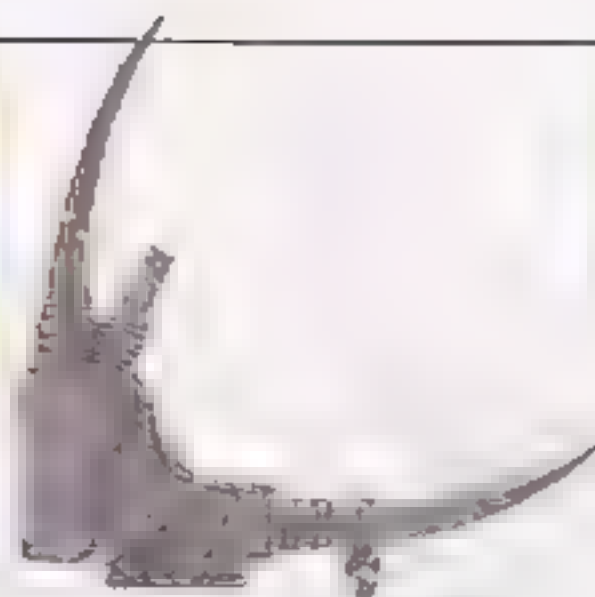
*The Lizardmen march to defend their temple-city*



## LORDS &amp; HEROES



**Lord Kroak Box (1)**  
88-12



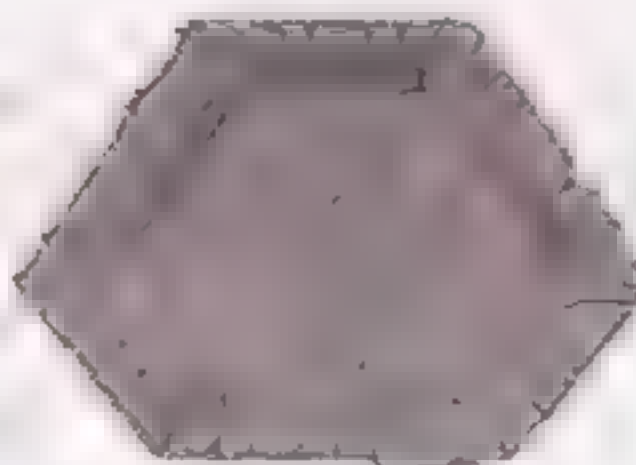
**Lord Kroak Left Side**  
020805508



**Lord Kroak Right Side**  
020805506



**Lord Kroak Horn Sprue**  
020805505



**Lord Kroak Platform Base**  
020805507



**Lord Kroak Standard**  
020805501



**Lord Kroak  
Rear Platform**  
020805503



**Lord Kroak  
Mask**  
020805502



**Lord Kroak Body**  
020805504

*Middle: This Slann Mage-Priest was built and painted by Jeppe Danning as part of his Grand Tournament Army. Bottom Right: A Skink stands on the throne's wings to fan the Slann Mage with a palm branch. Bottom Left: Side view of the palanquin and its Temple Guard Bearers.*

## SHOWCASE





# LORDS & HEROES



Saurus Oldblood Blister (Random 1)  
88-48



Saurus Oldblood  
Sword Arm 1  
020805806



Saurus Oldblood  
Sword Arm 2  
020805807



Saurus Oldblood  
Body  
020805803



Saurus Oldblood  
Head 1  
020805801



Saurus Oldblood  
Head 2  
020805802



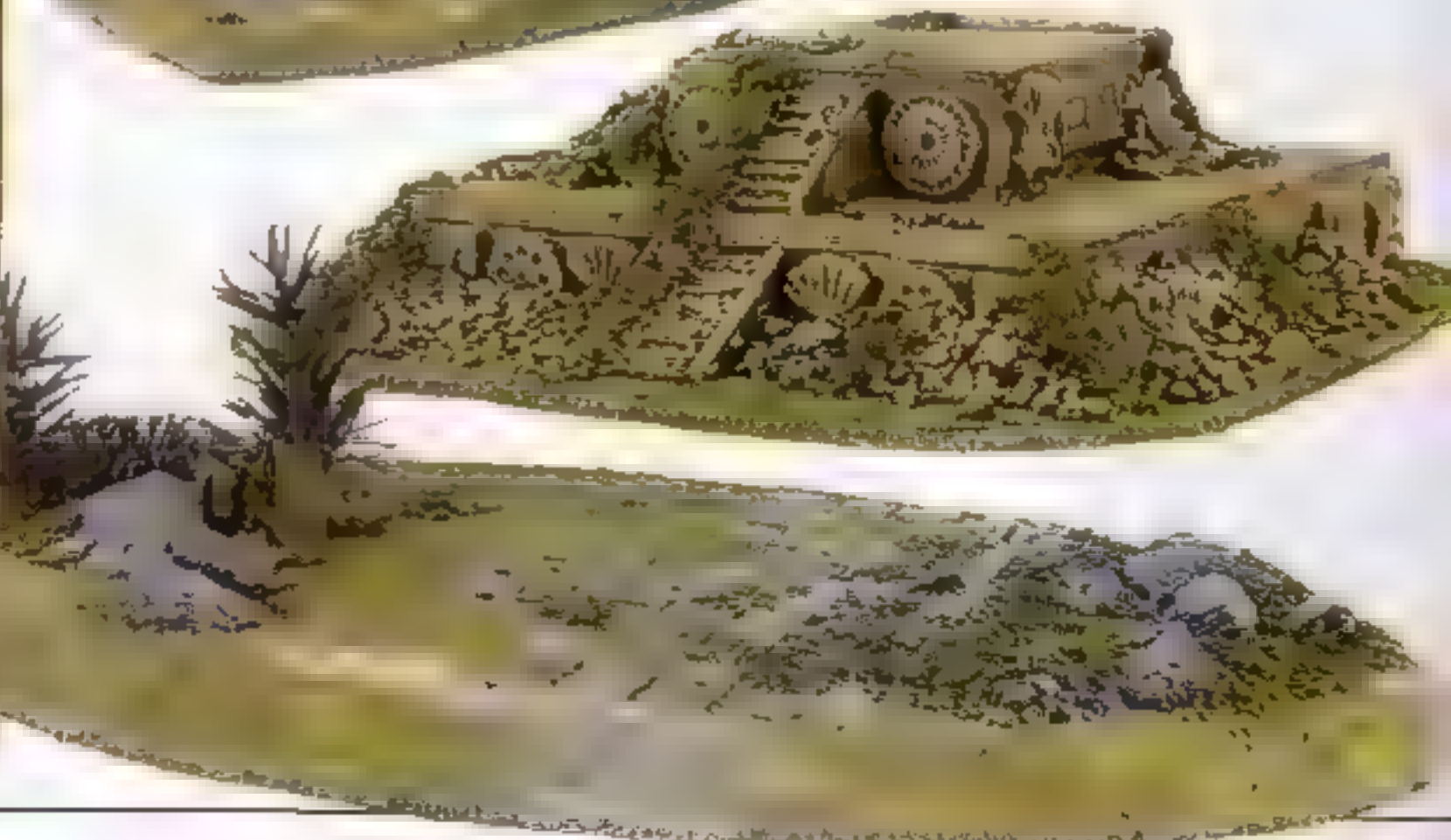
Saurus Oldblood  
Shield 1  
020805804



Saurus Oldblood  
Shield 2  
020805805



Skink Priest Blister (1)  
020804601 (B 1)  
88-46 (Blister)



Here are a few examples of Lizardmen Temples and  
Far Left: Empire raiders are surprised at a ruined temple by a troop of  
Skinks and Terradons. Below Top: This spawning pool was made  
from hardware, foam, and aquarium plants. Below Center:  
These remains of a Lizardmen temple were made  
from pink foam, small pebbles, lichen  
Lizardmen Glyph huz. Below Bottom: This  
temple plaza was made from a hardboard  
base, small rocks, pink foam, aquarium  
plants, and plasticard squares for the  
plaza tiles



## CORE UNITS



**Jungle Swarm  
Blister (2 Random Bases)**  
88-45



**Jungle Swarm  
Lizard 1**  
020801301



**Jungle Swarm  
Lizard 2**  
020801302



**Jungle Swarm  
Lizard 3**  
020801303



**Jungle Swarm  
Lizard 4**  
020801304



**Jungle Swarm  
Lizard 5**  
020801305



**Jungle Swarm  
Snake 1**  
020801901



**Jungle Swarm  
Snake 2**  
020801902



**Jungle Swarm  
Snake 3**  
020801903



**Jungle Swarm  
Snake 4**  
020801904



**Jungle Swarm  
Snake 5**  
020801905



**Jungle Swarm  
Snake 6**  
020801906



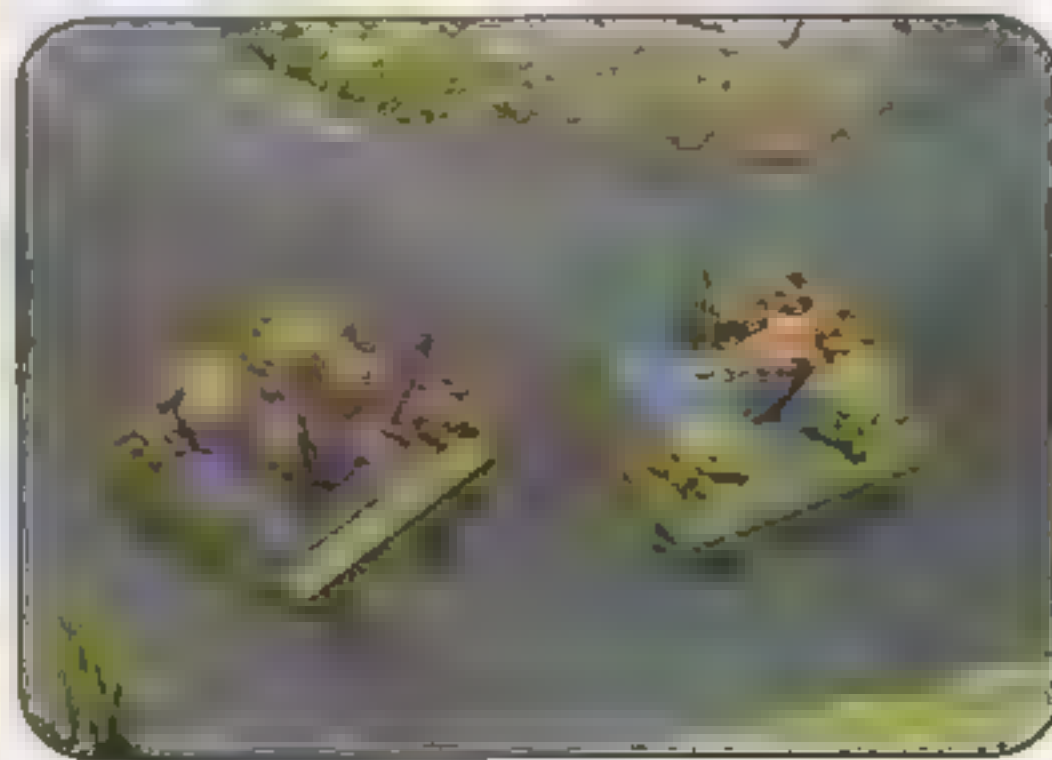
**Jungle Swarm  
Snake 7**  
020801907



**Jungle Swarm  
Snake 8**  
020801908

## SHOWCASE

*Left: Once again, Jeppe Dunning shows us his modeling skill with this creative and humorous Skink Unit. Jeppe has capitalized on the fact that Skinks are amphibious creatures by submersing his Skink unit in "water." To achieve this effect, the Skink plastic bodies were cut in various ways to represent different depths at which the models are swimming. The bits were glued to the bases and surrounded with small amounts of basing materials. The area left untouched was later painted blue to represent water. Below: A Skink practices his floating skills before a battle, while his friend practices swimming like a shark.*





## PAINTING SAURUS



1 Undercoat the model with black primer and basecoat with Enchanted Blue. Next, drybrush with a 50/50 mix of Enchanted Blue and Ice Blue



2 Give the entire model a wash of Blue ink. Add a small drop of Gloss Varnish to the ink to allow it to coat more evenly



3. Drybrush the skin of the Saurus with your 50/50 Enchanted Blue/Ice Blue mix to lighten the color again. Basecoat the armored scales on the back of the Saurus with Regal Blue. Then, drybrush the scales with Enchanted Blue



4. Add Ice Blue highlights to the skin of the Saurus. Basecoat the spines on the back with Scab Red and paint the teeth and claws with Bleached Bone. Paint the spear shaft with Scorched Brown.



5. Highlight the red markings with Red Gore and then with Blood Red. Also, place a spot of Blood Red in the eyes with a fine detail brush. Highlight the spear shaft with a 50/50 mix of Scorched Brown and Snakebite Leather and then with straight Snakebite Leather



6. Paint all the metal bits with Dwarf Bronze. Use Boltgun Metal for the blade of the spear. Wash the bronze parts, teeth, and claws with Brown Ink.

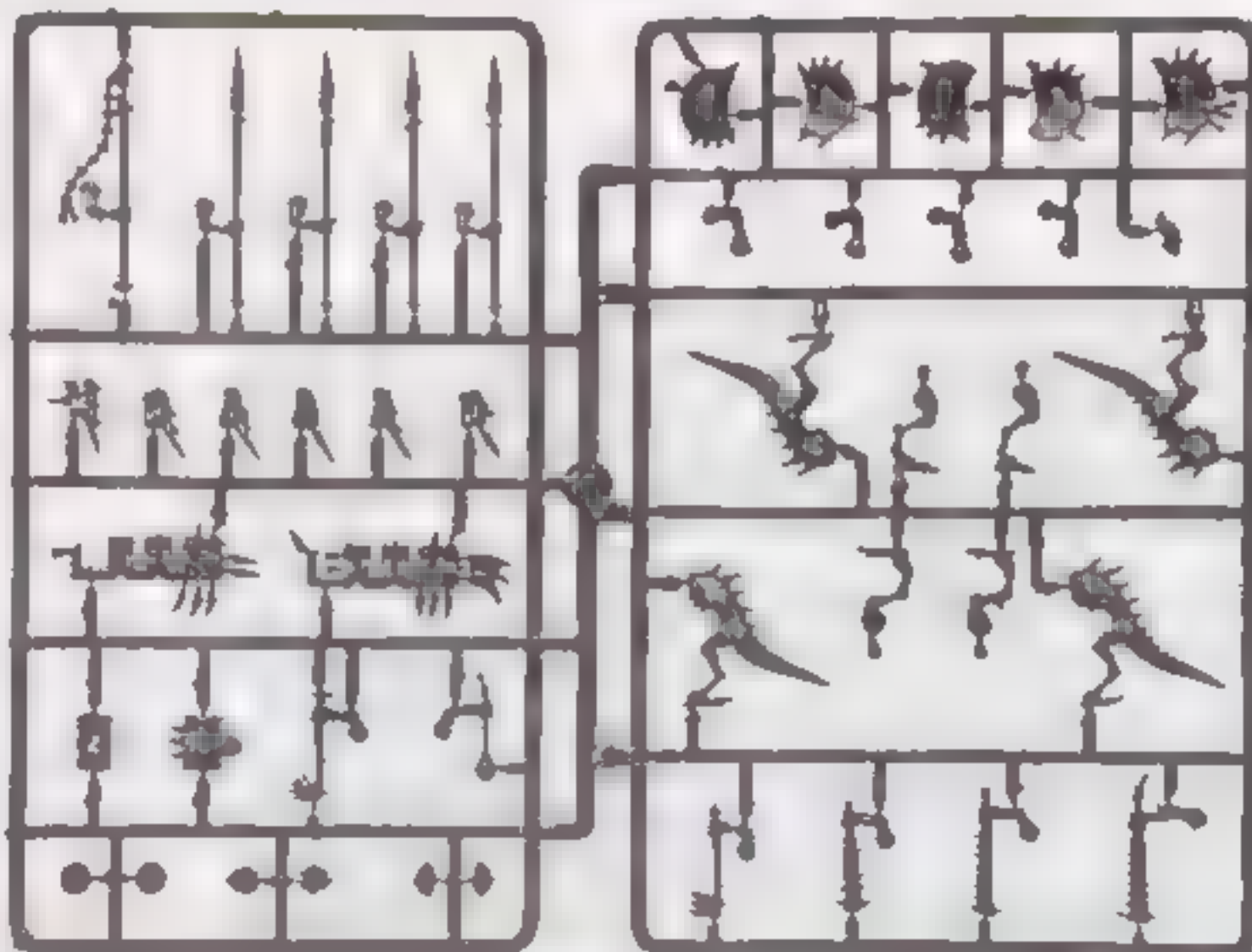
To finish, highlight the spear tip with Mithril Silver, the bronze areas with Shining Gold, and the teeth and claws with a 50/50 mix of Bleached Bone and Skull White

## COMPONENTS



Saurus Warriors Regiment Box (16)  
88-06

*Sprue not shown at actual size*



Saurus Warriors  
Sprue  
99380208001



*Skins battle the invading Skaven horde*



## CORE UNITS

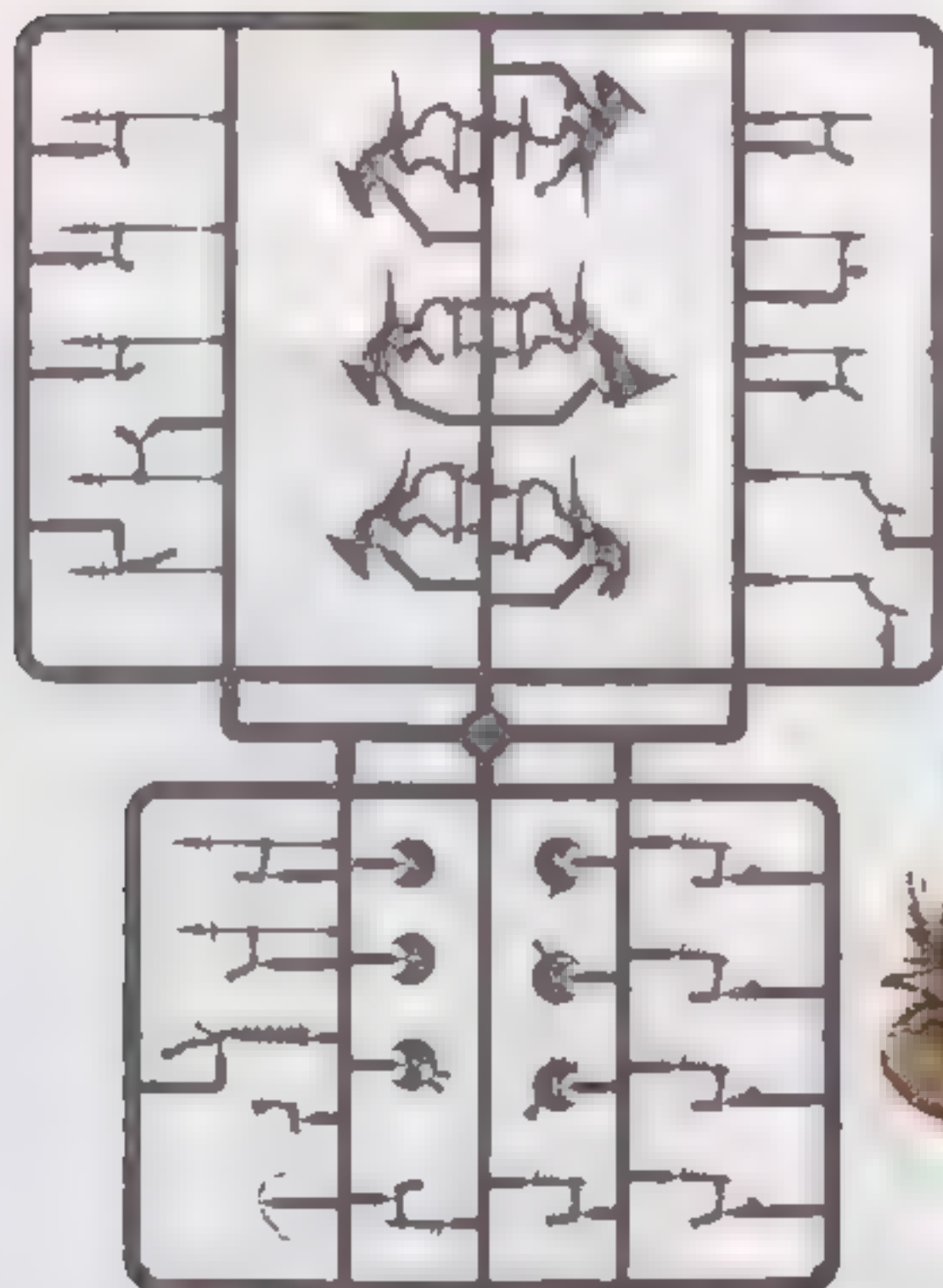


**Skink Warriors Regiment Box (24)**  
88-07

*Note: Skink Warriors are shown smaller than actual size*



*Skinks defend a spawning pit*



**Skink Warriors Sprue**  
99380208002

*Sprues shown smaller than actual size.*

## SHOWCASE



*Left: Skink Warriors defend a jungle watchtower from a band of Elven invaders*



# SPECIAL UNITS



Temple Guard  
Halberd 1  
020805105



Temple Guard  
Halberd 2  
020805106



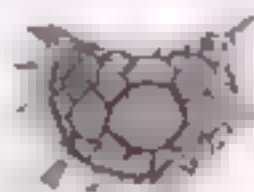
Temple Guard  
Halberd 3  
020805107

Temple Guard Regiment Box (10) & Command Blister (2)  
88-13 88-37

Temple Guard Champion Blister (1)  
88-35



Temple Guard  
Halberd 4  
020805108



Temple Guard Champion Shield  
020805003



Temple Guard Shield 1  
020805109



Temple Guard Shield 2  
020805110



Temple Guard  
Body 1  
020805101



Temple Guard  
Body 2  
020805102



Temple Guard  
Body 3  
020805103



Temple Guard  
Body 4  
020805104



Temple Guard  
Musician  
020806001



Temple Guard  
Standard Bearer  
020806004





## SPECIAL UNITS



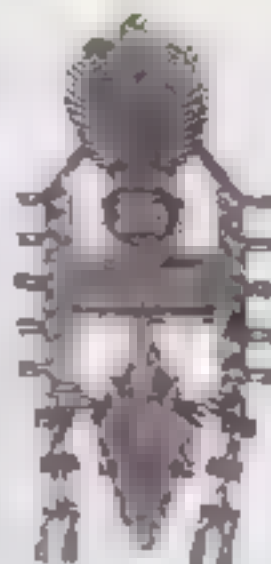
Temple Guard  
Sword Arm  
020805001



Temple Guard  
Musician Arm  
020806002



Temple Guard  
Standard Arm  
020806005



Temple Guard  
Standard  
020806003



Temple Guard  
Champion  
020805002

## LIZARDMEN SHIELDS

It's much easier to paint the Saurus and shields separately. Prime the shields with Chaos Black while they're still on the sprue.



- 1 Over the primer, drybrush the front of the shield with Scab Red and then Red Gore
- 2 Paint the top half of each scale with Blood Red
- 3 Add a highlight line around the top of each scale with Blazing Orange



- 4 Paint the metal areas with Dwarf Bronze and the bony spikes with Bleached Bone
- 5 Wash the metal and bone with Brown Ink. Highlight the bone with a 50/50 mix of Bleached Bone and Skull White and the metal areas with Shining Gold
- 6 When the shields are finished, carefully clip them off the sprue, and touch up the bare spots before attaching them to the model. Don't worry about the back of the shield too much, as it will not be seen when the regiment is assembled.

The Lizardmen spring their trap in the unsuspecting Dark Elves



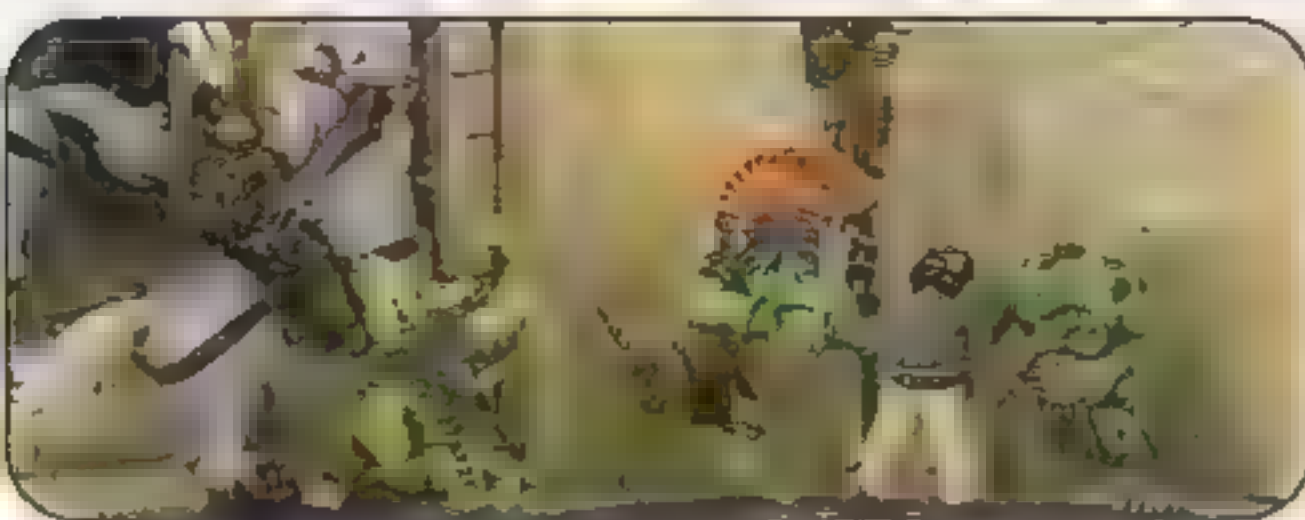
## SHOWCASE

*In 1997, Mike McVey of the L.K. Studio created this wonderful diorama of Empire Raiders attempting to rescue their friend before he becomes the Lizardmen's next sacrifice. The setting is a temple dedicated to the serpent god Sotek deep in the jungles of Lustria. A human prisoner is about to be sacrificed and thrown into the snake pit, but his comrades have different ideas! The first on the scene were the fast moving horsemen, who have already cut down one of the Lizardmen and are riding up the steps to face the Mage-Priest. The foot troops are not far behind and are not faring so well. The outcome is unclear, and that creates an atmosphere of tension and anticipation, which is exactly what Mike wanted to create in the scene.*





## SHOWCASE



**Top Left:** The Empire horseman, trying to save his friend, cuts down the ceremonial drummer. **Top Right:** Mike went to great lengths to recreate an Aztec-like feeling on the walls of the temple. Here, we see a fresco painting on the wall depicting Lizardmen making a human sacrifice to Sotek. **Center:** The Temple Guard rush to defend the temple entrance, while the Empire horseman, though wounding the Mage-Priest, is about to fall victim to one of the Slann's powerful spells. **Bottom Left:** An overhead view of the action shows the detail Mike put into the floor of the temple. In the right of the picture, you can see the bones of previous sacrifices in the snake pit.



## LEARN WITH US! COLOR PATTERNS



**Step 1**  
Give the Terradon a basecoat of Vomil Brown. Highlight the raised areas with a 50/50 mix of Vomil Brown and Bubonic Brown. Paint the skin of the wings with streaks of Bubonic Brown.



**Step 2**  
Paint Snot Green stripes on the back behind the neck and leading edge. Extend the stripes toward the back of the Terradon.



**Step 3**  
Add highlights of Scorpion Green to the raised areas of the stripes.



**Step 1**  
Paint a basecoat of Red Gore onto the entire model, followed by a 50/50 highlight of Blood Red and Blazing Orange. Paint the skin of the wings with a 50/50 mix of Blood Red and Bleached Bone.



**Step 2**  
Paint a series of black spots starting at the shoulder and extending along the arm and back. The spots should become smaller the further they get from the shoulder.

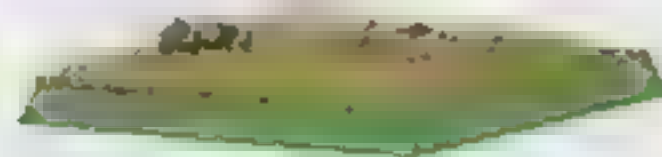
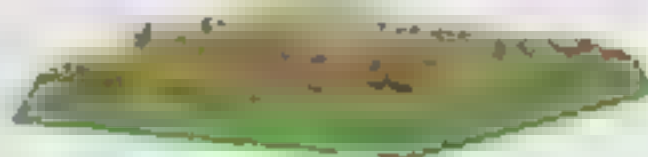


**Step 3**  
Highlight the black spots with straight Shadow Grey.

## SPECIAL UNITS



**Terradon Blister  
(Random 1)**  
88-43



**Terradon  
Body**  
020805703



**Terradon  
Head 2**  
020805702



**Terradon  
Head 1**  
020805701

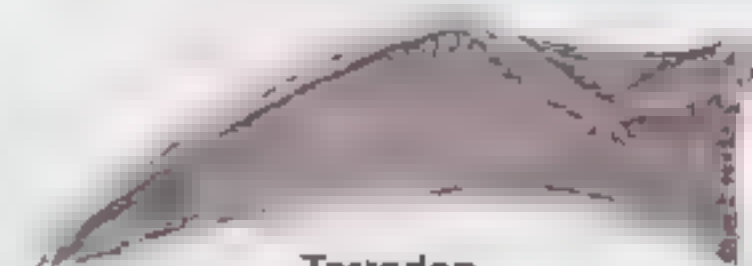


**Terradon  
Skink 2**  
020805709

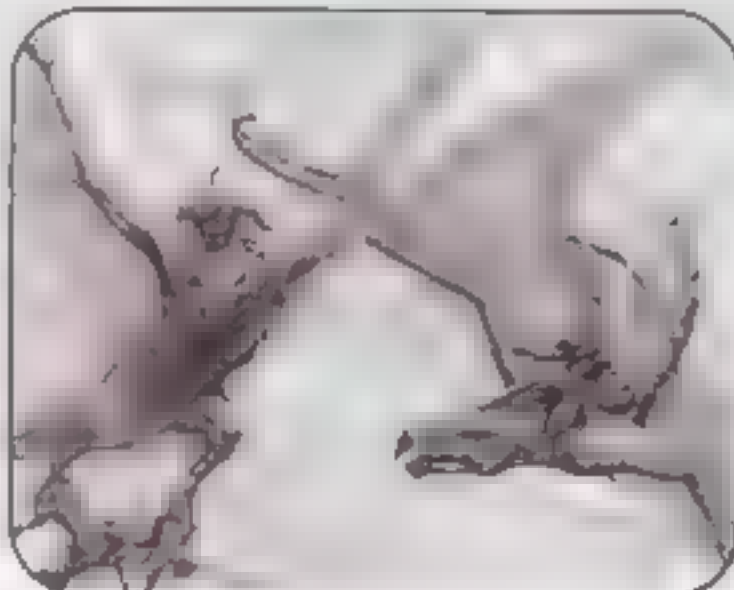
**Terradon  
Skink 1**  
020805708



**Terradon  
Right Wing 2**  
020805707



**Terradon  
Left Wing 2**  
020805706



**Terradon  
Left Wing 1**  
020805704

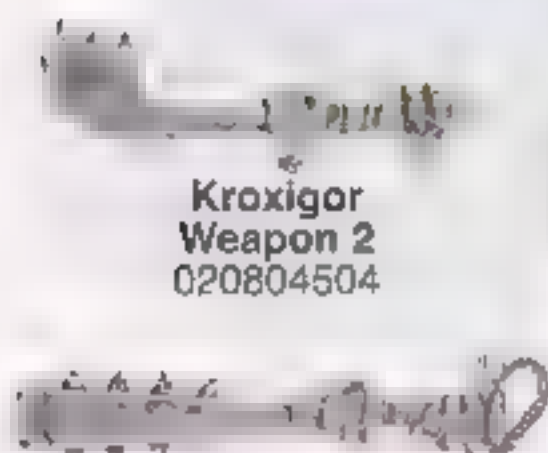
**Terradon  
Right Wing 1**  
020805705



## SPECIAL UNITS



**Kroxigor Blister**  
(Random 1)  
88-44



**Kroxigor**  
**Weapon 2**  
020804504



**Kroxigor**  
**Weapon 3**  
020804506



**Kroxigor**  
**Body 3**  
020804505



**Kroxigor**  
**Body 1**  
020804501



**Kroxigor**  
**Body 2**  
020804503



**Chameleon Skink**  
**Skink 1**  
020804701



**Chameleon Skink**  
**Skink 4**  
020804704



**Chameleon Skink**  
**Skink 2**  
020804702



**Chameleon Skink**  
**Skink 3**  
020804703

**Chameleon Skinks Blister (Random 3)**  
88-47





## SPECIAL UNITS



**Saurus Cold One  
Body 1**  
020804901



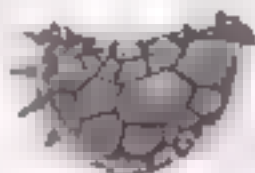
**Saurus Cold One  
Body 2**  
020804902



**Saurus Cold One  
Body 3**  
020804903



**Saurus Cold One  
Shield 1**  
020804906



**Saurus Cold One  
Shield 2**  
020804907



**Saurus Cold One  
Saddle 1**  
020804904



**Saurus Cold One  
Saddle 2**  
020804905



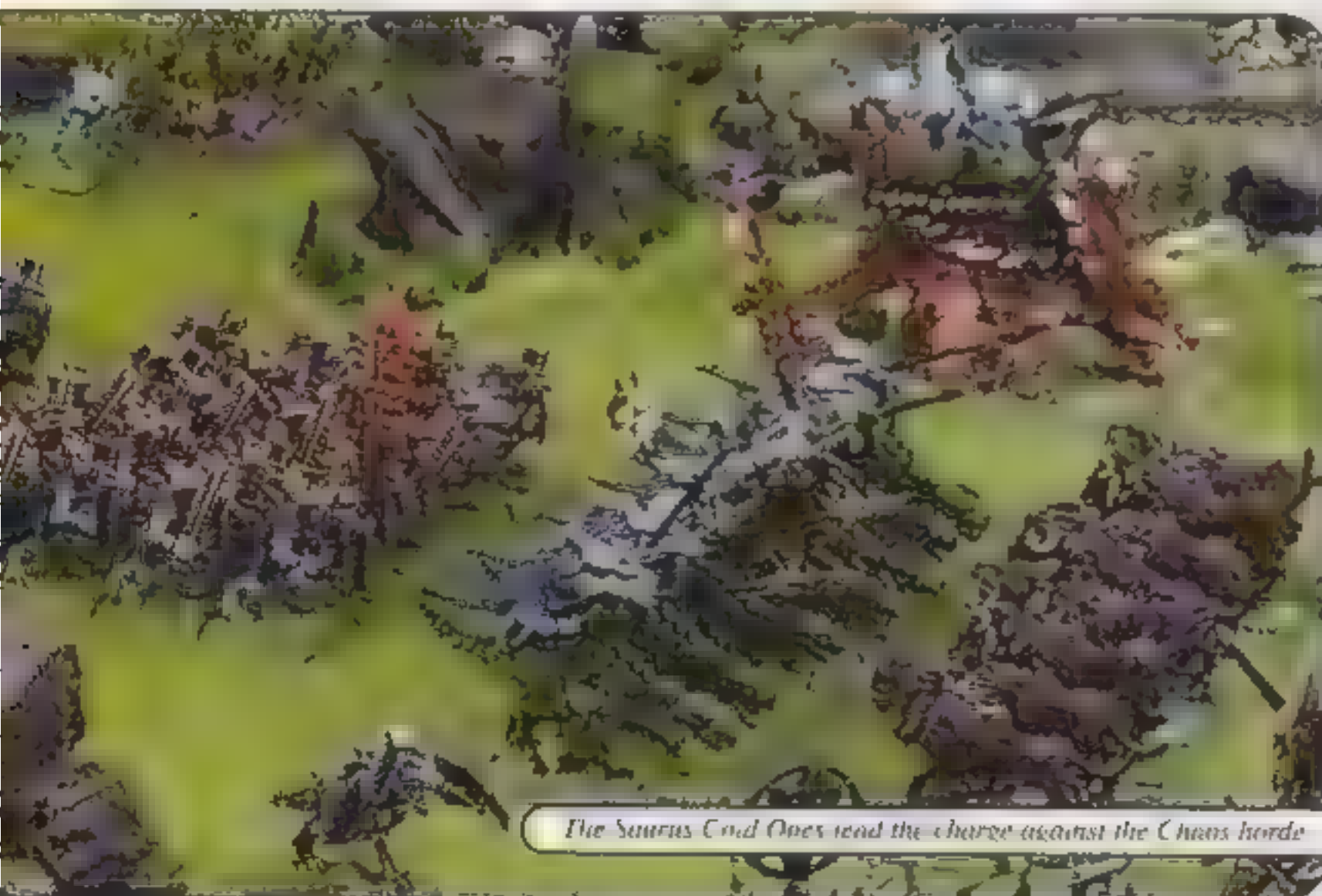
**Saurus Cold One  
Saddle 3**  
020804911



**Saurus Cold One  
Saddle 4**  
020804916



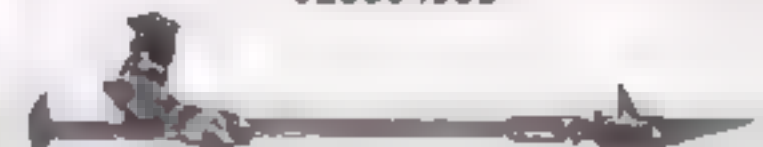
**Saurus Cold Ones Box (5)**  
88-11



*The Saurus Cold Ones lead the charge against the Chaos horde*



**Saurus Cold One  
Spear 1**  
020804908



**Saurus Cold One  
Spear 2**  
020804909



**Saurus Cold One  
Standard Pole**  
020804917



**Saurus Cold One  
Musician Spear**  
020804922



## SPECIAL UNITS

**Saurus Cold One  
Champion**  
020804910

**Saurus Cold One  
Standard Bearer Body**  
020804915

**Saurus Cold One  
Musician Body**  
020804920

**Saurus Cold One  
Champion Shield**  
020804913

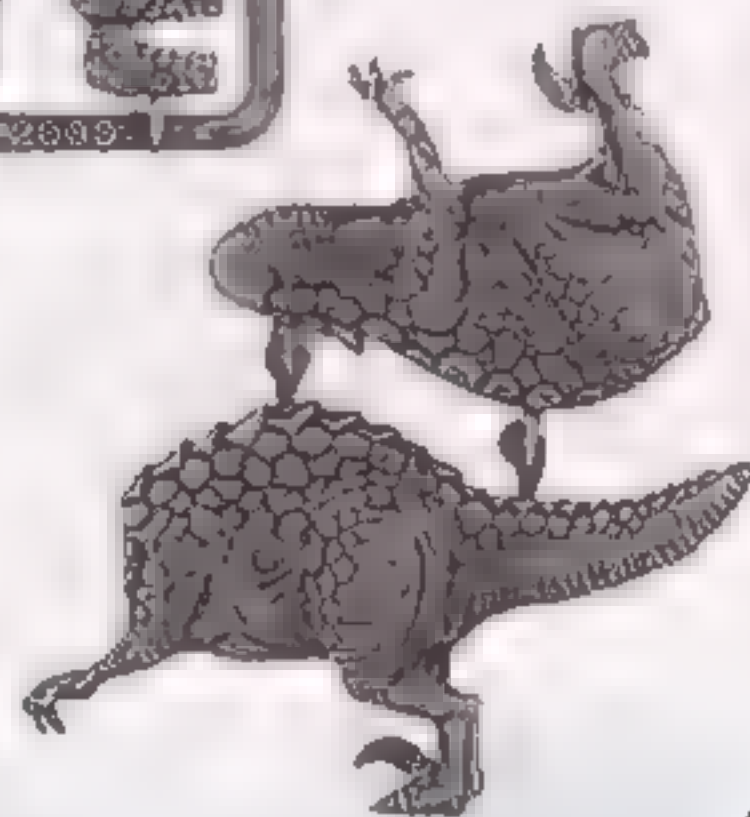
**Saurus Cold One  
Musician Saddle**  
020804921

**Saurus Cold One  
Std. Bearer Shield**  
020804918

**Saurus Cold One  
Standard Top**  
020804919

**Saurus Cold One  
Cold One Head**  
020804914

**Saurus Cold One  
Champion Sword**  
020804912



**Saurus Cold One  
Sprue**  
99380212002

## SHOWCASE



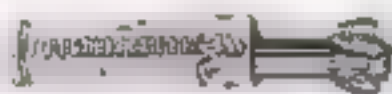
*The High Elves have set up a Lizardmen outpost*



## RARE UNITS



**Stegadon Totem**  
020801617



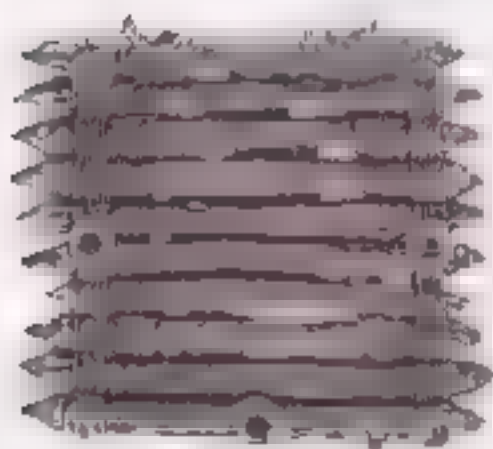
**Stegadon Quiver 1**  
020801614



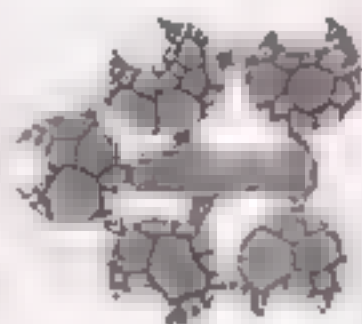
**Stegadon Great Bow**  
020801613



**Stegadon Box (1)**  
88-09



**Stegadon Howdah Base**  
020805410



**Stegadon Skink Shield Sprue**  
020805407



**Stegadon Howdah Front**  
020805401



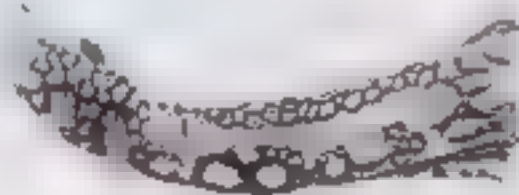
**Stegadon Howdah Side 2**  
020805409



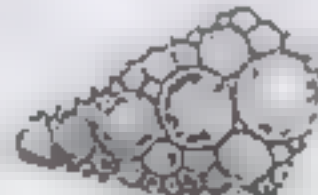
**Stegadon Howdah Side 1**  
020805408



**Stegadon Head 2**  
020801605



**Stegadon Tail**  
020801607



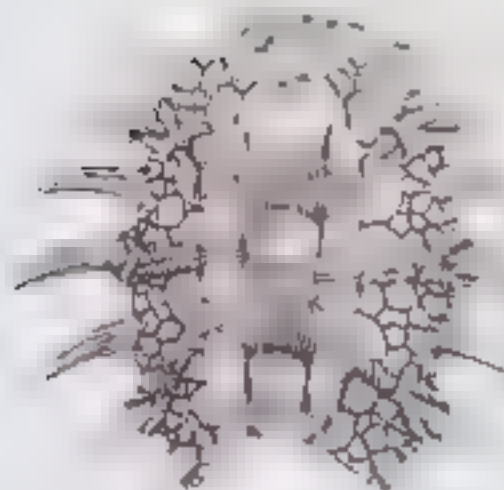
**Stegadon Tail Plate**  
020801606



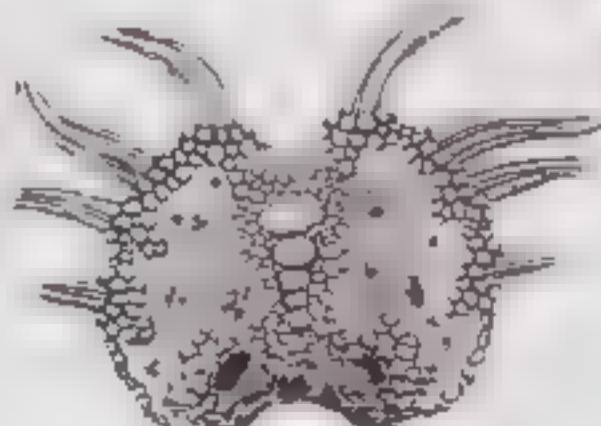
**Stegadon Horn**  
020801616



**Stegadon Howdah Back**  
020801611



**Stegadon Back Plate**  
020801604



**Stegadon Horn Plate**  
020801603



**Stegadon Right Side**  
020801601



**Stegadon Left Side**  
020801602



## SPECIAL UNITS



**Stegadon  
Skink 3**  
020805404



**Stegadon  
Skink 4**  
020805405



**Stegadon  
Skink 5**  
020805406



**Stegadon  
Quiver 2**  
020801615



**Stegadon  
Skink 1**  
020805402



**Stegadon  
Skink 2**  
020805403



**Salamander Blister (1 Salamander and 3 Skinks)**  
88-42



**Salamander  
Skink 2**  
020805205



**Salamander  
Skink 1**  
020805206



**Salamander  
Head 1**  
020805201



**Salamander  
Head 2**  
020805202



**Salamander  
Leg**  
020805203



**Salamander  
Body**  
020805204



*Salamander Warriors stand guard over a sacred spawning pool*





## PRICE LIST

### Getting Started

88-01-60 Warhammer Armies: Lizardmen . \$20

### Boxed Sets & Blister Packs - Lords & Heroes

88-48 Skink Priest . \$8  
Blister includes 1 model

88-08 Slann Mage Priest . . . . . \$30  
Box includes 1 model

88-10 Saurus Lord on Carnosaur . . . . . \$40  
Box includes 1 model

88-48 Saurus Lord on Foot . . . . . \$10  
Blister includes 1 model

88-12 Lord Kroak . . . . . \$35  
Box includes 1 model

### Blister Packs & Blister Packs - Core

88-47 Chameleon Skinks . . . . . \$9  
Blister includes 3 models

88-06 Saurus Regiment . . . . . \$30  
Box includes 18 models

88-07 Skink Regiment . . . . . \$30  
Box includes 24 models

88-13 Saurus Temple Guard . . . . . \$40  
Box includes 10 models

88-35 Lizardmen Temple Guard Champion . \$8  
Blister includes 1 model

88-37 Lizardmen Temple Guard Command . \$9  
Blister includes 2 models

88-45 Jungle Swarms . . . . . \$10  
Blister includes 2 models

### Blister Packs & Blister Packs - Special

8-44 Kroxigor . . . . . \$15  
Blister includes 1 model

88-11 Lizardmen Saurus on Cold Ones . . \$45  
Box includes 5 models

88-43 Terradon . . . . . \$10  
Blister includes 1 model

### Boxed Sets & Blister Packs - Rare

88-09 Stegadon . . . . . \$50  
Box includes 1 model

88-42 Salamander . . . . . \$20  
Blister includes 4 models

### Metal Bitz - Lords & Heroes

#### Slann Mage-Priest

020804401 Priest Body . . . . . \$9  
020804402 Priest Standard . . . . . \$3  
020804403 Priest Platform Rear . . . . . \$5  
020804404 Priest Platform Base . . . . . \$5  
020804405 Priest Standard Pole . . . . . \$1  
020804406 Priest Platform Right Side . . . . . \$4  
020804407 Priest Platform Left Side . . . . . \$4  
020804408 Priest Platform Horns . . . . . \$2

#### Skink Priest

020804601 Skink Priest . . . . . \$8

#### Lord Kroq-Gar

020804801 Kroq-Gar Sprue . . . . . \$3  
020804802 Kroq-Gar Head . . . . . \$2  
020804803 Kroq-Gar Body . . . . . \$5  
020804804 Kroq-Gar Spear . . . . . \$3  
020804805 Kroq-Gar Saddle . . . . . \$4  
020804806 Carnosaur Tail . . . . . \$7  
020804807 Carnosaur Body . . . . . \$10  
020804808 Carnosaur Left Claw . . . . . \$3  
020804809 Carnosaur Right Claw . . . . . \$3

020804810 Carnosaur Left Leg . . . . . \$5  
020804811 Carnosaur Right Leg . . . . . \$5  
Lord Kroak

020805501 Lord Kroak Standard . . . . . \$3  
020805502 Lord Kroak Mask . . . . . \$2  
020805503 Lord Kroak Platform Back . . . . . \$5  
020805504 Lord Kroak Body . . . . . \$9  
020805505 Lord Kroak Platform Horns . . . . . \$2  
020805506 Lord Kroak Platform Right . . . . . \$4  
020805507 Lord Kroak Platform Base . . . . . \$5  
020805508 Lord Kroak Platform Left . . . . . \$4

#### Saurus Lord on Foot

020805801 Saurus Lord on Foot Head 1 . . . . . \$2  
020805802 Saurus Lord on Foot Head 2 . . . . . \$2  
020805803 Saurus Lord on Foot Body . . . . . \$7  
020805804 Saurus Lord on Foot Shield 1 . . . . . \$2  
020805805 Saurus Lord on Foot Shield 2 . . . . . \$2  
020805806 Saurus Lord on Foot Sword Arm 1 . . . . . \$2  
020805807 Saurus Lord on Foot Sword Arm 2 . . . . . \$2

### Metal Bitz & Plastic Sprues - Core

#### Saurus Warriors

99080208001 Lizardmen Saurus Sprue . . . . . \$8

#### Skinks

99080208002 Skink Sprue . . . . . \$8

#### Temple Guard Champion

020805001 Champion Sword Arm . . . . . \$2  
020805002 Champion Body . . . . . \$7  
020805003 Champion Shield . . . . . \$2

#### Temple Guard Musician

020806001 Musician Body . . . . . \$7  
020806002 Musician Arm . . . . . \$1

#### Temple Guard Standard Bearer

020806003 Standard Top . . . . . \$2  
020806004 Standard Bearer Body . . . . . \$7  
020806005 Standard Bearer Arm . . . . . \$1

#### Temple Guard

020805101 Body A . . . . . \$3  
020805102 Body B . . . . . \$3  
020805103 Body C . . . . . \$3  
020805104 Body D . . . . . \$3  
020805105 Halberd A . . . . . \$1  
020805106 Halberd B . . . . . \$1  
020805107 Halberd C . . . . . \$1  
020805108 Halberd D . . . . . \$1  
020805109 Shield 1 . . . . . \$1  
020805110 Shield 2 . . . . . \$1

#### Jungle Swarm

020801301 Lizard 1 . . . . . \$2  
020801302 Lizard 2 . . . . . \$2  
020801303 Lizard 3 . . . . . \$2  
020801304 Lizard 4 . . . . . \$2  
020801305 Lizard 5 . . . . . \$2  
020801901 Serpent 1 . . . . . \$2  
020801902 Serpent 2 . . . . . \$2  
020801903 Serpent 3 . . . . . \$2  
020801904 Serpent 4 . . . . . \$2  
020801905 Serpent 5 . . . . . \$2  
020801906 Serpent 6 . . . . . \$2  
020801907 Serpent 7 . . . . . \$2  
020801908 Serpent 8 . . . . . \$2

### Metal Bitz & Plastic Sprues - Special

#### Chameleon Skinks

020804701 Chameleon Skink 1 . . . . . \$3.25  
020804702 Chameleon Skink 2 . . . . . \$3.25  
020804703 Chameleon Skink 3 . . . . . \$3.25  
020804704 Chameleon Skink 4 . . . . . \$3.25

#### Saurus on Cold Ones

020804901 Cold One Rider Body 1 . . . . . \$2  
020804902 Cold One Rider Body 2 . . . . . \$2  
020804903 Cold One Rider Body 3 . . . . . \$2  
020804904 Cold One Saddle 1 . . . . . \$2  
020804905 Cold One Saddle 2 . . . . . \$2  
020804906 Cold One Shield 1 . . . . . \$1.50  
020804907 Cold One Shield 2 . . . . . \$1.50  
020804908 Cold One Spear 1 . . . . . \$2  
020804909 Cold One Spear 2 . . . . . \$2  
020804910 Cold One Champion . . . . . \$3  
020804911 Cold One Saddle 3 . . . . . \$2  
020804912 Cold One Champion Sword . . . . . \$2  
020804913 Cold One Champion Shield . . . . . \$1.50  
020804914 Cold One Champion Head . . . . . \$1.50  
020804915 Cold One Std. Bearer Body . . . . . \$2  
020804916 Cold One Rider Saddle 4 . . . . . \$2  
020804917 Cold One Standard Pole . . . . . \$2  
020804918 Cold One Std. Bearer Shield . . . . . \$1.50  
020804919 Cold One Standard Top . . . . . \$2  
020804920 Cold One Musician Body . . . . . \$2  
020804921 Cold One Musician Saddle . . . . . \$2  
020804922 Cold One Musician Spear . . . . . \$2  
99080212002 Cold One Head and Body Sprue . . . . . \$3

#### Kroxigor Bitz

020804501 Kroxigor Body 1 . . . . . \$13  
020804502 Kroxigor Weapon 1 . . . . . \$3  
020804503 Kroxigor Body 2 . . . . . \$13  
020804504 Kroxigor Weapon 2 . . . . . \$3  
020804505 Kroxigor Body 3 . . . . . \$13  
020804506 Kroxigor Weapon 3 . . . . . \$3

#### Lizardmen Terradons

020805701 Terradon Head 1 . . . . . \$1  
020805702 Terradon Head 2 . . . . . \$1  
020805703 Terradon Body . . . . . \$4  
020805704 Terradon Left Wing 1 . . . . . \$3  
020805705 Terradon Right Wing 1 . . . . . \$3  
020805706 Terradon Left Wing 2 . . . . . \$3  
020805707 Terradon Right Wing 2 . . . . . \$3  
020805708 Terradon Skink 1 . . . . . \$3  
020805709 Terradon Skink 2 . . . . . \$3

### Metal Bitz - Special

#### Salamander Hunting Party

020805201 Salamander Head 1 . . . . . \$2  
020805202 Salamander Head 2 . . . . . \$2  
020805203 Salamander Leg . . . . . \$2  
020805204 Salamander Body . . . . . \$6  
020805205 Salamander Skink 1 . . . . . \$4  
020805206 Salamander Skink 2 . . . . . \$4

#### Stegadon

020801601 Stegadon Body Right Side . . . . . \$7  
020801602 Stegadon Body Left Side . . . . . \$7  
020801603 Stegadon Horny Plate . . . . . \$4  
020801604 Stegadon Back Plate . . . . . \$4  
020801605 Stegadon Head . . . . . \$4  
020801606 Stegadon Tail Plate . . . . . \$2  
020801607 Stegadon Tail . . . . . \$4  
020801611 Stegadon Howdah Back . . . . . \$1  
020801613 Stegadon Great Bow . . . . . \$2  
020801614 Stegadon Quiver 1 . . . . . \$2  
020801615 Stegadon Quiver 2 . . . . . \$2  
020801616 Stegadon Horn . . . . . \$1  
020801617 Stegadon Totem . . . . . \$2  
020805401 Stegadon Howdah Front . . . . . \$1.75  
020805402 Stegadon Skink 1 . . . . . \$2.25  
020805403 Stegadon Skink 2 . . . . . \$2.25



## PRICE LIST

|           |                             |        |
|-----------|-----------------------------|--------|
| 020805404 | Stegadon Skink 3            | \$2.25 |
| 020805405 | Stegadon Skink 4            | \$2.25 |
| 020805406 | Stegadon Skink 5            | \$2.25 |
| 020805407 | Stegadon Skink Shield Sprue | \$2.25 |
| 020805408 | Stegadon Howdah Side 1      | \$2.25 |
| 020805409 | Stegadon Howdah Side 2      | \$2.25 |
| 020805410 | Stegadon Howdah Base        | \$4.50 |

**Classic/Collector's Range****Metal Blitz - Accessories****Glyph Plates**

|            |                            |        |
|------------|----------------------------|--------|
| 020802001A | 13 Round Sun Disk)         | \$3.50 |
| 020802002B | 14 Round Frog Head         | \$3.50 |
| 020802003C | 18 Round Holed Disk        | \$3.50 |
| 020802102A | 11 Square Head)            | \$3.50 |
| 020802102B | 12 Square Sign             | \$3.50 |
| 020802102C | 15 Square Smiling Sign)    | \$3.50 |
| 020802201A | 1 Long Strip               | \$1.50 |
| 020802201B | 2 (Long Strip 2) . . . . . | \$1.50 |
| 020802201C | 3 (X Plate)                | \$1.50 |
| 020802201D | 6 2 Big Squares            | \$2.50 |
| 020802201E | 9 Long Strip               | \$2.50 |
| 020802301A | 4 Zig Zags                 | \$1.50 |
| 020802301B | 5 Strip w Dots)            | \$1.50 |
| 020802301C | 7 Square Angry Sign)       | \$2.50 |
| 020802301D | 8 Square Square)           | \$2.50 |
| 020802301E | 10 Square Smiling Sign)    | \$2.50 |

**Metal Blitz - Lords & Heroes****Siann Mage Priest**

|           |                                |     |
|-----------|--------------------------------|-----|
| 020800101 | Siann Mage Priest Body         | \$6 |
| 020800102 | Siann Mage Priest Arm          | \$2 |
| 020800103 | Palanquin Throne Base          | \$5 |
| 020800104 | Palanquin Throne Back          | \$5 |
| 020800106 | Palanquin Throne Standard 1    | \$2 |
| 020800108 | Palanquin Throne Standard 2    | \$2 |
| 020800109 | Palanquin Throne Horns Both    | \$2 |
| 020800110 | Saurus Palanquin Bearer Body 1 | \$3 |
| 020800111 | Saurus Palanquin Bearer Body 2 | \$3 |
| 020800112 | Saurus Palanquin Bearer Body 4 | \$3 |
| 020800113 | Saurus Palanquin Bearer Body 3 | \$3 |
| 020800114 | Saurus Palanquin Bearer Arm 1  | \$1 |
| 020800115 | Saurus Palanquin Bearer Arm 2  | \$1 |
| 020800116 | Palanquin Left Support Arm     | \$5 |
| 020800117 | Palanquin Right Support Arm    | \$5 |

**Tenehulni**

|           |                      |        |
|-----------|----------------------|--------|
| MO 0331   | Tenehulni            | \$6    |
| 020803301 | Tenehulni Body       | \$3.75 |
| 020803302 | Tenehulni Totem Arm  | \$1.25 |
| 020803303 | Tenehulni Dagger Arm | \$1.25 |

**Inxi-Huinzi**

|           |                             |        |
|-----------|-----------------------------|--------|
| MO 0061   | Inxi-Huinzi                 | \$15   |
| 020803603 | Inxi-Huinzi Body            | \$3.75 |
| 020803604 | Inxi-Huinzi Spear Arm       | \$1.25 |
| 020803605 | Inxi-Huinzi Banner Poles    | \$3    |
| 020803606 | Inxi-Huinzi Quivers         | \$3    |
| 020803607 | Inxi-Huinzi Horned One Head | \$3    |

**Oxayotl**

|           |                      |        |
|-----------|----------------------|--------|
| 020803401 | Oxayotl Body         | \$3.75 |
| 020803402 | Oxayotl Blowpipe Arm | \$1.25 |
| 020803403 | Oxayotl Right Arm    | \$1.25 |

**Skink Shaman**

|           |                   |        |
|-----------|-------------------|--------|
| 020803701 | Skink Shaman Body | \$3.50 |
| 020803702 | Skink Shaman Head | \$2    |

**Metal Blitz - Core****Saurus Warrior**

|           |                       |     |
|-----------|-----------------------|-----|
| 020800401 | Saurus Warrior Body 1 | \$3 |
| 020800402 | Saurus Warrior Body 2 | \$3 |
| 020800403 | Saurus Warrior Body 3 | \$3 |
| 020800404 | Saurus Warrior Body 4 | \$3 |

|           |                             |        |
|-----------|-----------------------------|--------|
| 020800405 | Saurus Warrior Spike Arm    | \$1.25 |
| 020800406 | Saurus Warrior Scythe Arm   | \$1.25 |
| 020800407 | Saurus Warrior Pick Arm     | \$1.25 |
| 020800408 | Saurus Warrior Spike Arm 2  | \$1.25 |
| 020800501 | Saurus Champion Body 1      | \$3    |
| 020800502 | Saurus Champion Left Arm    | \$1.25 |
| 020800503 | Saurus Champion Right Arm   | \$1.25 |
| 020800509 | Saurus Champion Body 2      | \$3    |
| 020800805 | Saurus Warrior Spear Arm 1  | \$1    |
| 020800806 | Saurus Warrior Spear Arm 2  | \$1    |
| 020800807 | Saurus Warrior Spear Arm 3  | \$1    |
| 020800808 | Saurus Warrior Spear Arm 4  | \$1    |
| 020801504 | Saurus Standard Body 2      | \$3    |
| 020801505 | Saurus Standard Right Arm 2 | \$1.50 |
| 020801506 | Saurus Standard Left Arm    | \$1    |
| 020801507 | Saurus Drummer Body 2       | \$3    |
| 020801508 | Saurus Drummer Arm          | \$1    |
| 020801510 | Saurus Standard Body 1      | \$3    |
| 020801511 | Saurus Standard Right Arm 1 | \$1.50 |
| 020801512 | Saurus Drummer Body 1       | \$3    |

**Skinks**

|           |                            |        |
|-----------|----------------------------|--------|
| 020800614 | Skink Champion w Javelin 1 | \$3.50 |
| 020800715 | Skink w Javelin 2          | \$2.50 |
| 020800716 | Skink w Javelin 1          | \$2.50 |
| 020800717 | Skink w Javelin 4          | \$2.50 |
| 020800718 | Skink w Javelin 3          | \$2.50 |
| 020801406 | Skink Champion w Bow 1     | \$3.50 |
| 020801407 | Skink Champion w Bow 2     | \$3.50 |
| 020801408 | Skink Totem Bearer 2       | \$1.50 |
| 020801409 | Skink Totem Top 2          | \$1.50 |
| 020801410 | Skink Totem Bearer 1       | \$3.50 |
| 020801411 | Skink Totem Top 1          | \$1.50 |
| 020801412 | Skink Drummer 1            | \$3.50 |
| 020801413 | Skink Drummer 2            | \$3.50 |

**Temple Guard**

|           |                    |        |
|-----------|--------------------|--------|
| 020801001 | Champion           | \$3    |
| 020801002 | Champion Arm       | \$1.50 |
| 020801101 | Drummer Body       | \$3    |
| 020801102 | Standard Body      | \$3    |
| 020801103 | Standard Right Arm | \$1.50 |
| 020801104 | Standard Left Arm  | \$1    |
| 020801201 | Body 1             | \$4    |
| 020801202 | Body 2             | \$4    |
| 020801203 | Body 3             | \$4    |
| 020801204 | Halberd            | \$1.50 |

**Metal Blitz - Special****Kroxigor Blitz**

|           |                             |        |
|-----------|-----------------------------|--------|
| 020800901 | Kroxigor 1 Head             | \$2.50 |
| 020800902 | Kroxigor 1 Body             | \$6.50 |
| 020800903 | Kroxigor 1 Right Weapon Arm | \$3.50 |
| 020800904 | Kroxigor Tail 2             | \$2.50 |
| 020800905 | Kroxigor 2 Head             | \$2.50 |
| 020800906 | Kroxigor 2 Body             | \$6.50 |
| 020800907 | Kroxigor 2 Right Weapon Arm | \$3.50 |
| 020800908 | Kroxigor 2 Left Arm         | \$2.50 |
| 020800909 | Kroxigor Tail 1             | \$2.50 |

**Terradon Blitz**

|           |              |     |
|-----------|--------------|-----|
| 020801801 | Head 1       | \$3 |
| 020801802 | Tail 1       | \$4 |
| 020801803 | Left Wing 1  | \$3 |
| 020801804 | Right Wing 1 | \$3 |
| 020801805 | Head 2       | \$3 |
| 020801806 | Tail 2       | \$4 |
| 020801807 | Right Wing 2 | \$3 |

|           |                             |     |
|-----------|-----------------------------|-----|
| 020801808 | Left Wing 2                 | \$3 |
| 020801809 | Head 3                      | \$3 |
| 020801810 | Tail 3                      | \$4 |
| 020801811 | Right Wing 3                | \$3 |
| 020801812 | Left Wing 3                 | \$3 |
| 020801813 | Front Skink Rider w Bow     | \$2 |
| 020801814 | Rear Skink Rider w Bow      | \$2 |
| 020801815 | Rear Skink Rider w Javelin  | \$2 |
| 020801816 | Front Skink Rider w Javelin | \$2 |
| 020801817 | Skink Shield                | \$1 |

**Metal Blitz - Rare****Stegadon**

|           |                             |     |
|-----------|-----------------------------|-----|
| 020801618 | Skink Spear                 | \$1 |
| 020801619 | Skink Crew w Bow 1          | \$2 |
| 020801620 | Skink Crew w Bow 2          | \$2 |
| 020801621 | Skink Crew w Javelin        | \$2 |
| 020801622 | Skink Crew w Spear          | \$2 |
| 020801623 | Skink Crew Firing Big Bow 1 | \$2 |
| 020801624 | Skink Crew Firing Big Bow 2 | \$2 |

**Salamander Blitz**

|           |                           |        |
|-----------|---------------------------|--------|
| 020801701 | Salamander Body           | \$5.25 |
| 020801702 | Salamander Head           | \$3.25 |
| 020801703 | Salamander Leg            | \$3.25 |
| 020801704 | Salamander Tail           | \$3.25 |
| 020801705 | Salamander Skink Runner 1 | \$2    |
| 020801706 | Salamander Skink Runner 2 | \$2    |
| 020801707 | Salamander Skink Runner 3 | \$2    |
| 020801708 | Salamander Skink Runner 4 | \$2    |





## CLASSIC RANGE



**Slann Mage-Priest Body**  
020800101



**Slann Mage-Priest Arm**  
020800102



**Slann Mage-Priest Horns**  
020800109



**Slann Mage-Priest Palanquin Base**  
020800103



**Slann Mage-Priest Palanquin Back**  
020800104



**Slann Mage-Priest Palanquin Bearer 3**  
020800113



**Slann Mage-Priest Palanquin Bearer 4**  
020800112



**Slann Mage-Priest Palanquin Left**  
020800116



**Slann Mage-Priest Palanquin Right**  
020800117



**Slann Mage-Priest Palanquin Bearer 2**  
020800111



**Slann Mage-Priest Palanquin Bearer 1**  
020800110



**Slann Mage-Priest Bearer Arm 2**  
020800115



**Slann Mage-Priest Bearer Arm 1**  
020800114



**Slann Mage-Priest Bearer Arm**  
020800406



**Slann Mage-Priest Bearer Arm 4**  
020800407



**Slann Mage-Priest Banner 2**  
020800108



**Slann Mage-Priest Banner 1**  
020800106



## CLASSIC RANGE



**Tenehuini  
Complete**  
MO 0331



**Tenehuini  
Banner**  
020803302



**Tenehuini  
Body**  
020803301



**Tenehuini  
Dagger**  
020803303



**Inxi-Huinzi  
Body**  
020803603



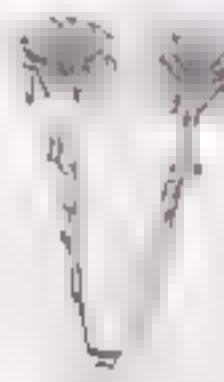
**Inxi-Huinzi  
Horned One Head**  
020803607



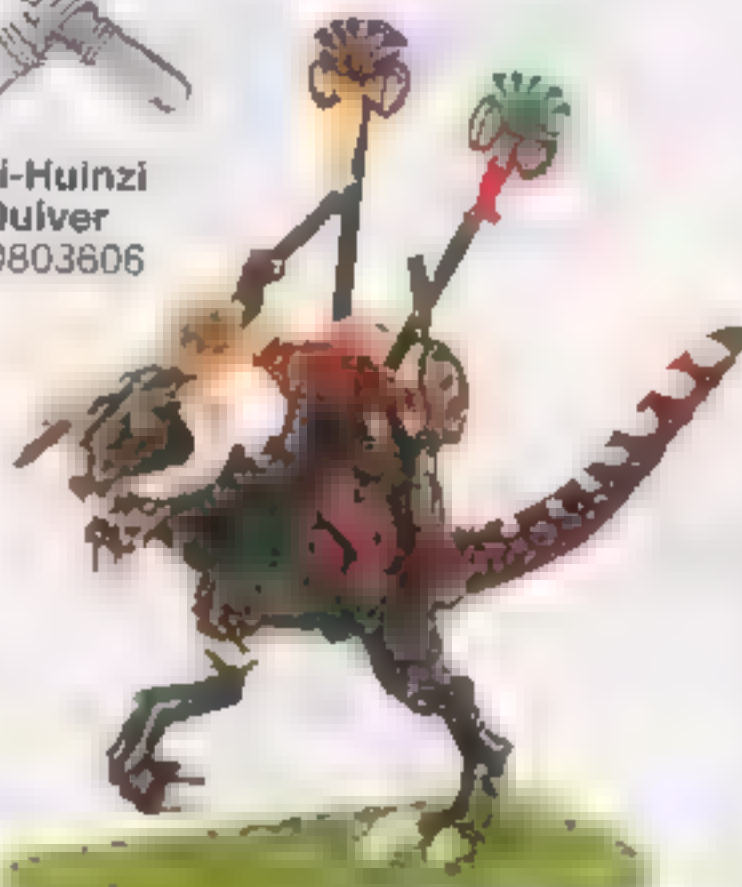
**Inxi-Huinzi  
Quiver**  
020803606



**Inxi-Huinzi  
Spear**  
020803604



**Inxi-Huinzi  
Banner**  
020803605



**Inxi-Huinzi  
(Complete)**  
MO 0061



**Skink Shaman**



**Skink Shaman  
Body**  
020803701



**Skink Shaman  
Head**  
020803702



**Oxayotl  
Body**  
020803401



**Oxayotl  
Right Arm**  
020803403



**Oxayotl  
Left Arm**  
020803402



**Oxayotl**

## LIZARDMEN BASES



1. Glue some sand to the base and prime it black. Use your hobby knife to drill small holes in the base. Drill from the bottom up. Cut small pieces of fishing line. Put a small drop of superglue at one end and sprinkle the area with fine sand. Insert the other end into the holes of the base and superglue in place. Drybrush the entire base with Scorched Brown.
2. Paint the reeds Scorched Brown and drybrush the base with Bestial Brown.
3. Highlight the reeds Bestial Brown and drybrush the base with Vomit Brown.
4. Highlight the reeds with a 50/50 mix of Baboon Brown and Bestial Brown. Drybrush the base with Bleached Bone. Attach static grass.



1. Glue sand to the base, prime it black and drybrush with Scorched Brown.
2. Drybrush with Bestial Brown.
3. Drybrush with Vomit Brown.
4. Drybrush with Bleached Bone, glue on static grass and aquatic plant tips.



1. Glue fine sand to the base. Leave an open area for water. Spray black and drybrush Scorched Brown.
2. Drybrush Bestial Brown on the sand and paint the water Catachan Green.
3. Drybrush the sand Vomit Brown and paint the water with a thinned-down Camo Green.
4. Drybrush the sand lightly with Bleached Bone. Glue on static grass and paint two thick coats of varnish on the water area for a glossy effect.





## CLASSIC RANGE



**Saurus Warrior  
Body 1**  
020800401



**Saurus Warrior  
Body 4**  
020800404



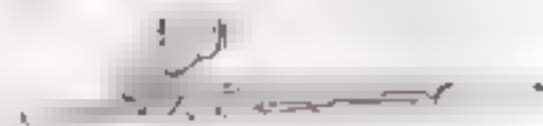
**Saurus Warrior  
Body 3**  
020800403



**Saurus Warrior  
Body 2**  
020800402



**Saurus Warrior  
Spear Arm 4**  
020800808



**Saurus Warrior  
Spear Arm 2**  
020800806



**Saurus Warrior  
Spear Arm 1**  
020800805



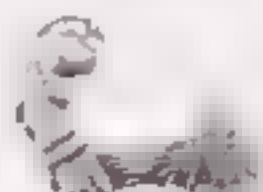
**Saurus Warrior  
Spear Arm 3**  
020800807



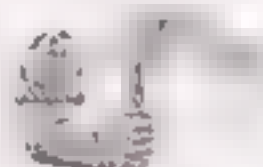
**Saurus Warrior  
Spike Arm 2**  
020800408



**Saurus Warrior  
Scythe Arm**  
020800406



**Saurus Warrior  
Pick Arm**  
020800407



**Saurus Warrior  
Spike Arm 1**  
020800405



**Saurus Warrior  
Standard Bearer 2**  
020801504



**Saurus Warrior  
Champion Body 2**  
020800509



**Saurus Warrior  
Musician Body 2**  
020801507



**Saurus Warrior  
Standard 1**  
020801511



**Saurus Warrior  
Standard 2**  
020801505



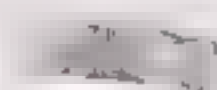
**Saurus Warrior  
Standard Bearer 1**  
020801510



**Saurus Warrior  
Champion Body 1**  
020800501



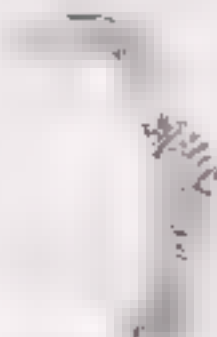
**Saurus Warrior  
Musician Body 1**  
020801512



**Saurus Warrior  
Champion Lt. Arm**  
020800502



**Saurus Warrior  
Musician Arm**  
020801508



**Saurus Warrior  
Champion Rt. Arm**  
020800503



**Saurus Warrior  
Standard Lt. Arm**  
020801506



## CLASSIC RANGE



Skink Warrior  
Champ. w/ Javelin  
020800614



Skink Warrior  
Champ. w/ Bow 2  
020801407



Skink Warrior  
Musician 1  
020801412



Skink Warrior  
Musician 2  
020801413



Skink Warrior 4  
020800717



Skink Warrior 3  
020800718



Skink Warrior 2  
020800715



Skink Warrior 1  
020800716



Skink Warrior  
Standard Bearer 1  
020801410



Skink Warrior  
Standard Bearer 2  
020801408



Skink Warrior  
Champ. w/ Bow 1  
020801406



Skink Warrior  
Standard Top 1  
020801411



Skink Warrior  
Standard Top 2  
020801409

## LIZARDMEN TAR PIT

The massive jungles of Lustria can be dangerous, even for the Lizardmen who dwell there. Quicksand, piranha-infested waters, poisonous reptiles, and tar pits are only a few of the perils an unwary traveler might find



1. Cut a piece of hardboard into the rough shape of a puddle. Sand the edges smooth.
2. Attach a thin ring of pink foam to the hardboard with Liquid Nails. Sand the foam smooth. Take care to ensure that the ring will be tall enough to contain the resin in the center.
3. Paint wood glue over the piece (except for the center tar pit area) and sprinkle sand on top. Once the glue dries, paint the entire piece with Chaos Black.



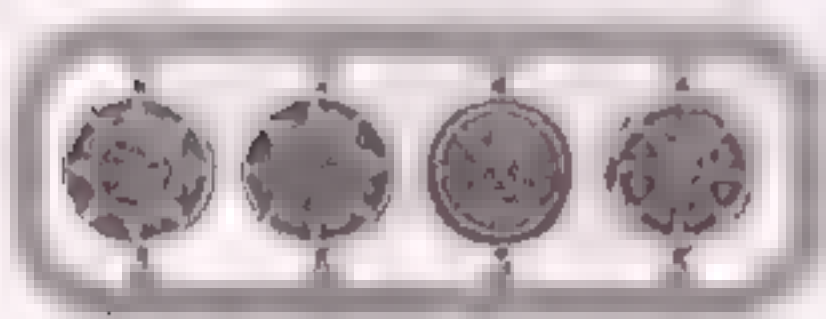
4. Paint up a few bones and glue them to the piece with a small bit of Liquid Nails.
5. Paint the trees with different shades of green and drybrush the ground with deep browns.
6. Mix Chaos Black in with clear resin and pour into the center "puddle" area of the piece.
7. When the resin dries, add flock or static grass patches to the ground.



Jeffrey Dunning used all classic Lizardmen in his Storm Corps



## CLASSIC RANGE



Lizardmen  
Shield Sprue (Random 1)  
99369999005



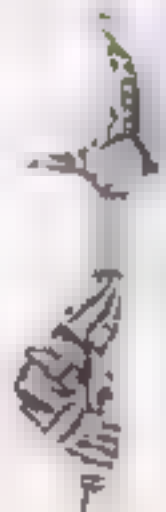
Temple Guard  
Standard Lft. Arm  
020801104



Temple Guard  
Champion Arm  
020801002



Temple Guard  
Standard  
020801103



Temple Guard  
Halberd  
020801204



Temple Guard  
Body 1  
020801201



Temple Guard  
Body 2  
020801202



Temple Guard  
Body 3  
020801203



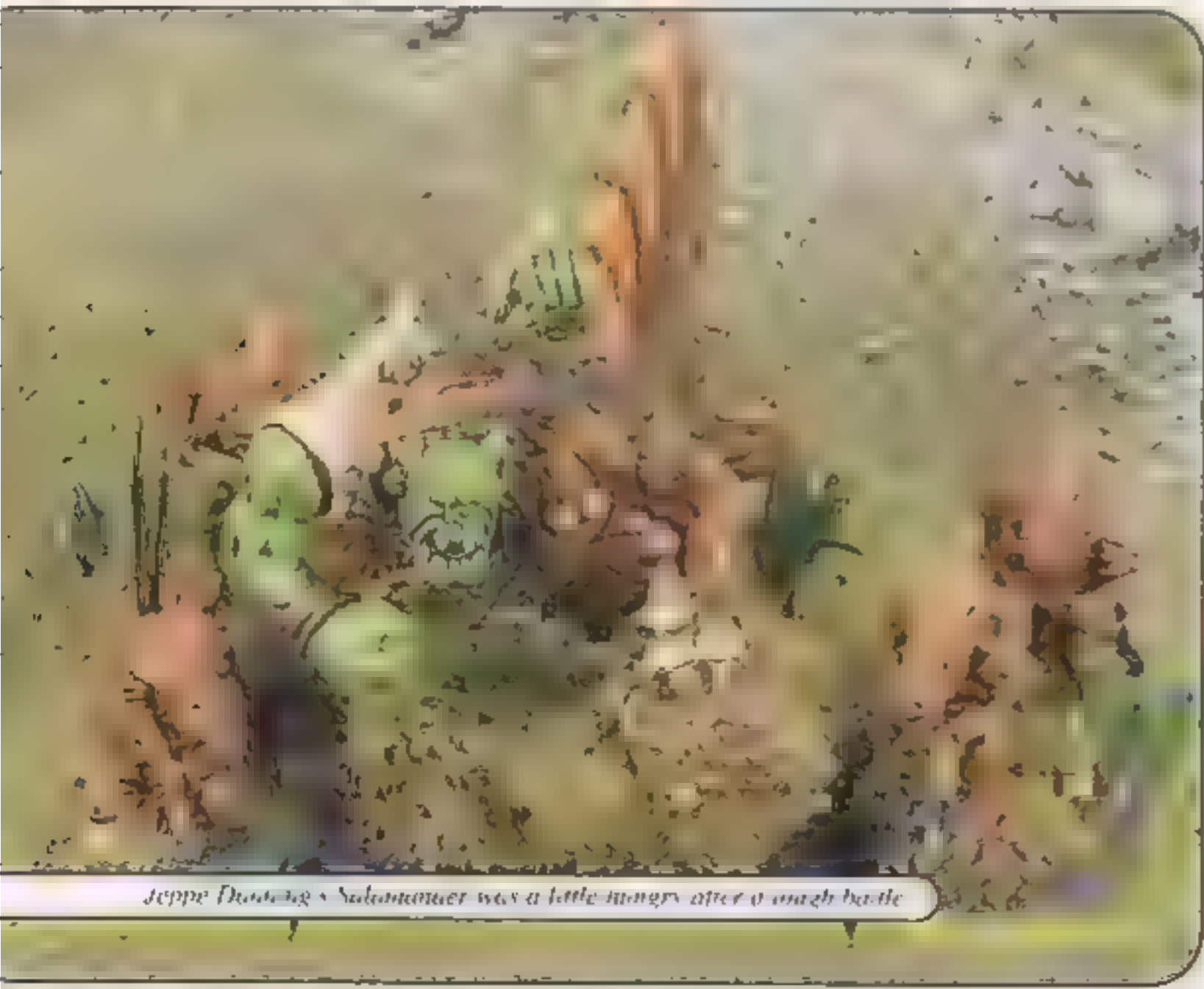
Temple Guard  
Champion  
020801001



Temple Guard  
Standard Bearer  
020801102



Temple Guard  
Musician  
020801101



*Jeppie Dooding - Salamander was a little hungry after a tough battle*



## CLASSIC RANGE



**Salamander  
Skink Runner 1**  
020801705



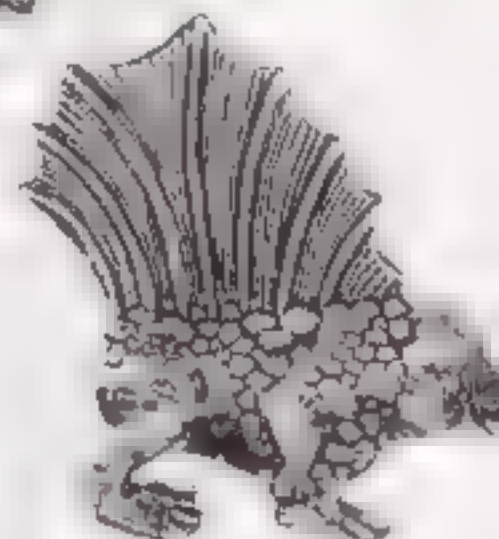
**Salamander  
Skink Runner 2**  
020801706



**Salamander  
Skink Runner 3**  
020801707



**Salamander  
Skink Runner 4**  
020801708



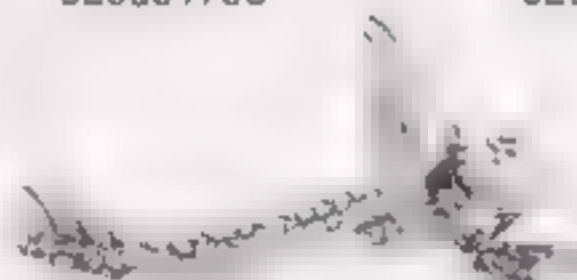
**Salamander  
Body**  
020801701



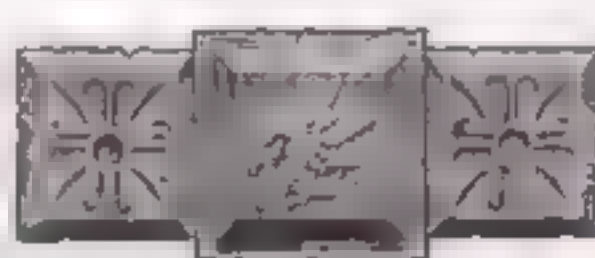
**Salamander  
Head**  
020801702



**Salamander  
Leg**  
020801703



**Salamander  
Tail**  
020801704



**Kroxigor  
Body 2**  
020800906



**Kroxigor  
Body 1**  
020800902



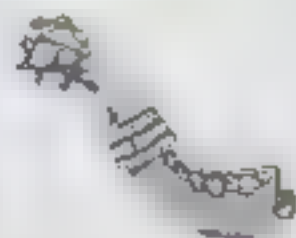
**Kroxigor  
Kroxigor 2 Lft. Arm**  
020800908



**Kroxigor  
Kroxigor 2 Weapon**  
020800907



**Kroxigor  
Kroxigor 1 Weapon**  
020800903



**Kroxigor  
Tail 1**  
020800909



**Kroxigor  
Tail 2**  
020800904



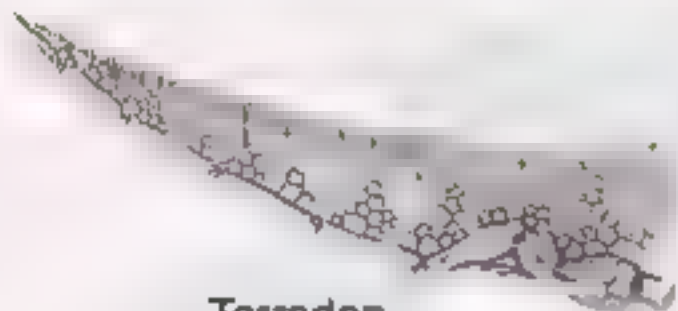
**Kroxigor  
Head 1**  
020800901



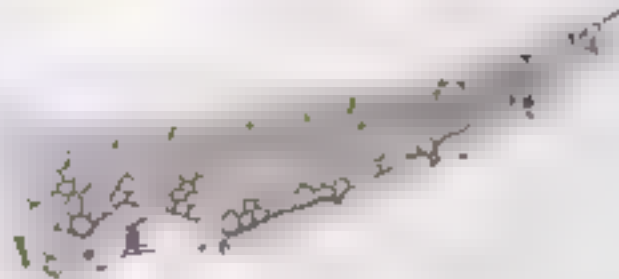
**Kroxigor  
Head 2**  
020800905



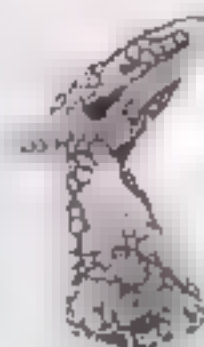
## CLASSIC RANGE



**Terradon  
Right Wing 1**  
020801804



**Terradon  
Left Wing 1**  
020801803



**Terradon  
Head 1**  
020801801



**Terradon  
Tail 1**  
020801802



**Terradon  
Right Wing 2**  
020801807



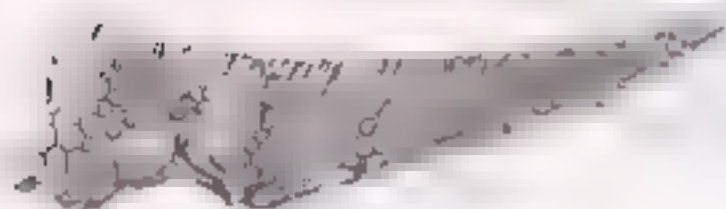
**Terradon  
Left Wing 2**  
020801808



**Terradon  
Head 2**  
020801805



**Terradon  
Tail 2**  
020801806



**Terradon  
Right Wing 3**  
020801811



**Terradon  
Left Wing 3**  
020801812



**Terradon  
Rider Shield**  
020801817



**Terradon Rider  
Rear w/ Javelin**  
020801815



**Terradon Rider  
Front w/ Javelin**  
020801816



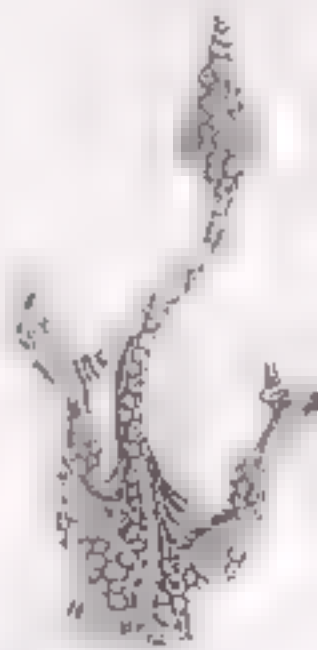
**Terradon Rider  
Rear w/ Bow**  
020801814



**Terradon Rider  
Front w/ Bow**  
020801813



**Terradon  
Head 3**  
020801809

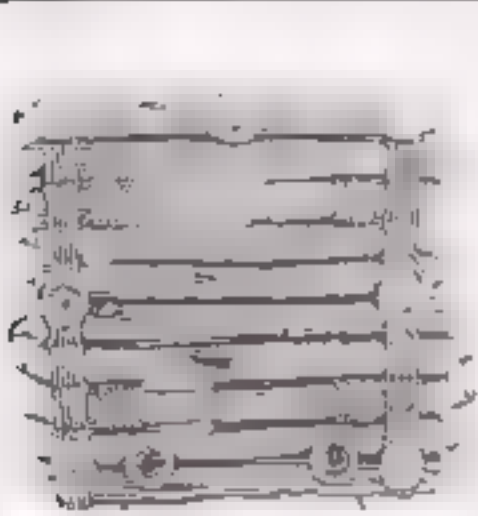


**Terradon  
Tail 3**  
020801810

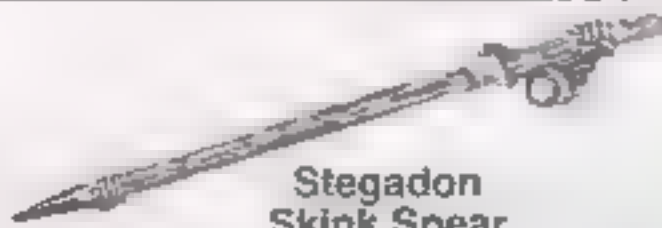




## CLASSIC RANGE



**Stegadon  
Howdah Base**  
020801608



**Stegadon  
Skink Spear**  
020801618



**Stegadon  
Howdah Left**  
020801609



**Stegadon  
Howdah Back**  
020801611



**Stegadon  
Howdah Right**  
020801610



**Stegadon  
Howdah Bow Stand**  
020801612



**Stegadon  
Crew Gunner 2**  
020801624



**Stegadon  
Crew w/ Bow 2**  
020801620



**Stegadon  
Crew Gunner 1**  
020801623



**Stegadon  
Crew w/ Javelin**  
020801621



**Stegadon  
Crew w/ Bow 1**  
020801619



**Stegadon  
Crew w/ Spear**  
020801622



**Glyph 1**  
020802201A



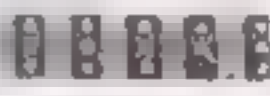
**Glyph 2**  
020802201B



**Glyph 3**  
020802201C



**Glyph 4**  
020802301A



**Glyph 5**  
020802301B



**Glyph 6**  
020802201D



**Glyph 7**  
020802301C



**Glyph 8**  
020802301D



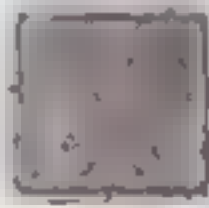
**Glyph 9**  
020802201E



**Glyph 10**  
020802301E



**Glyph 11**  
020802102A



**Glyph 12**  
020802102B



**Glyph 13**  
020802001A



**Glyph 14**  
020802001B



**Glyph 15**  
020802102C



**Glyph 16**  
020802001C

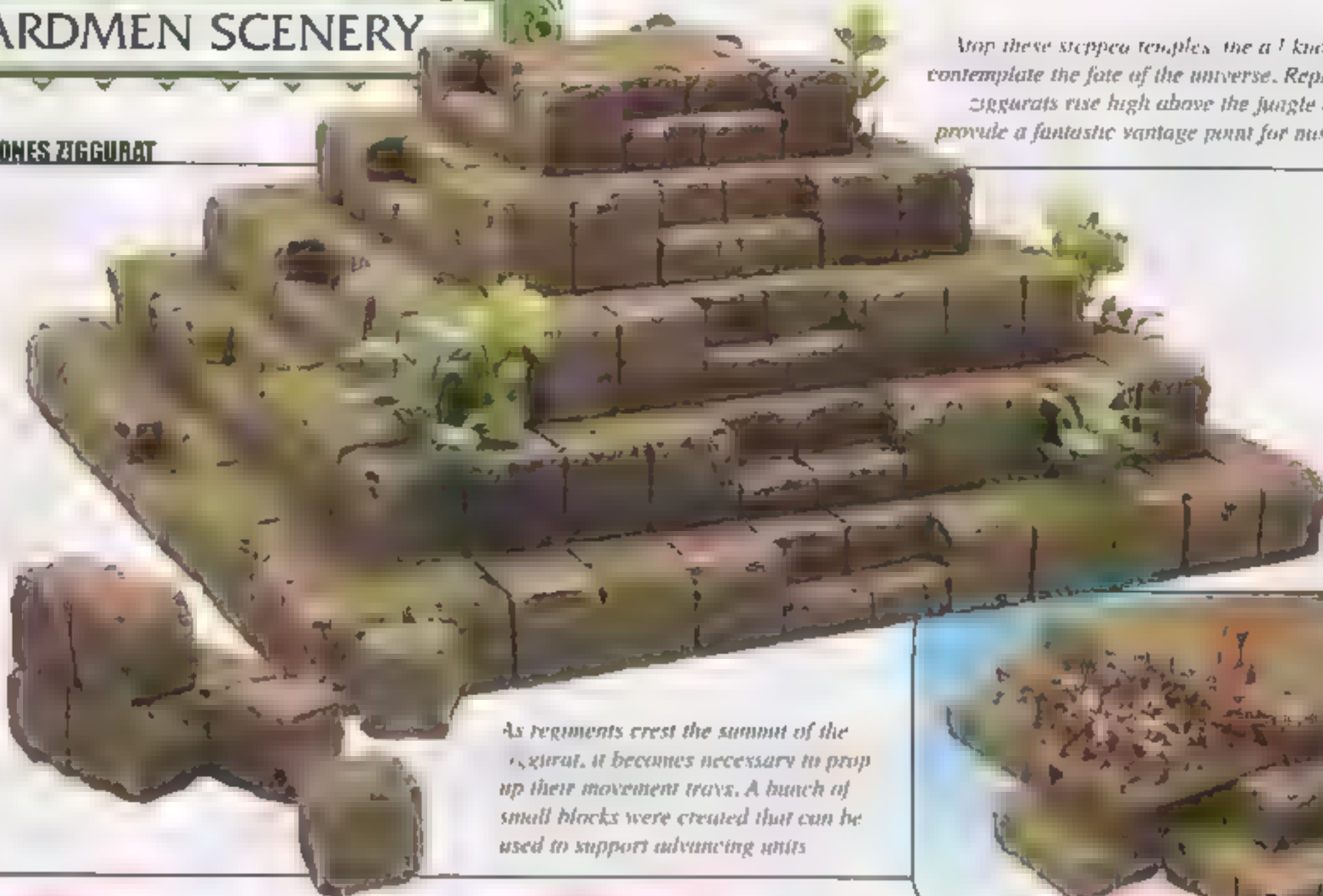




## LIZARDMEN SCENERY

### OLD ONES ZIGGURAT

Atop these stepped temples, the all-knowing Sorcerer-Kings contemplate the fate of the universe. Replacing hills, ziggurats rise high above the jungle canopy and provide a fantastic vantage point for nuxale troops.



#### STEP 1

Starting with a sheet of 1" insulation foam, draw a grid of 1" squares. Cut out each layer of the temple with a sharp blade to make a series of progressively smaller levels as you go up.



#### STEP 2

In the center of each level, mark a 2" wide by 1/2" deep area for the step. Then cut out the step with your blade. When you stack the levels of the temple, these cut-outs will suggest ascending steps.



#### STEP 3

Cut V shaped grooves into the 1" grid of each tier of the ziggurat. Chip away random chunks of foam to give the piece an ancient and time-worn quality. When the cutting is complete, paint a layer of watered-down wood glue over the foam. As most aerosol primers will dissolve foam, this layer of glue will protect your scenery when dry and allow you to spray prime it.



By sloping one side of the ziggurat, it appears to have fallen away into ruin. The addition of plastic plants and foliage enhances the ancient, overgrown appearance.



Here you can see how the levels stack atop one another. Each layer can be used to create ziggurats of varying heights.



Each god of the Lizardmen is represented by a specific color. Below, we show examples of how to apply each of these colors to your models. You can also paint these colors in patterns for a little variety.



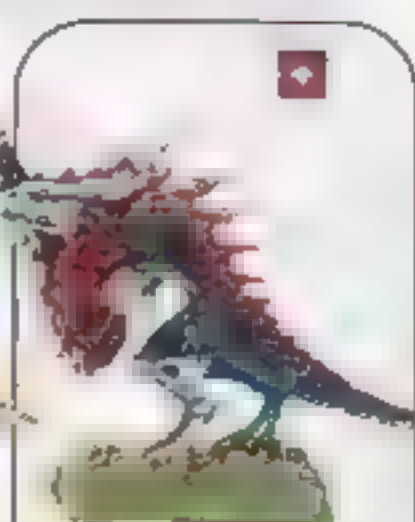
Liche Purple

A rich purple sets apart the spawnings of Tepok as magical in nature.



Sunburst Yellow

The vivid yellow Saurus of Tlazcoatl are fearless fighters.



Blood Red

An aggressive, blood-fueled spawning, the Saurus of Sotek are marked with red.



Skull White

A few chosen Saurus are albino, the Mark of the Old Ones. These privileged few are powerful fighters.



Blazing Orange

The energetic Saurus of the blessed Chotec are represented with a vibrant orange.



Dark Angora Green

A sea-green hue was used to mark out the aquatic Saurus of blessed Tzunki.

*Below: Jérémie Bonnamant painted this Salamander with an albino skin color making it stand out better on the battlefield. Right: Instead of the more typical brightly colored Stegadon, this studio model has been painted using dark earth tones.*



Bleached Bone, Skull White, Ice Blue, and Fortress Grey

## COLORS OF WAR

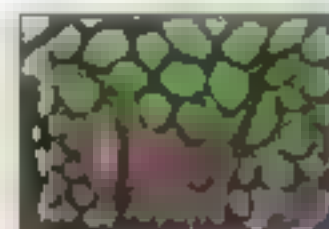
### SKIN COLORS

The beasts that dwell within the dense jungles of Lustria display a wide variety of exotic patterns and colors. Shown here are just a few examples of the diverse schemes that work well on these creatures.



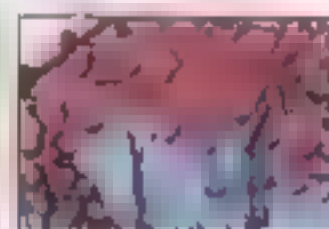
Dark Angora Green

Hollow flesh



Camo Green

Scorched Brown



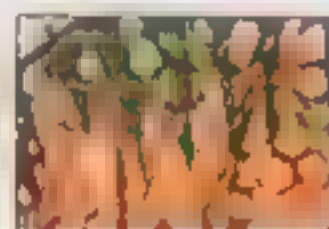
Red Gore

Shadow Grey



Hollow flesh

Dark Angora Green



Vornil Brown

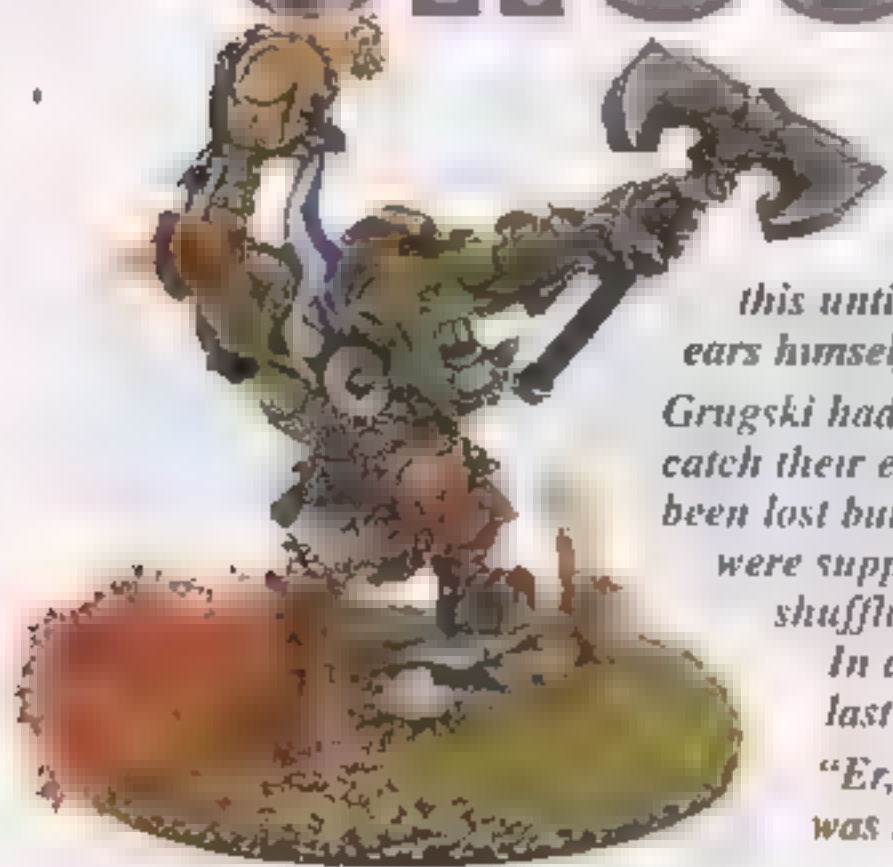
Scaly Green



Dark Angora Green, Bleached Bone, Liche Purple, and Chaos Black



# ORCS & GOBLINS



*Above: This Gringor Innhide won David Garcia a place at Spain's Games Day Golden Demon painting competition*

Orcs & Goblins are a varied and war-like race of creatures that can be found throughout the Warhammer world. Only a powerful leader can unite the disparate mobs from various tribes into a cohesive army. Once the internal bickering stops, an Orc & Goblin army is like a massive green tidal wave that crashes across the landscape and leaves only broken destruction and ruin in its wake.

## Fighting Style

No other army in Warhammer can match the diverse (but all maniacal) troop types of an Orc & Goblin force. The challenge for the commander is to wield the wide range of units into a single fighting force. Greenskins suffer from *Animosity* (a rule by which models from the same army tend to fight each other) and have many of their own specialty troops and rules. As such, the army tends to stretch out of a commander's hands at some point in nearly every game. Wise generals learn to expect and exploit this battle-fueled madness rather than (hopelessly) trying to control it.

When working correctly, Orcs & Goblins throw an astounding assortment of threats of varying degrees at the foe. When facing large blocks of Orc Boyz, fast Goblin Wolf Riders on the flanks, and Night Goblins with their hidden Fanatics, the enemy has too many targets. Add in creatures like the tiny Snotlings that are not hard-hitting but can tie up even the most powerful units or a mighty Giant that can wipe out even heavily armored Knights and you compound your enemy's plight. Serious threats, like Chariots, Boar Boyz, or Black Orcs are such a menace that often the enemy will

*For a little while, Orc Warboss Grugski Skullsplitta had everything going his way. His Boyz had reached the High Elf battle lines and really given them Skinnies a poundin'! The Night Goblin Spearmen were supposed to be right alongside the Boyz, but the little runts must'a run off. Of course, no one noticed this until the cavalry hit the Boyz in the flank. Despite chopping down two of the pointy ears himself, Grugski could not keep his Boyz from leggin' it.*

*Grugski had never seen his Boyz move so fast as they fled haphazardly to the rear. Wheeling to catch their escaping prey, the High Elven Silver Helms quickly gained ground. All would have been lost but for the timely intervention of the Trolls. The three enormous Stone Trolls, who were supposed to be on the right flank but instead had spent the majority of the battle shuffling stupidly along the empty fields, rose up and battered the oncoming High Elves. In amazement at the fury of the carnage, Grugski and his Boyz held up to watch the last Elf plucked out of his saddle and bitten in two by the inspired Trolls.*

*"Er, jus' like I planned it, innit?" Grugski suggested strongly to the banner bearer who was sneaking up to reclaim his spot at Grugski's side.*

*Below: Tim Lison won the Slayer Sword at the 2003 Chicago Games Day Golden Painting competition with Skarsnak Warlord of Karak Eight Peaks*





concentrate on them, which allows the hordes to rampage unchecked. Successful greenskin Warlords have learned that there is no one sure thing. However, with enough weapons in the arsenal, something is going to get through and smash the enemy! Quantity has a quality all its own. If you can learn to laugh off horrendous casualties, you're well on your way to mastering the greenskin psyche.



## Collecting an Orc & Goblin Army

Core units are always great places to start collecting an army, and Orcs & Goblins have a vast selection of troop types to choose from. A few large blocks of Orc Boyz or Goblins (either Night Goblins with their specialty Fanatics or Goblins with their better Leadership) will make for a imposing looking center without spending many points. With an endless variety of ways to build an army, a greenskin Warlord must make some decisions. Overwhelming numbers, lots of fast-striking cavalry, war machines, and shock infantry are all options open to Orcs & Goblins, and it's possible to put a little of each element into a single force.

Black Orcs and Boar Boyz are both formidable units that will be sure to draw a great amount of enemy fire! Troks, with their ability to *Regenerate*, can pulverize enemy units as long as they overcome their own *Stupidity*. Savage Orcs are subject to *Frenzy* and Squig Herds can tie up an entire enemy flank with bounding and biting creatures and Squig Hoppers.

When it all works, you'll be the mastermind but of course, even the best greenskin plans can all go wrong. Your own battle lines can end up mired with in-fighting while the enemy picks them off unit by unit. Unpredictability makes Orcs & Goblins both fun and frustrating. If you aren't prepared to see the total mayhem of your Goblin Fanatics whirling through your own troops, then perhaps Orcs & Goblins aren't the army for you.

*Above: David Poret won second place at France's Games Day Golden painting competition*

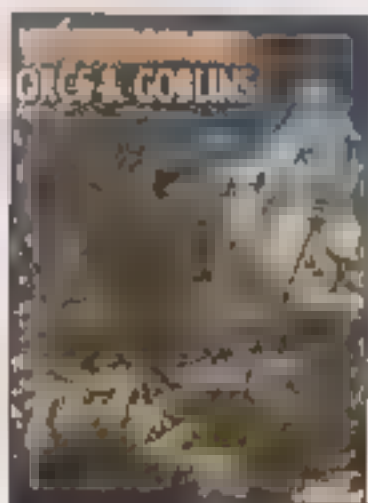
*Below: This Orc Command Unit was painted by Matteo Orsi and won third place at the 2000 UK Games Day Golden painting competition.*





## GETTING STARTED

When a green horde descends upon the land, the army leaves little in its wake save devastation and ruin. The Orcs aren't a subtle race. They like war and are built for it. Create your own war by starting with the Warhammer Armies: Orcs & Goblins and a Battalion (454 points of greenskins), which is a great way to begin gathering your greenskin army!

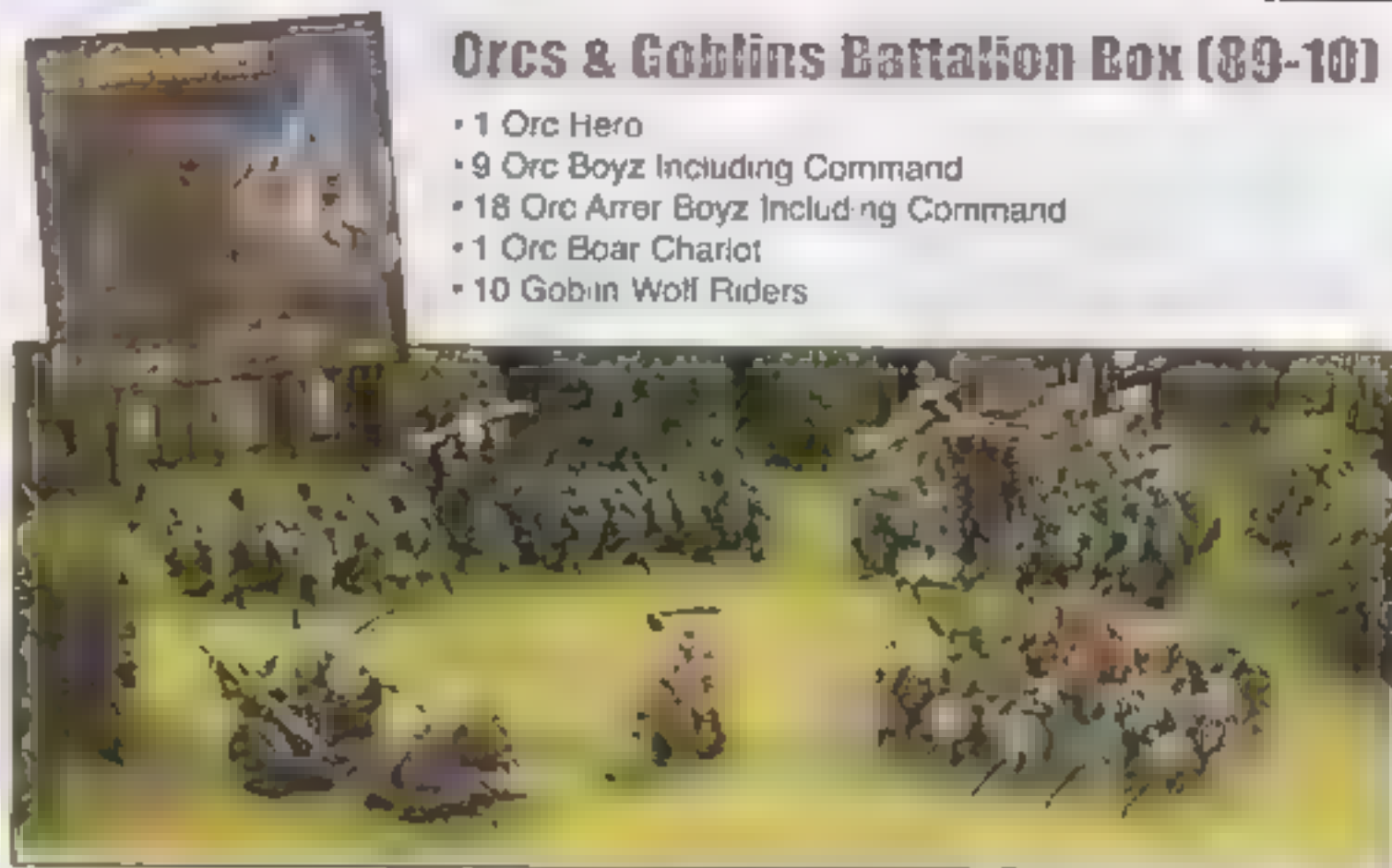


The 80-page Warhammer Armies: Orcs & Goblins rulebook contains painting and posing guides, background and the rules for fielding an army of Orcs & Goblins.

**Warhammer Armies: Orcs & Goblins**  
89-01-60

### Orcs & Goblins Battalion Box (89-10)

- 1 Orc Hero
- 9 Orc Boyz including Command
- 18 Orc Arrer Boyz including Command
- 1 Orc Boar Chariot
- 10 Goblin Wolf Riders



## LORDS & HEROES



**Savage Orc Shaman Ju Ju Stick**  
020913203



**Savage Orc Shaman Head**  
020913202



**Savage Orc Shaman Body**  
020913201



**Savage Orc Shaman Blister (1)**  
89-51

## SHOWCASE



Agus Leslie's Night Goblin Shaman won second place at the UK Golden Demon painting competition.



**Night Goblin Shaman Body**  
020905001



**Night Goblin Shaman Staff**  
020905002



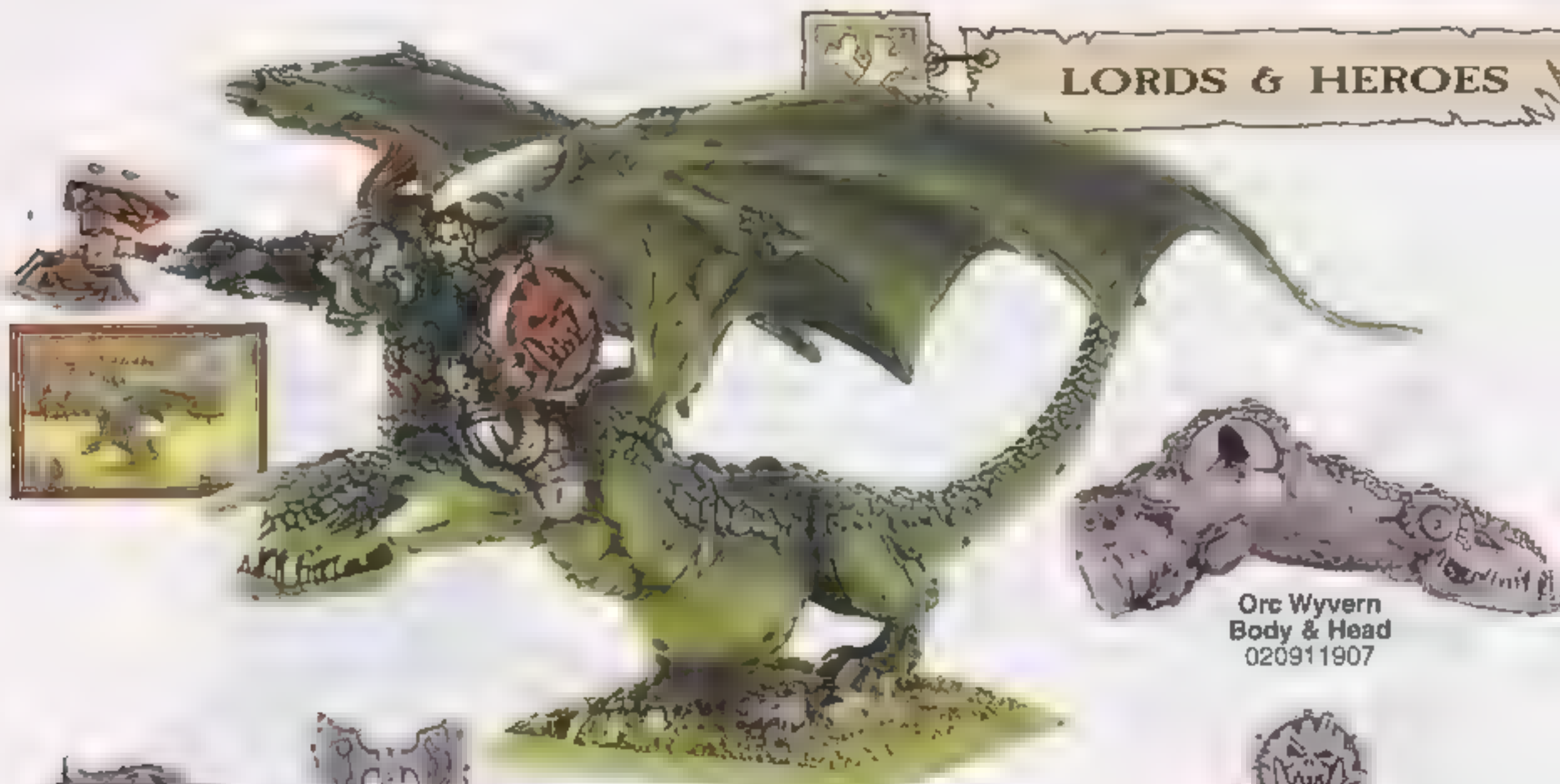
**Goblin Shaman**  
020911701



**Goblin Shaman Blister (2)**  
89-42



# LORDS & HEROES



**Orc Wyvern  
Body & Head**  
020911907

**Orc Warboss on Wyvern Box (1)**  
89-09

**Orc Warboss Shield**  
020911905



**Orc Warboss Body**  
020911901



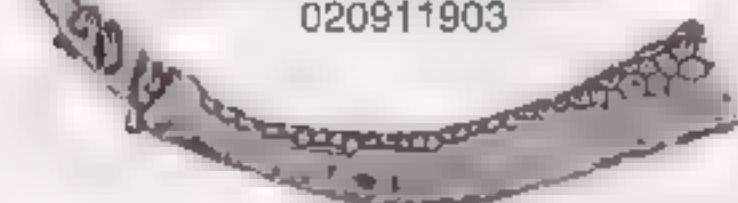
**Orc Warboss Axe**  
020911902



**Orc Warboss Head**  
020911904



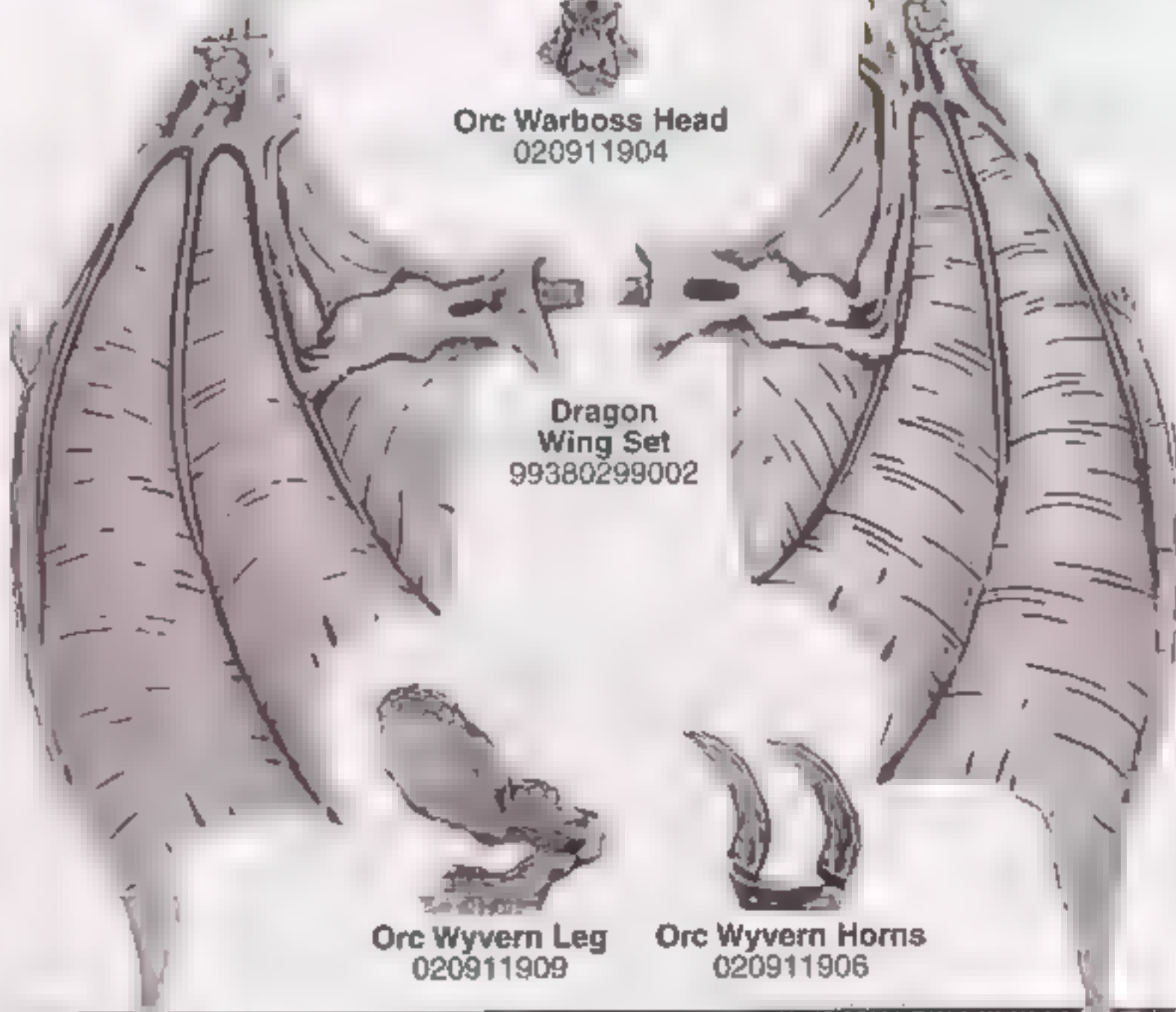
**Orc Warboss Horns**  
020911903



**Orc Wyvern Tail**  
020911908



**Orc Wyvern  
Lower Body**  
020911910



**Dragon  
Wing Set**  
99380299002



**Orc Wyvern Leg**  
020911909



**Orc Wyvern Horns**  
020911906



## PAINTING BOAR FUR

We used Boars for this example, but you can easily use these techniques on Wolves as well! Don't be afraid to experiment with colors and techniques. If you mess up, just give the area a wash and repaint it. Keep in mind that Orc Boars are often penned up. Thus, they are usually filthy. This fact allows you some painting freedom. You can also borrow ideas from the Dwarf section on painting beards!

### GREY FUR

Spray the model black and drybrush with Shadow Grey followed by Codex Grey.

Next, drybrush Fortress Grey onto the higher parts of the model.

Finally, gently drybrush skull white onto the highest areas.

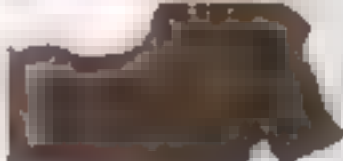


### BROWN FUR

Prime the model white and paint it with a slightly thinned mix of Dark Flesh.

Wash the model with Chaos Black. Once dry, drybrush the "higher" parts with Dark Flesh and then Vermin Brown.

Finally, gently drybrush Blazing Orange onto the highest areas.



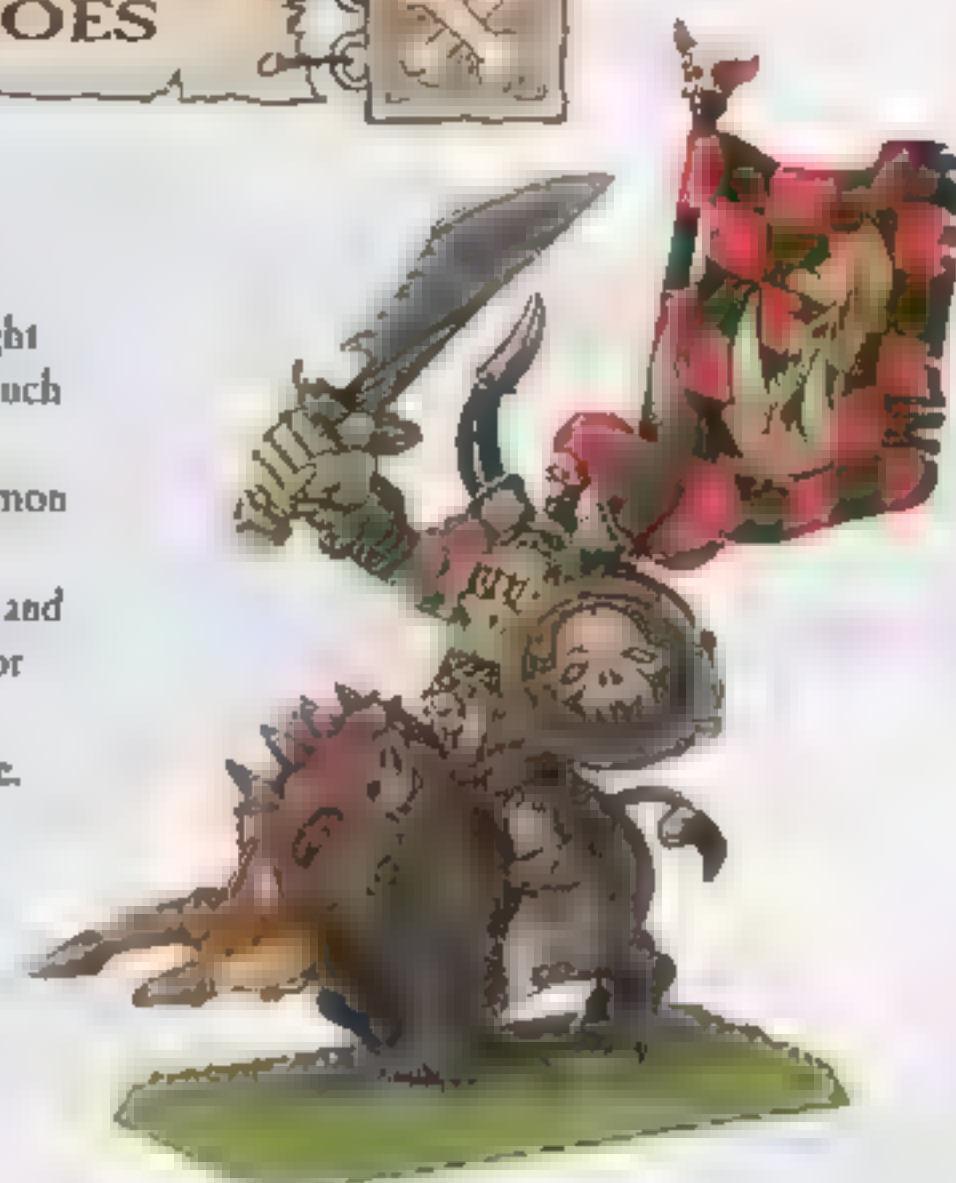
### TAN FUR

Prime the model with Skull White and paint it with a slightly thinned Bubonic Brown. Give the model a wash of a 50/50 mix of Bubonic Brown and Bestial Brown. Once dry, use Bubonic Brown to drybrush the higher parts of the model with Bleached Bone. Finally, gently drybrush Skull White onto the highest areas.



## LORDS & HEROES

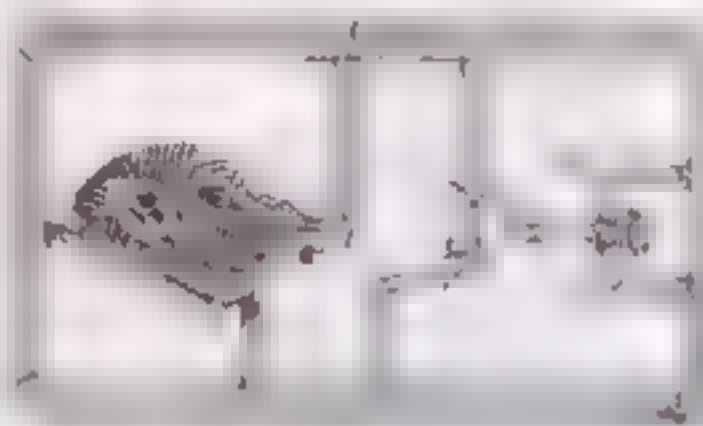
Orc Warbosses are ferocious, determined, and unimaginative leaders whose main tactical insight is that you can kill the enemy much more easily if he's within arm's reach. A frontal assault is a common ploy. The giant boars of the Warhammer world are ferocious and loudly flatulent animals noted for their ill-tempered and uncompromisingly vicious nature. These are qualities readily appreciated by Orcs.



Orc Warboss on Boar Blister (1)  
89-35



Orc Warlord Head  
020904802



Boar Head Sprue  
99389999017



Orc Warlord Boar Head  
020904805



Orc Warlord Boar Tusks  
020904806



Orc Warlord Banner Pole  
020904804



Boar Body Sprue  
99389999009



Orc Warlord Body  
020904801



Orc Warlord Sword Arm  
020904803



*Note: Wurrzag comes with the  
Boar Head & Boar Body  
Sprues show with the Orc  
Warboss on Boar*



## LORDS &amp; HEROES



**Wurrzag, Great Shaman Blister (1)**  
89-52



**Wurrzag Body**  
020913301



**Orc Shaman Staff**  
020904902



**Orc Shaman Blister (1)**  
89-36



**Wurrzag Head**  
020913303



**Wurrzag Hand**  
020913302



**Orc Shaman Sword**  
020904901



**Orc Shaman Body**  
020904903



**Grimgor  
Head**  
020912103



**Grimgor Body**  
020912101



**Grimgor Ironhide Blister (1)**  
89-45



**Grimgor  
Axe**  
020912102



## SHOWCASE

*This fantastic Warboss  
conversion was done  
by Golden Demon  
winner Roger Axelsson  
(age 16 at the time)*







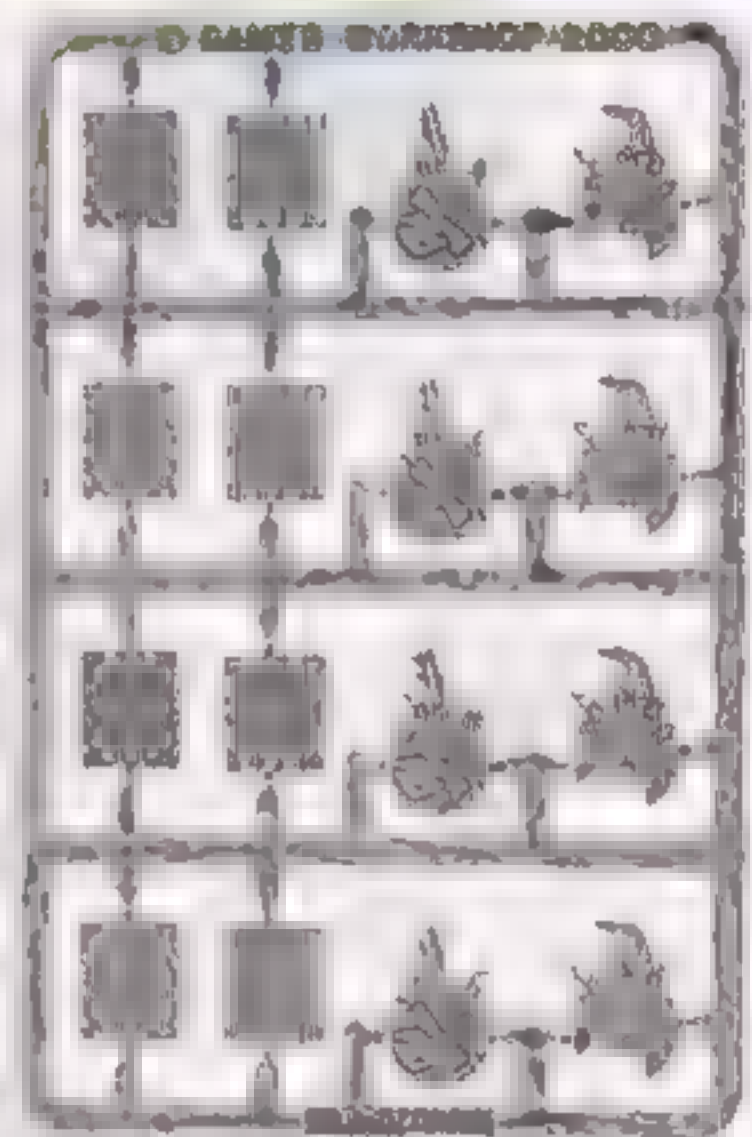
## CORE UNITS

**Goblin Regiment  
Box (20)  
89-15**

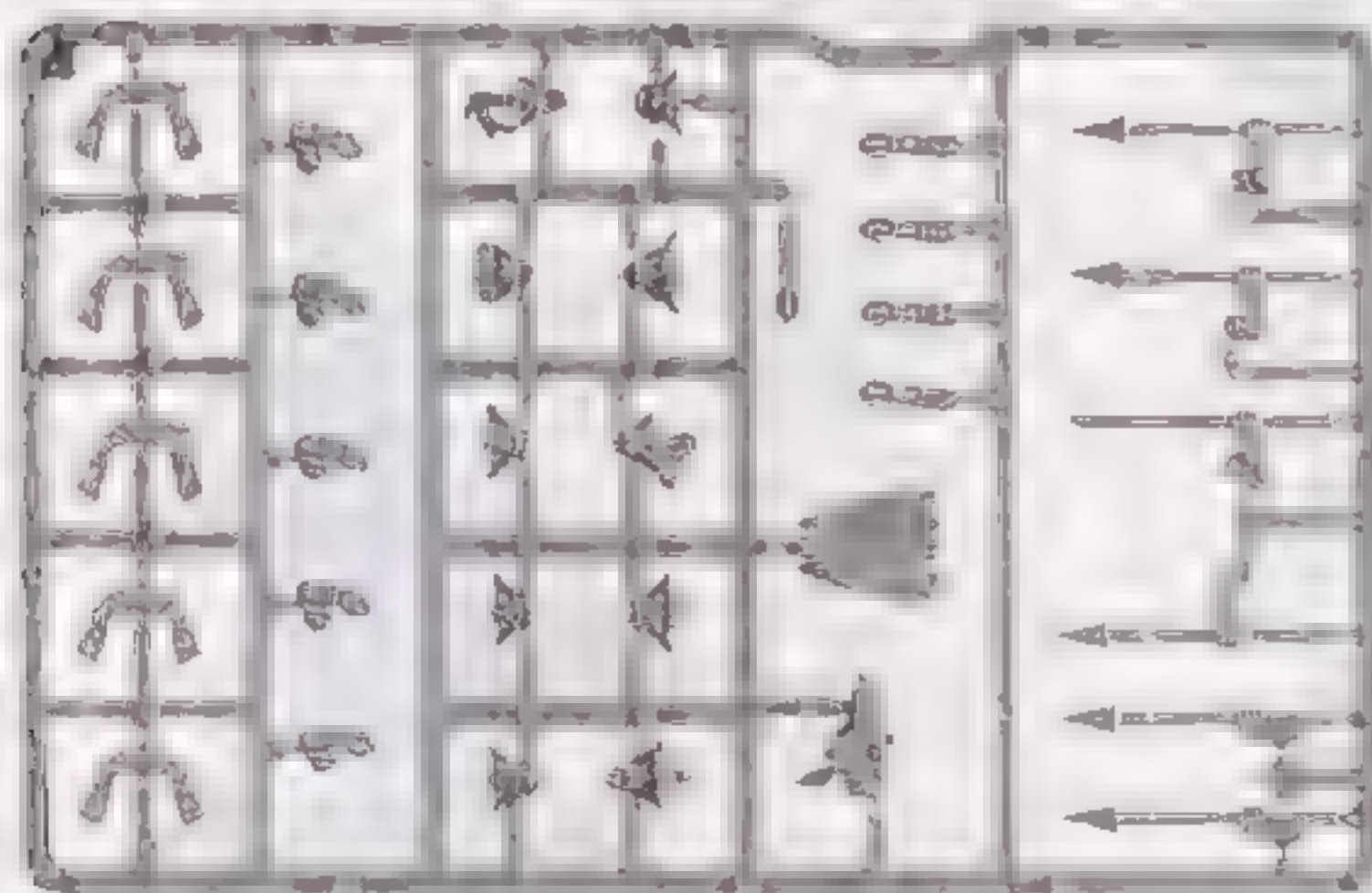
*Goblin Sprues A & B  
are shown at 60%  
of actual size*



**Goblin Sprue A**  
99380209005



**Goblin Shield Sprue**  
99360209001



**Goblin Sprue B**  
99380209006







## CORE UNITS

Goblin Wolf Riders  
Regiment Box (10)  
89-11



*Note. The Goblin Wolf Riders Regiment Box also comes with all the Goblin Regiment sprues shown on the opposite page.*

The rest of the army is just softies compared to us. We'll show 'em how it's done. Charge!!



Wolf Head & Body Sprue (Random 1)  
99380299005

## PAINTING WOLVES

Wolves are used throughout the Orcs & Goblins army both as mounts and as beasts to pull the Chariots. Try some of these techniques for painting the fur on your Wolves

## BROWN FUR



After you prime the model Chaos Black, drybrush Scorched Brown over all of the fur



Next, drybrush the fur Bestial Brown



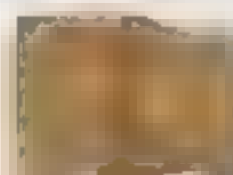
Drybrush the higher parts of the fur with Vom-1 Brown. Paint the fur of the belly with Codex Grey and the claws and teeth with Bubonic Brown. Use a 50/50 mix of Scab Red and Dwarf Flesh for the tongue. Wash the entire model with Flesh Wash. Paint the Wolf's eye with Skull White.



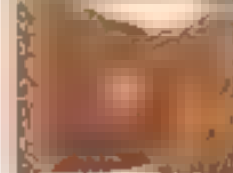
Drybrush under the belly with Fortress Grey. Paint the gums and teeth with

Dwarf Flesh. Finish off the teeth and claws with Bleached Bone

## BLONDE FUR



After you prime the model Skull White, paint it Bubonic Brown



Next, use Flesh Wash over the entire model.



Drybrush the fur with a 50/50 mix of Bubonic Brown and Bleached Bone. Paint the teeth, claws, tongue, and eyes as described above.



Drybrush the highest parts of the fur with Bleached Bone.

## BLONDE ALTERNATE

Use a Brown Wash instead of the Flesh Wash. Paint the skin and drybrush the fur with a 50/50 mix of Bubonic Brown and Bleached Bone. Paint the belly with Bleached Bone and drybrush with Skull White. Highlight the skin with Bleached Bone





## SHOWCASE

Glenn Ford's amazing army won Best Army at the Baltimore 2002 Grand Tournament. Some of the incredible conversions and make Glenn's army completely unique in

Note: The body and head of the Giant are from Forge World pieces.





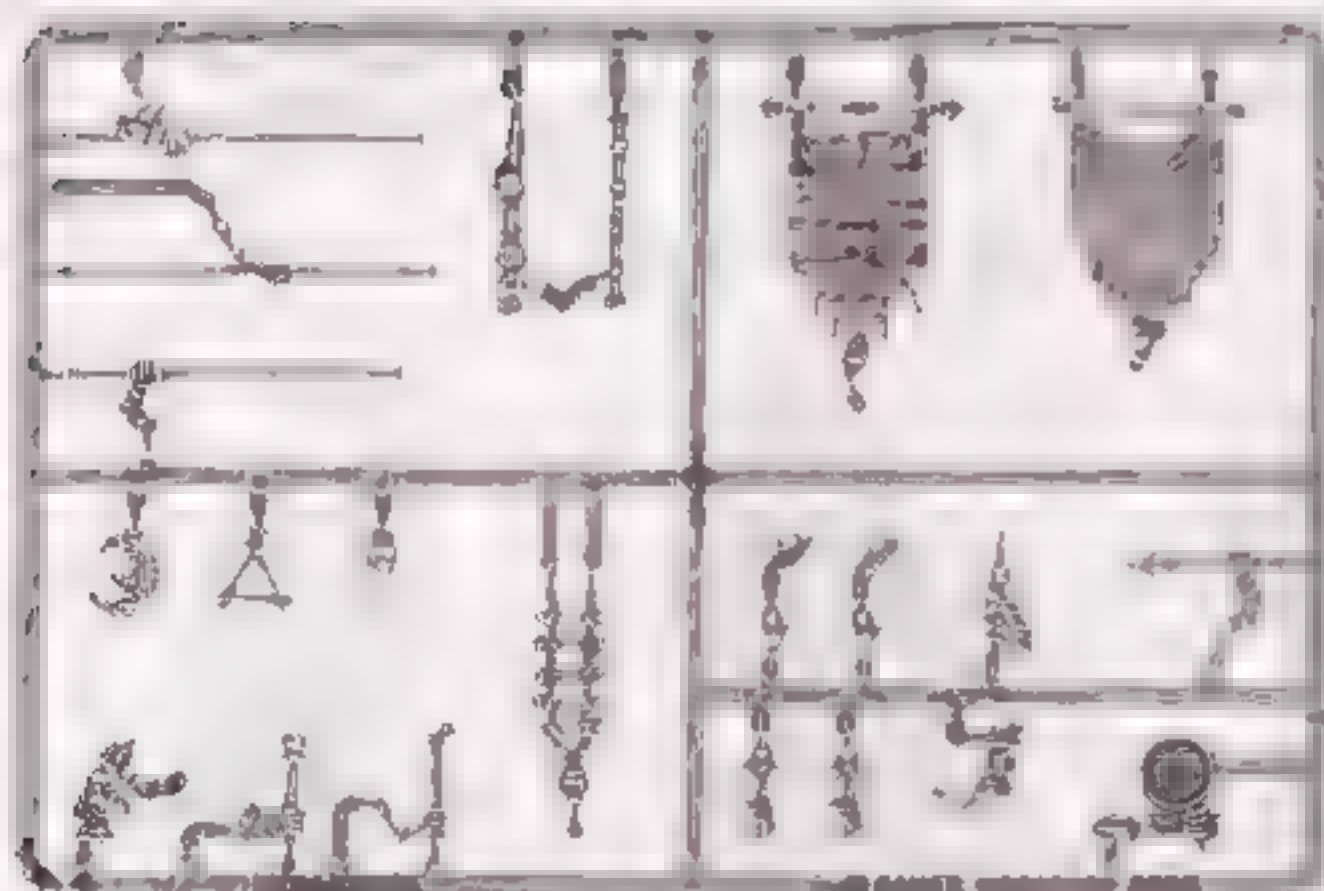
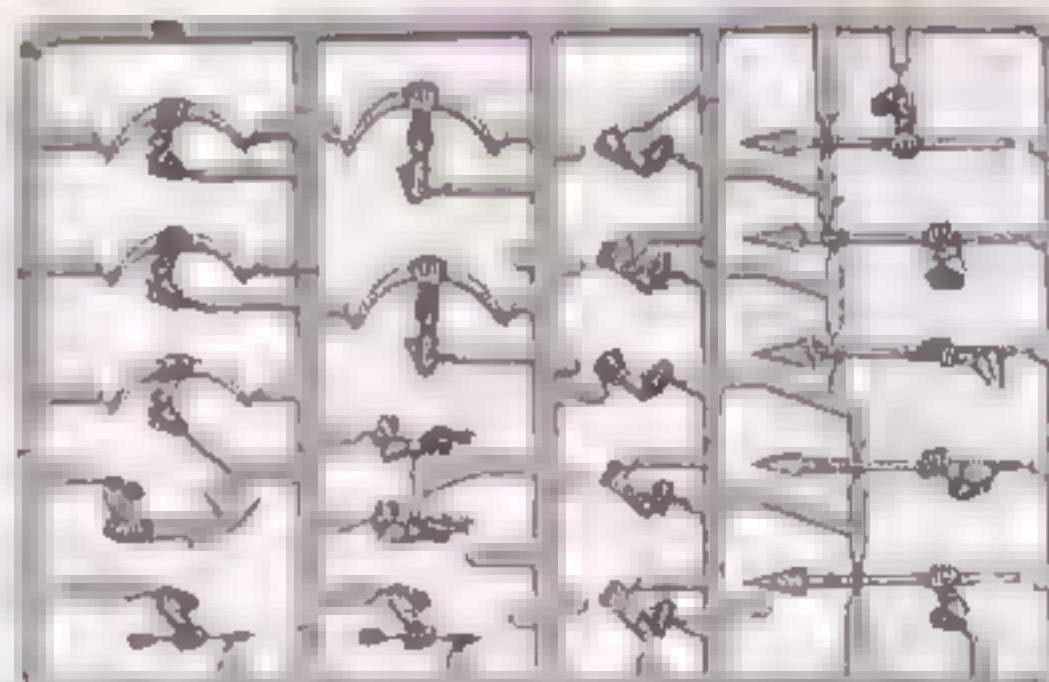
# CORE UNITS

## Night Goblin Regiment Box (20) 89-07

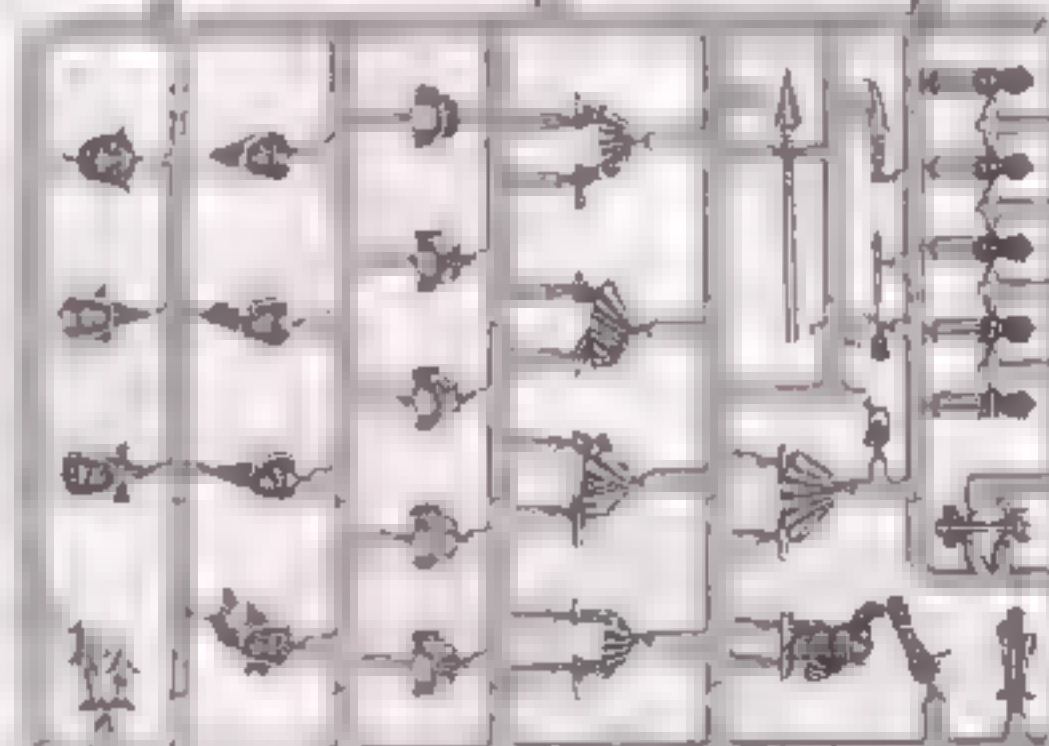
*Regiment Command & Night  
Goblin Regiment sprues are  
shown smaller than actual size*



Night Goblin Shield Sprue  
99360299005



Regiment Command Sprue  
99380299001



Night Goblin Regiment Sprue  
99380209001



## PAINTING TEEF, HORNS & CLAWS



From Snottlings to Giants, everything in the Orcs & Goblins army has some type of bony or enamel body parts: teef, nails, horns, or claws. Here's a quick

way to paint them so that all the models in your army look ferocious and hungry!

### STEP 1

Paint the teef, horns, and claws with Chaos Black

### STEP 2



Paint a layer of Bestial Brown across the entire tooth, horn, and claw. Leave a small line of black around each of the edges.

### STEP 3



Paint a layer of Bubonic Brown over the Bestial Brown. Paint the Bubonic Brown with a slightly jagged edge at the base of the tooth, horn, and claw.

### STEP 4



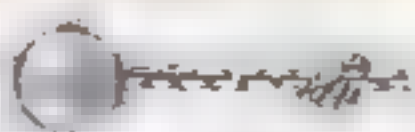
Repeat Step 3 but use Bleached Bone instead of Bubonic Brown. You can stop here for a dirtier, nastier look for the teeth.

### STEP 5

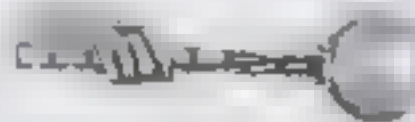
Add a final highlight with Skull White on the tooth, horn, and claw.



## CORE UNITS



**Night Goblin Fanatic 1 Ball & Chain**  
020905802



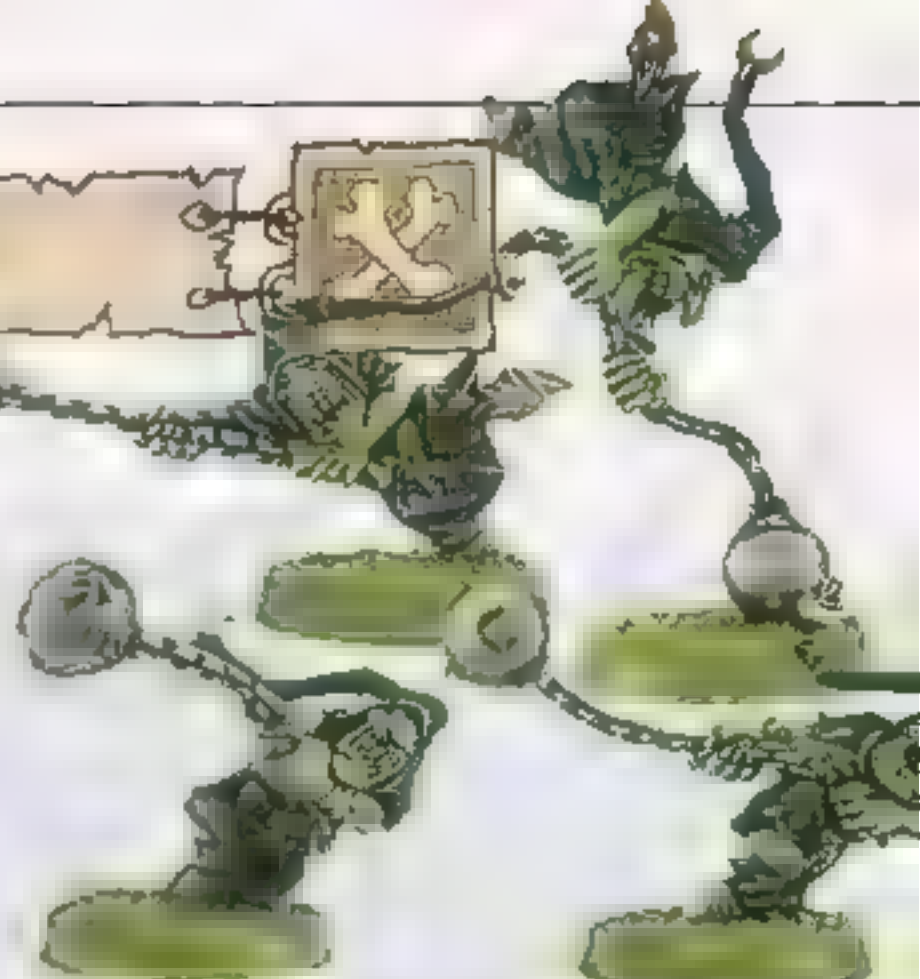
**Night Goblin Fanatic 2 Ball & Chain**  
020905804



**Night Goblin Fanatic 3 Ball & Chain**  
020905806



**Night Goblin Fanatic 4 Ball & Chain**  
020905808



**Night Goblin Fanatics Blister (Random 3)**  
89-39



**Night Goblin Fanatic 1 Body**  
020905801



**Night Goblin Fanatic 2 Body**  
020905803



**Night Goblin Fanatic 3 Body**  
020905805



**Night Goblin Fanatic 4 Body**  
020905807

**Night Goblin Netters Blister (3)**  
89-48



**Night Goblin Netter 1**  
020912903



**Night Goblin Netter 2**  
020912901



**Night Goblin Netter 3**  
020912902



Snotlings Blister  
(Random 18)  
89-38



## CORE UNITS

*Note: These Snotlings are  
only available in blisters*



**Snotling 1**  
020902401



**Snotling 2**  
020902402



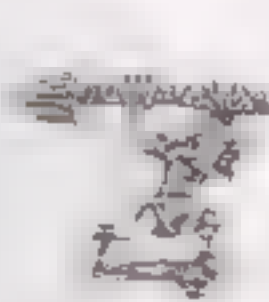
**Snotling 3**  
020902403



**Snotling 4**  
020902404



**Snotling 5**  
020902405



**Snotling 6**  
020902406



**Snotling 7**  
020902407



**Snotling 8**  
020902408



**Snotling 9**  
020902409



**Snotling 16**  
020902416



**Snotling 17**  
020902417



**Snotling 18**  
020902418



**Snotling 19**  
020902419



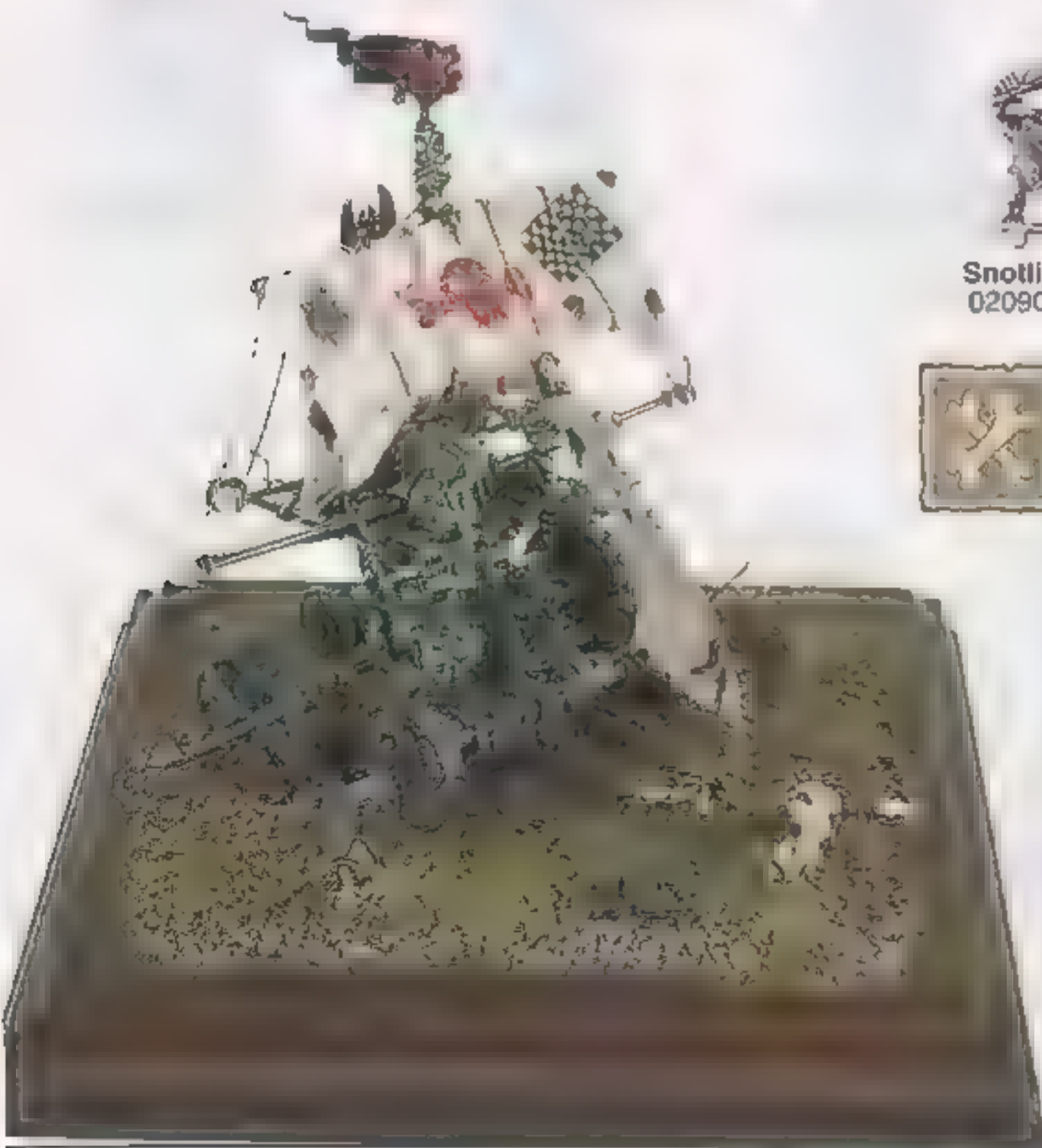
**Snotling 20**  
020902420



**Snotling 21**  
020902421



## SHOWCASE



*Francisco Javier  
Mortolez Libares  
won, at the Golden  
Demon Painting  
Competition at Spain's  
2001 Games Day with  
the Goblin Shaman on  
the Dwarf Shield*

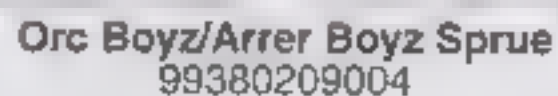
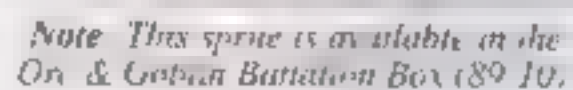
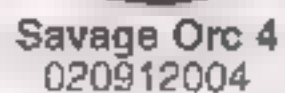
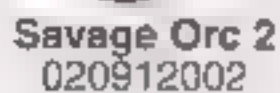
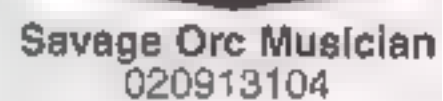
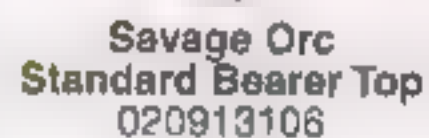
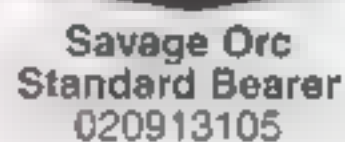
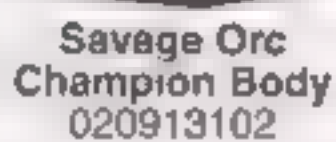
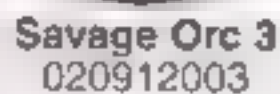
*Left: Francisco won another trophy for this entry, an  
amazing sail-powered Goblin Pump Wagon*



## A large, detailed diorama of a battle scene. In the foreground, several soldiers in green and brown uniforms are engaged in combat. Some are crouching, others are standing, and one is being carried. The background features a stone wall with a sign that reads "CORE UNITS". To the right, there is a small, framed picture or map on the wall. The entire scene is set on a green base, possibly representing grass or a battlefield.



**Savage Orc Boyz Box (10) & Savage Orc Boyz Command Blister (3)**  
89-20 89-50



*Spruce shown smaller than actual size*

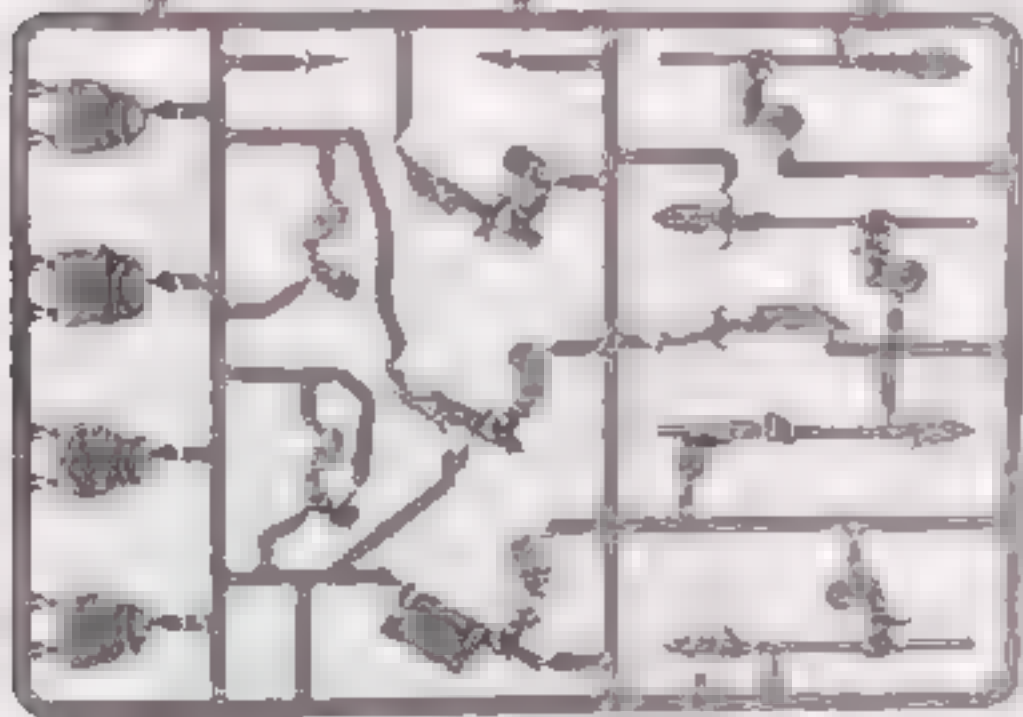
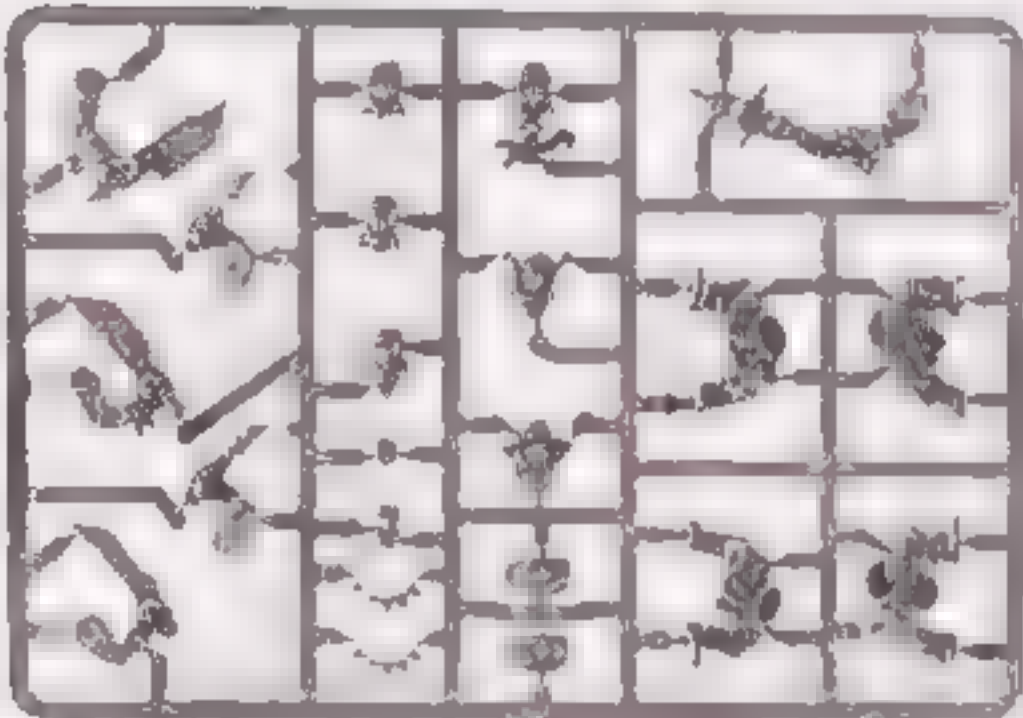


CORE UNITS

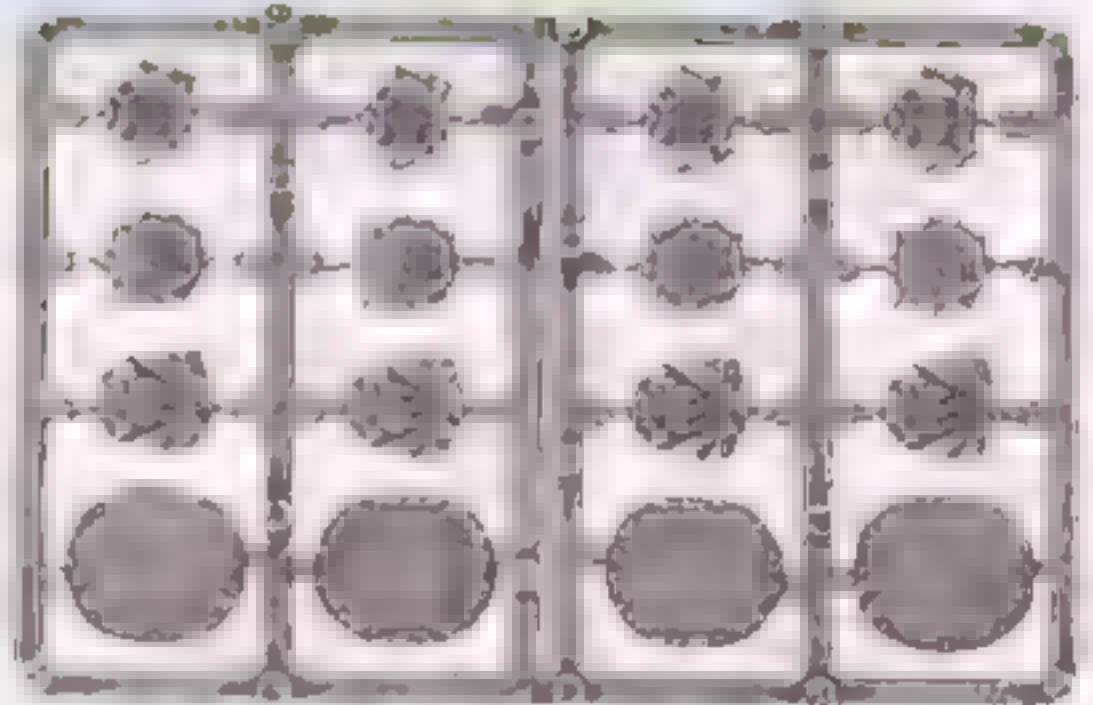
Orc Boyz  
Regiment Box (19)  
89-06

*Sprues shown smaller  
than actual size*

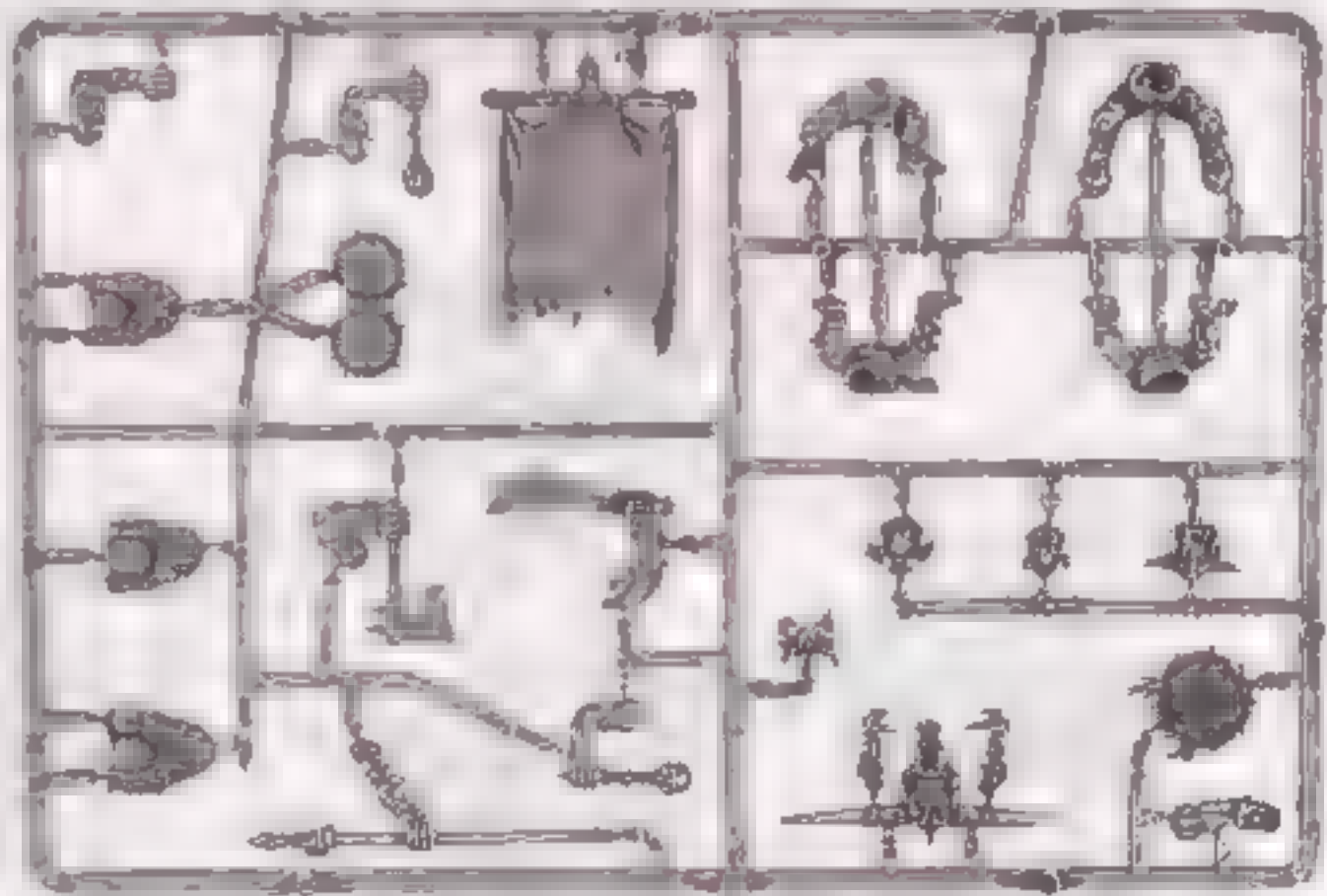
'Ere we gol 'Ere we gol 'Ere we gol!  
Lez geddum, Ladz!



Orc Regiment Sprue  
99380209002



Orc Regiment Shield Sprue  
99360299004



Orc Command Sprue  
99380209003





## SPECIAL UNITS

**Black Orc Regiment Box (10)**  
89-21

**Black Orc Blister (Random 2)**  
89-40



**Black Orc  
Standard Bearer**  
020911603



**Black Orc Body 1**  
020911501



**Black Orc Body 2**  
020911502



**Black Orc Body 3**  
020911503



**Black Orc Body 4**  
020911504



**Black Orc Drummer**  
020911601



**Black Orc  
Head Sprue 1**  
020911505



**Black Orc  
Head Sprue 2**  
020911506



**Black Orc  
Standard Top**  
020911602





## SPECIAL UNITS

*Note: The Orc Boar Boyz come with the Boar Head & Boar Body Sprues shown with the On Warboss on Boar.*



## PAINTING EXOTIC FUR

When painting the fur clothing on your Savage Orcs, try some exotic animal furs with stripes or spots!

**Tips.** Search for some reference photos in magazines, in books, or on the internet and have them handy while you're painting. Animals to look for include zebras, leopards, cheetahs, tigers, giraffes, cows, and more.

## SNOW LEOPARD



First, paint the underlying fur with Fortress Grey. Drybrush the fur with Skull White as a highlight.



Next, paint a large "U" with Chaos Black. Repeat them all over the fur.



Finally, highlight the black spots with a 25/75 mix of Chaos Black and Codex Grey.

## TIGER



First, paint the underlying fur with Brazing Orange over Dark Flesh. Drybrush the fur with Fiery Orange as a highlight.



Using Chaos Black, paint a series of stripes on the fur.

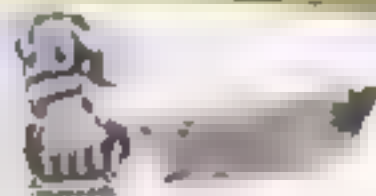


Finally, highlight the stripes with a 25/75 mix of Chaos Black and Codex Grey.

Orc Boar Boyz Box (4)  
89-18

Orc Boar Boyz Command  
Blister (Random 1)  
89-46

Orc Boar Boy Blister (Random 1)  
89-37



Orc Boar Boy  
Hornblower Arm  
020902102



Orc Boar Boy  
Standard Top  
020902002



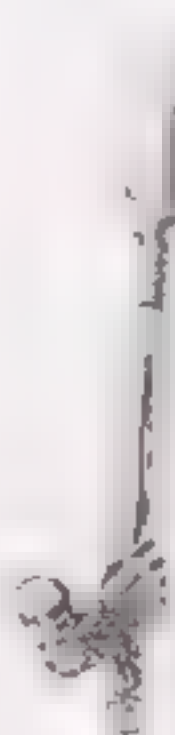
Orc Boar Boy  
Hornblower Body  
020902101



Orc Boar Boy  
Standard Body  
020902001



Orc Boar  
Boy Spear 1  
020904005



Orc Boar  
Boy Spear 2  
020904006



Orc Boar  
Boy Spear 3  
020904007



Orc Boar  
Boy Boss  
020902201



Orc Boar  
Boy Body 1  
020904001



Orc Boar  
Boy Body 2  
020904002



Orc Boar  
Boy Body 3  
020904003



Orc Boar  
Boy Body 4  
020904004





## SPECIAL UNITS



**Savage Orc  
Boar Boy Horn**  
020913407



**Savage Orc Boar  
Boy Standard Top**  
020913408



**Savage Orc  
Boar Boy  
Musician Head**  
020913403



**Savage Orc  
Boar Boy  
Champion Head**  
020913402



**Savage Orc Boar  
Boy Head 1**  
020913501



**Savage Orc Boar  
Boy Head 3**  
020913503



**Savage Orc  
Boar Boy Blister  
(Random 1)**  
89-54



**Savage Orc Boar  
Boy Body 1**  
020913505



**Savage Orc Boar  
Boy Body 2**  
020913506



**Savage Orc Boar  
Boy Body 3**  
020913507



**Savage Orc Boar  
Boy Body 4**  
020913508



**Savage Orc  
Boar Boy  
Standard Head**  
020913401



**Savage Orc Boar Boy  
Command Body 1**  
020913404



**Savage Orc Boar Boy  
Command Body 2**  
020913405



**Savage Orc Boar Boy  
Command Body 3**  
020913406



**Savage Orc Boar  
Boy Head 2**  
020913502



**Savage Orc Boar  
Boy Head 4**  
020913504



**Savage Orc  
Boar Boy  
Champion Arm**  
020913409



**Savage Orc  
Boar Boy  
Standard Pole**  
020913410



**Savage Orc Boar Boy Spear 1**  
020913509



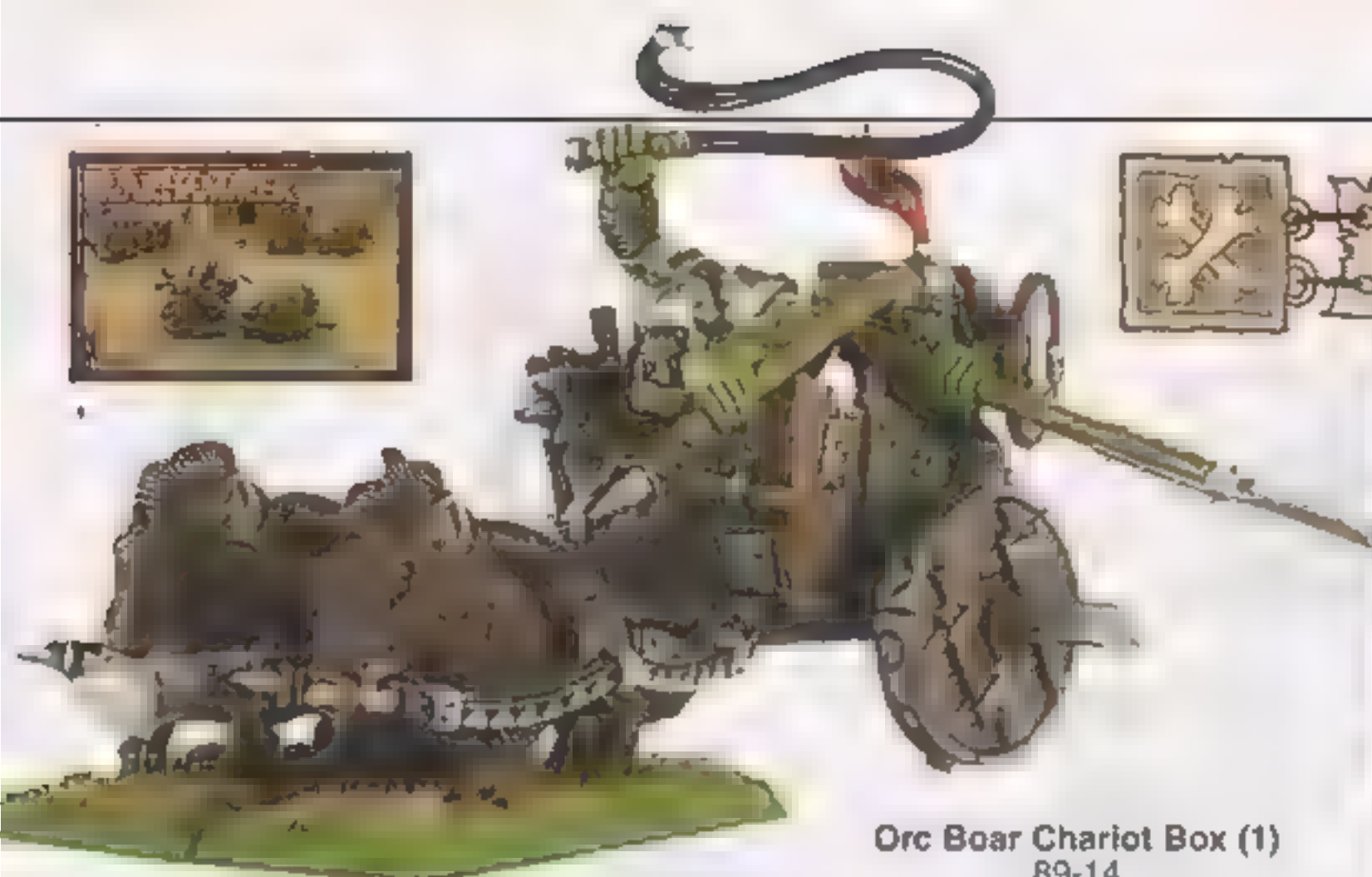
**Savage Orc Boar Boy Spear 2**  
020913510

**Savage Orc Boar Boy  
Command Blister  
(Random 1)**  
89-53

*Note: The Orc Boar Boys  
come with the Boar Head &  
Boar Body Sprues shown with  
the Orc Warboss on Boar*



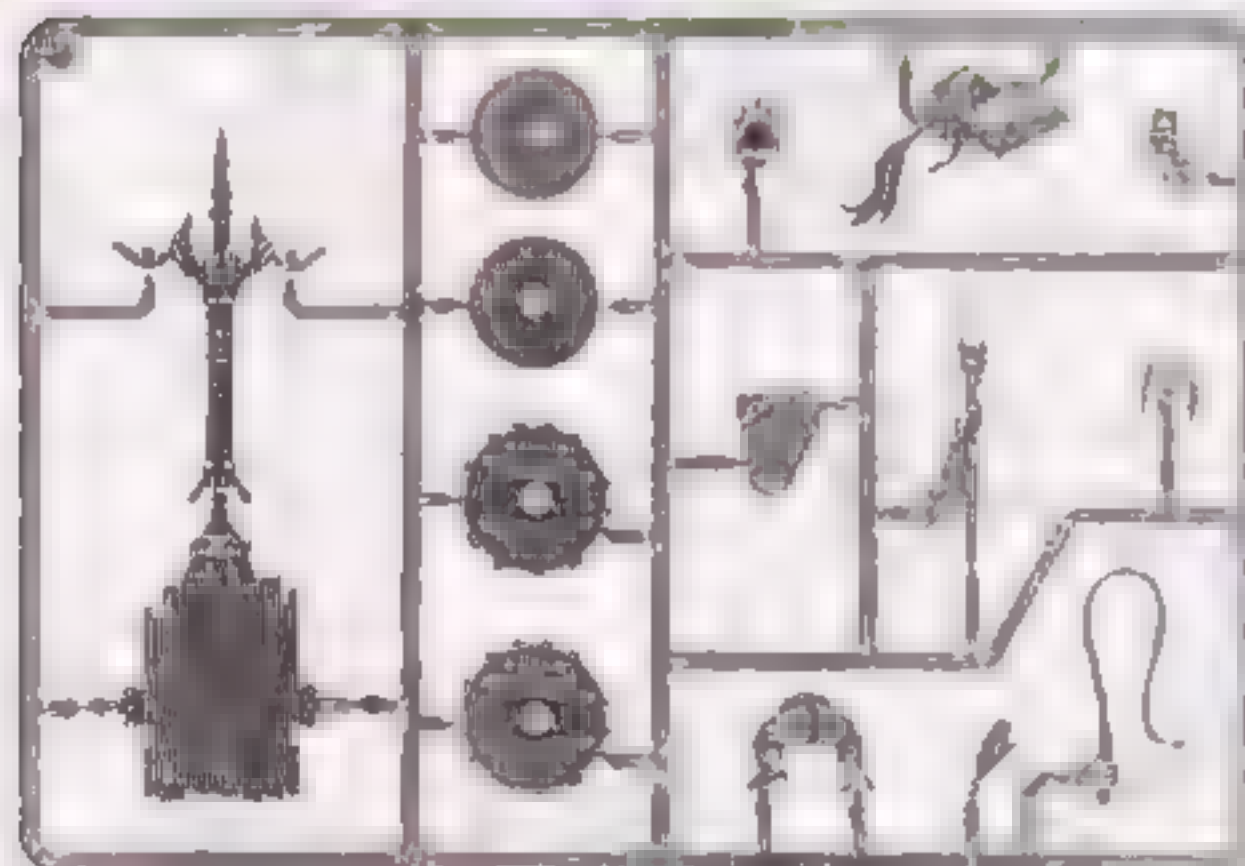
# SPECIAL UNITS



Orc Boar Chariot Box (1)  
89-14



Orc Chariot Sprue B  
99390209002

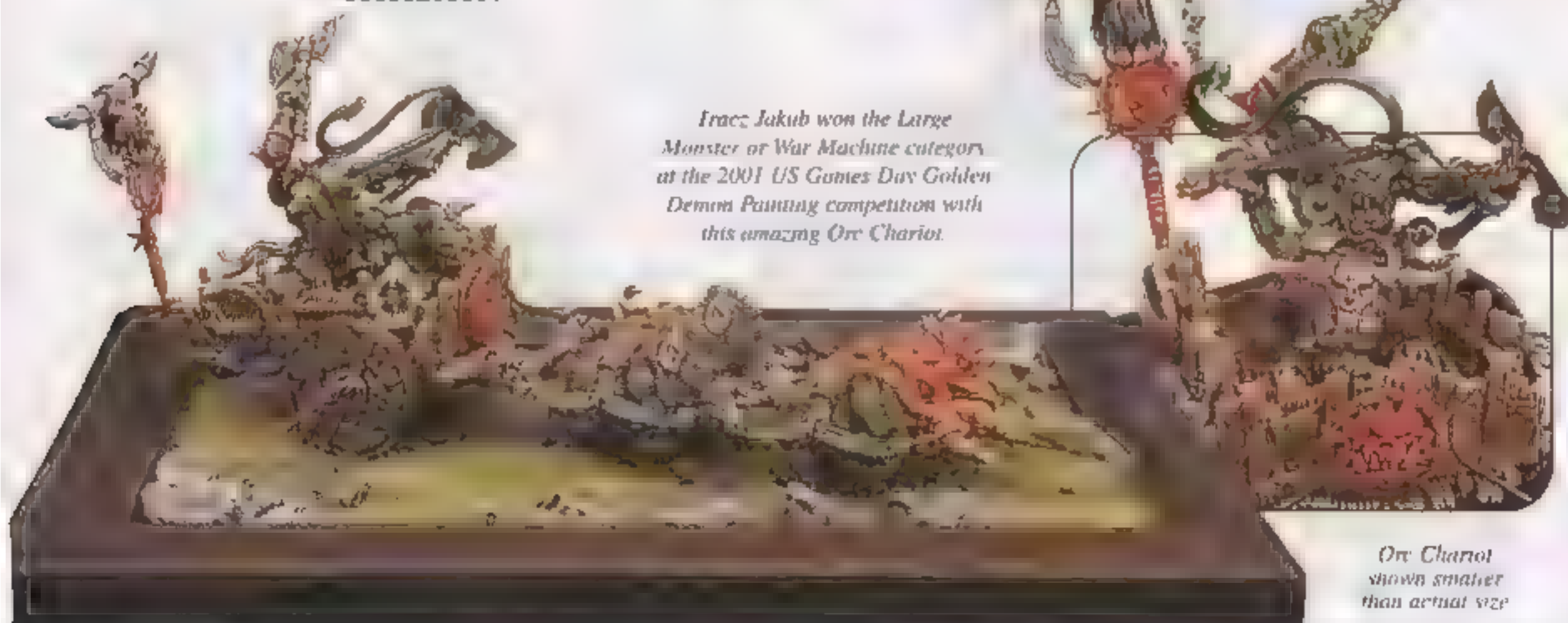


Orc Chariot Sprue A  
99390209001

*Sprues shown smaller than actual size*

*Note: The Orc Boar Chariot comes with the Boar Head & Boar Body Sprues show with the Orc Warboss on Boar.*

# SHOWCASE



*Frace Jakub won the Large Monster or War Machine category at the 2001 US Games Day Golden Demon Painting competition with this amazing Orc Chariot.*

*Orc Chariot shown smaller than actual size*



## SPECIAL UNITS



**Goblin Spear Chukka Blister (1)**  
89-43



**Spear Chukka Crew 2**  
020911802



**Spear Chukka Crew 3**  
020911803



**Spear Chukka Crew 1**  
020911801



**Spear Chukka Handles**  
020911809



**Spear Chukka Fairing**  
020911804



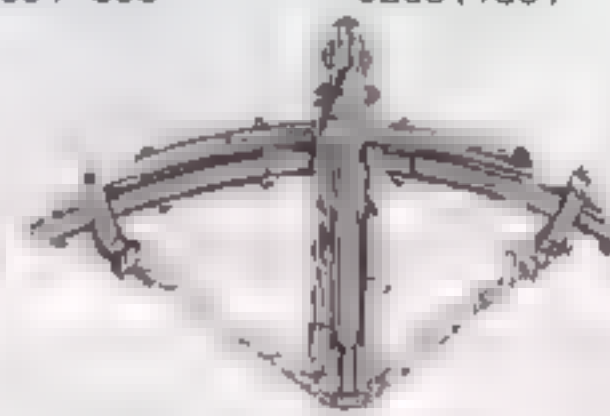
**Spear Chukka Base**  
020911808



**Spear Chukka Stock**  
020911807



**Spear Chukka Front Support**  
020911806



**Spear Chukka Bow**  
020911805



**Goblin Wolf Chariot Box (1)**  
89-08



**Goblin Chariot Standard Top**  
020900307



**Goblin Chariot Driver**  
020900312



**Goblin Chariot Archer**  
020900313



**Goblin Chariot Standard Bearer**  
020900311



**Goblin Chariot Tail & Skulls 1**  
020900305



**Goblin Chariot Tail & Skulls 2**  
020900306



**Goblin Chariot Side 1**  
020900309



**Goblin Chariot Side 2**  
020900310



**Goblin Chariot Chassis**  
020900308



**Goblin Chariot Yoke**  
020900301



**Goblin Chariot Haft**  
020900302



**Goblin Chariot Left Scythe**  
020900303



**Goblin Chariot Right Scythe**  
020900304

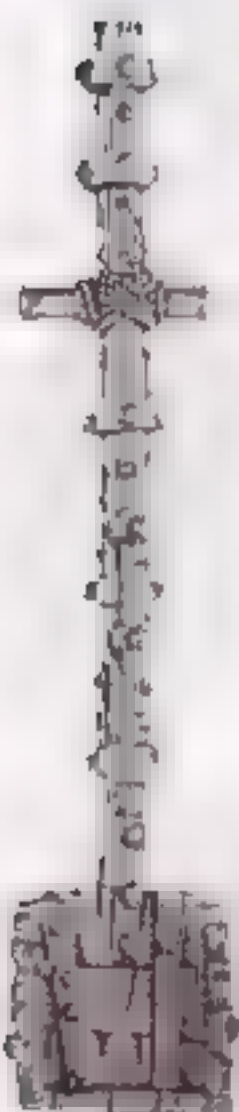
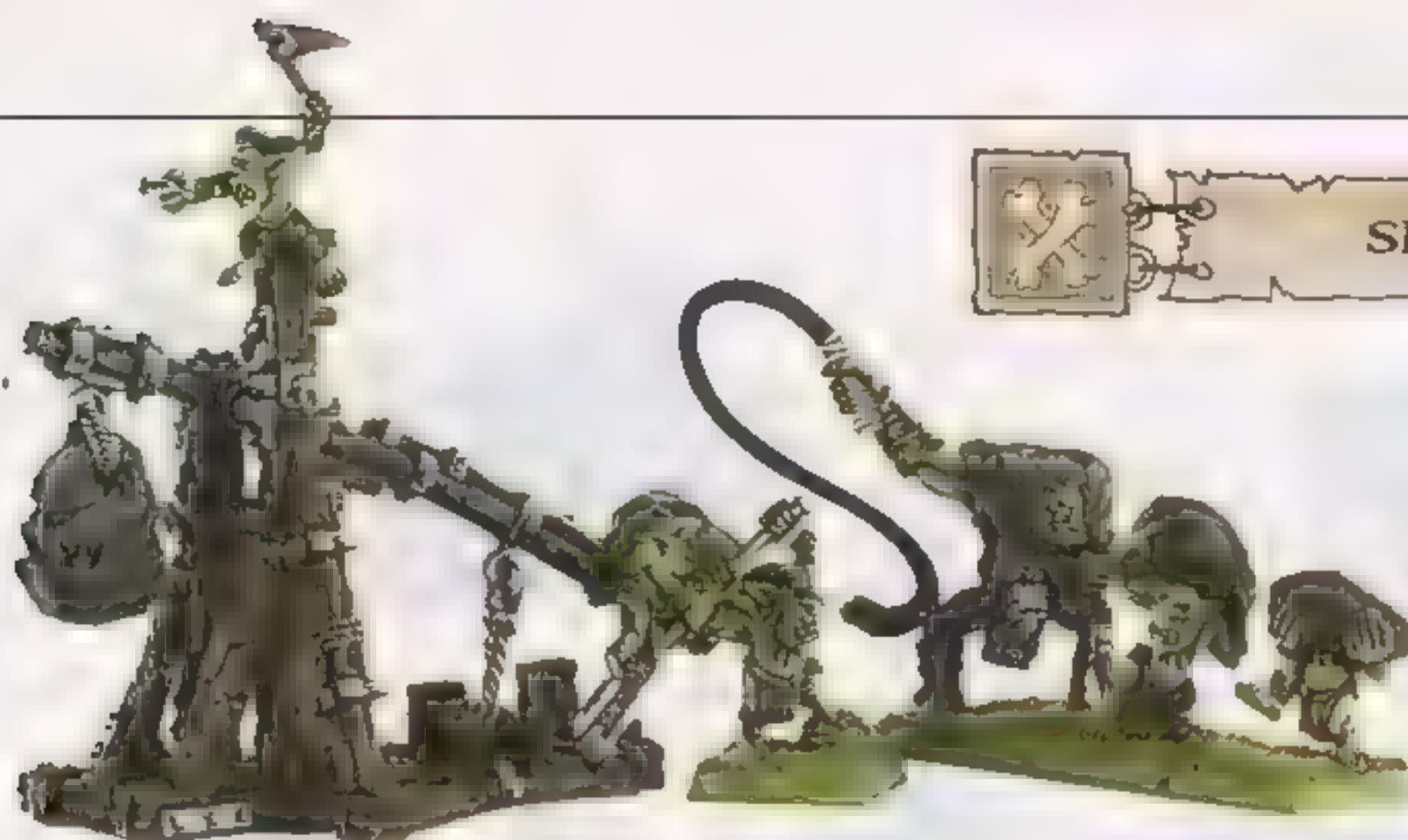




# SPECIAL UNITS



**Goblin Rock Lobba Box (1)**  
89-12



**Rock Lobba Arm**  
020912311



**Rock Lobba Strut**  
020912310



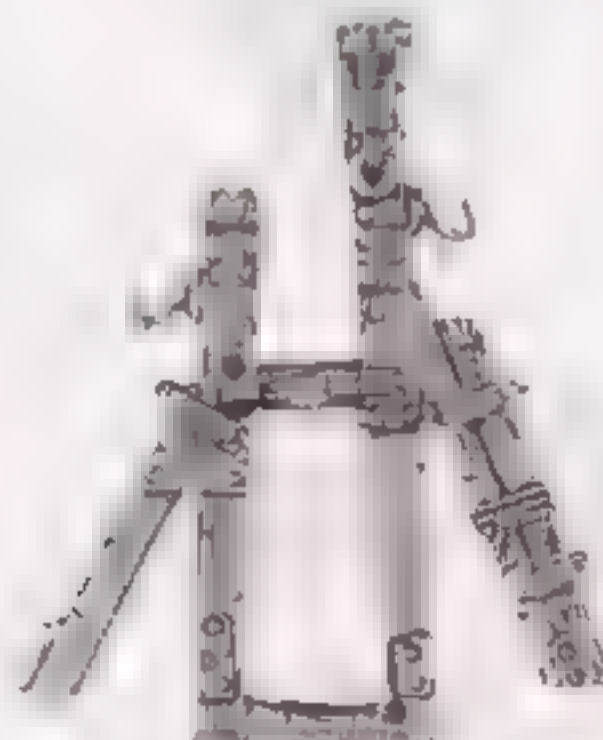
**Rock Lobba Winch**  
020912303



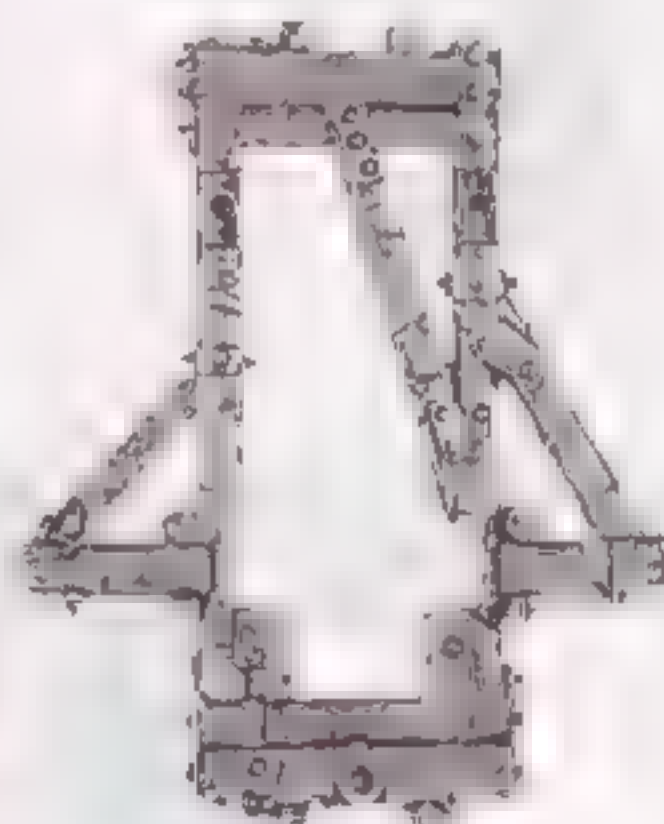
**Rock Lobba Snotling Spotter**  
020912307



**Rock Lobba Bully**  
020912304



**Rock Lobba Uprights**  
020912305



**Rock Lobba Base**  
020912308



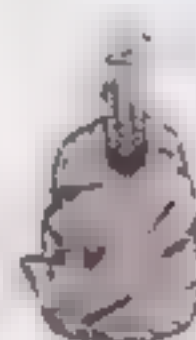
**Rock Lobba Crew 1**  
020912301



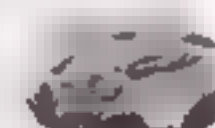
**Rock Lobba Crew 2**  
020912302



**Rock Lobba Crew 3**  
020912306



**Rock Lobba Counter Balance**  
020912309



**Rock Lobba Boulder**  
029901009



## SPECIAL UNITS



**Squig 1**  
020912805

**Night Goblin Squig  
Herders Blister  
(Random 5)**  
89-47



**Squig 2**  
020912806



**Squig 3**  
020912807



**Squig 4**  
020912808



**Squig 5**  
020912809



**Squig 6**  
020912810



**Night Goblin  
w/ Prodger 2**  
020912802



**Night Goblin  
w/ Cymbals**  
020912803

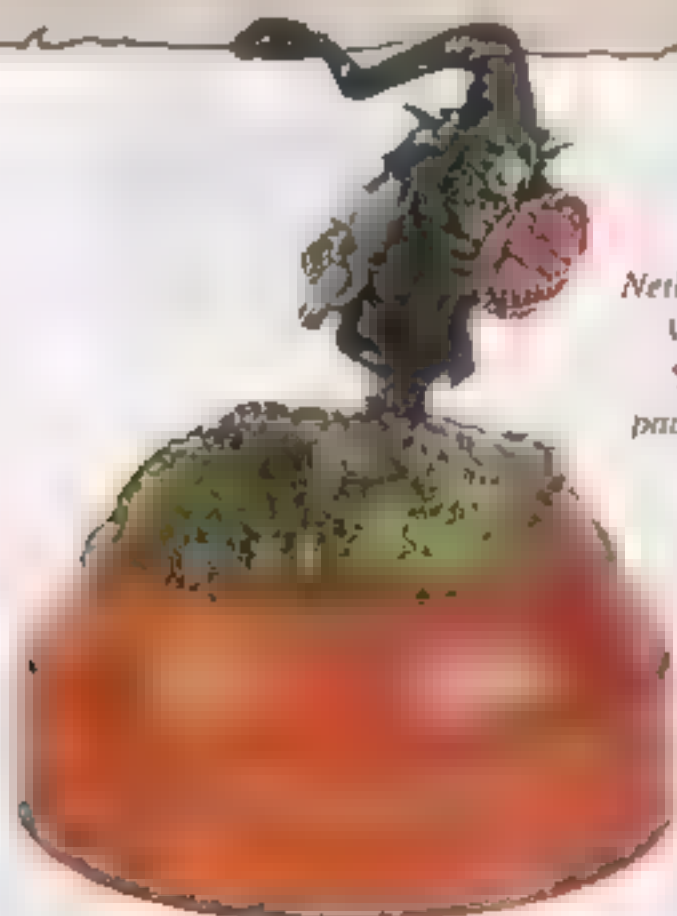


**Night Goblin  
w/ Squigpipes**  
020912804



**Night Goblin  
w/ Prodger 1**  
020912801

## SHOWCASE



*Neil Green from the Games  
Workshop UK Design  
Studio converted and  
painted this Night Goblin*



**Squig Hopper 3**  
020913003

**Night Goblin Squig  
Hoppers Blister  
(Random 2)**  
89-49



**Squig Hopper 1**  
020913001



**Squig Hopper 4**  
020913004



**Squig Hopper 2**  
020913002





Giant Box (1)  
89 16



## RARE UNITS



Giant Left Leg  
020912701



Giant Right Leg  
020912702



Giant Right  
Arm w/ Club  
020912709



Giant Head  
w/ Cap & Mask  
020912707



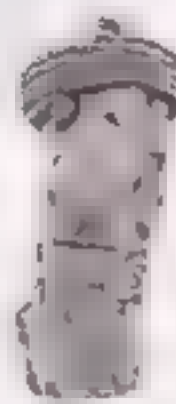
Giant Bare  
Head  
020912711



Giant Racked  
Sheep  
020912703



Giant Captive  
Halling  
020912704



Giant  
Left Arm  
020912705



Giant Cowering  
Civilian  
020912706



Giant Bag  
020912712



Giant Chest  
020912708



Giant Back  
020912710

### PAINTING TRIBAL MARKINGS

Here's a simple technique for painting tattoos or war paint onto Orc skin or even on Boars or Wolves

#### ORCS OF THE RED ARROW TRIBE



##### STEP 1

Paint the arrow design on the Orcs upper arm with Chaos Black

##### STEP 2

Highlight the arrow with Red Gore. Leave a black line around the edges.

##### STEP 3

Paint the final highlight on the inside of the arrow with Blood Red



There are hundreds of Orc tribes across the Old World. Some of the more popular names are

Blue Face

Red Arrow

Yellow Nose

Grey Skull

Purple Heads

Brown Sword

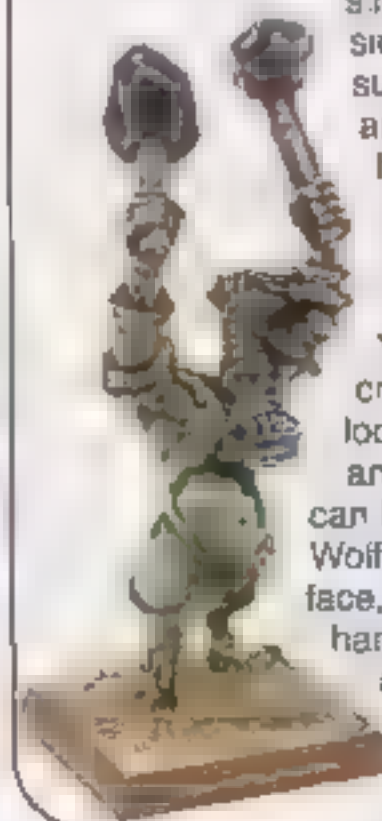
White Dag (Triangle)

Yellow Tooth

These are just a few. No matter which you choose, we recommend picking a

single color and a simple design to paint such as dags or arrows. Tattoos don't have to be intricate tiny designs especially for Orcs & Goblins.

You can also be creative with the location of the tattoos and war paint. They can be on Boar and Wolf figurines, on half of a face, on an entire arm or hand, in a wide line across the head or arm, or on any other body part!





**RARE UNITS**



**Stone Troll Blister (Random 1)**  
93 36



**Stone Troll Body  
w/ Two-Handed Axe**  
029900708



**Stone Troll w/ Stone Hammer**  
029900701



**Stone Troll w/ Bone Club**  
029900703



**Stone Troll  
Head 2**  
029900705



**Stone Troll Body  
w/ Rock**  
029900707



**Stone Troll  
Head 3**  
029900706



**Stone Troll w/ Axe**  
029900702



**Stone Troll Body  
w/ Axe & Bone Club**  
029900709







Goblin Doom Diver  
Catapult Box (1)  
89-13



## RARE UNITS



Doom Diver Goblin Flyer  
020910906



Doom Diver Goblin  
Diver Torso  
020910908



Doom Diver  
Ramp Support  
020910902



Doom Diver  
Catapult  
020910904



Doom Diver  
Goblin Diver Legs  
020910910



Doom Diver  
Hook  
020910909



Doom Diver Ramp  
020910901



Doom Diver Ramp Base  
020910903



Doom Diver Snotling Pullers  
020910905



Doom Diver  
Snotling w/ Mallet  
020910907

## SHOWCASE



*This Orc Warboss  
conversion was painted  
by Francisco Linares*



## RARE UNITS



River Troll Blister (Random 1)  
93-35

River Troll Head 1  
029900604



River Troll Body 1  
029900601

River Troll Head 2  
029900605



River Troll Head 3  
029900606



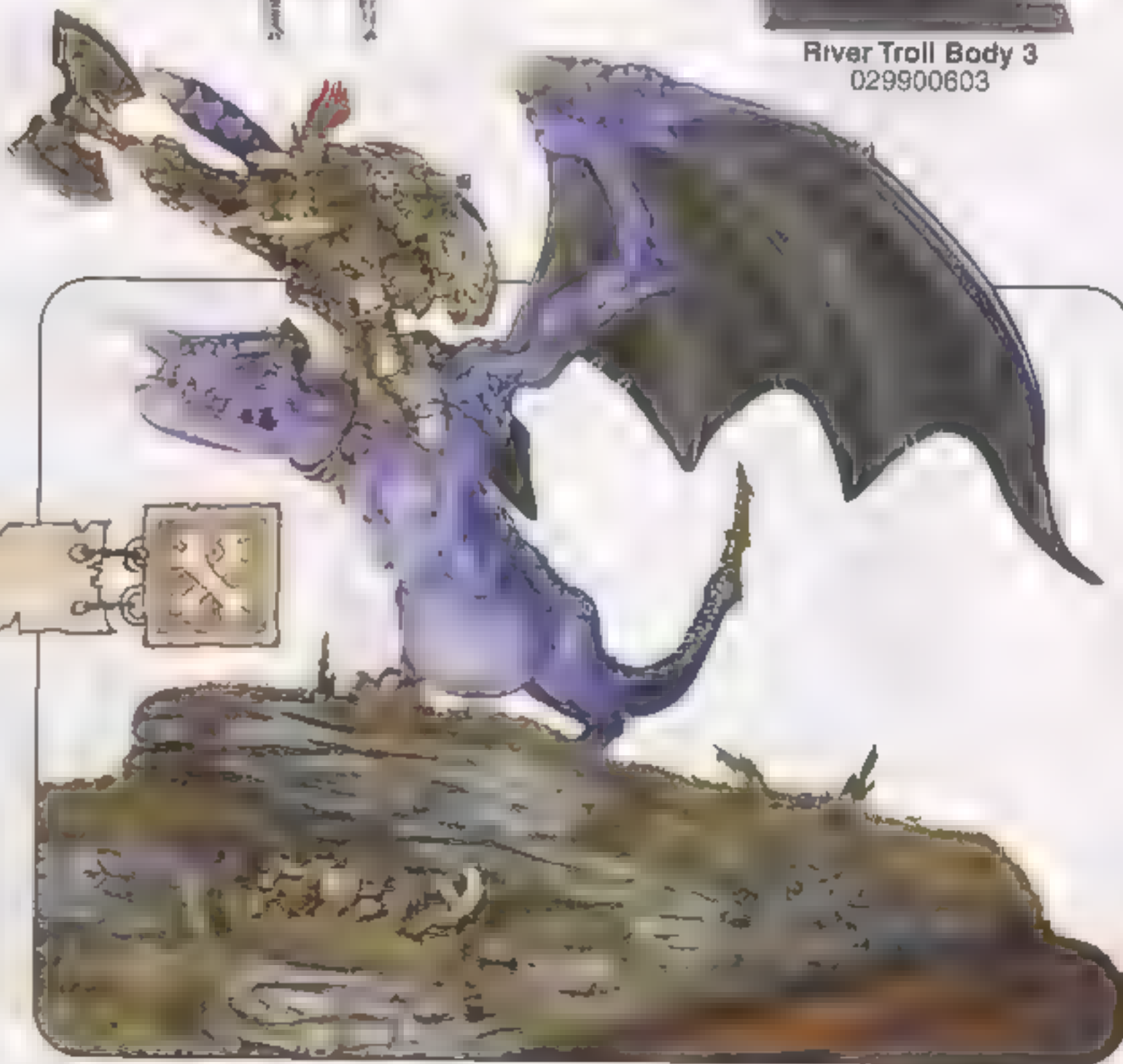
River Troll Body 3  
029900603



River Troll Body 2  
029900602

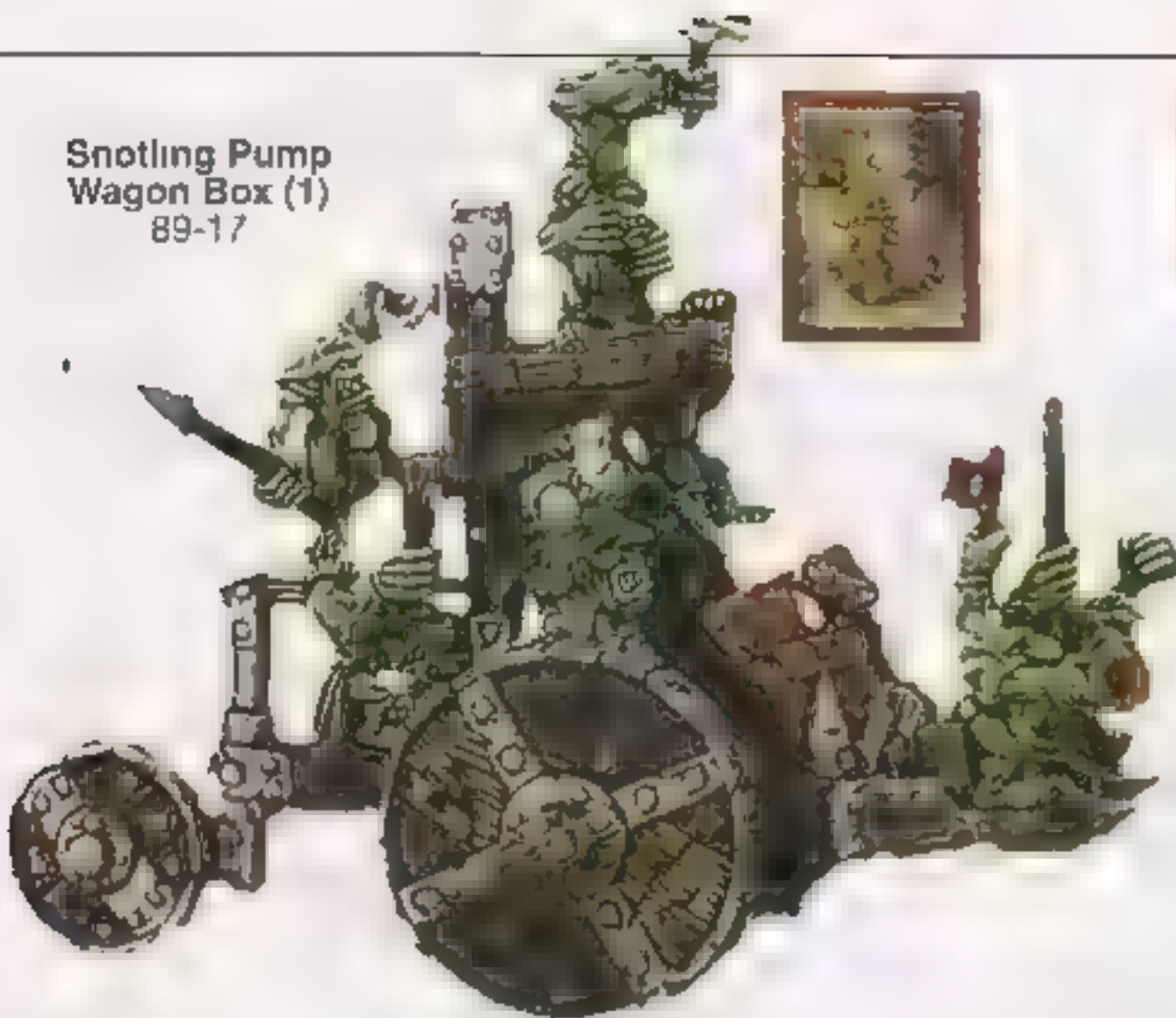
## SHOWCASE

*This amazing Orc Warboss on a Wyvern was painted by Matt Verzan. He won third place at the Games Day 2003 Golden Demon painting competition.*





Snotling Pump  
Wagon Box (1)  
89-17



## RARE UNITS

The Pump Wagon is built by Snotlings in an attempt to copy the Chariots of their larger greenskin brothers. Quite how the little greensies do it is a mystery. It is crewed by overexcited Snotlings out of their minds on adrenaline. They steer the wagon by leaning from side to side and causing it to veer in an alarming manner.



Pump Wagon  
Snotling 1  
020913601



Pump Wagon  
Snotling 2  
020913602



Pump Wagon  
Snotling 3  
020913603



Pump Wagon Mast  
011300614



Pump Wagon Base  
011300609



Pump Wagon  
Snotling 4  
020913604



Pump Wagon  
Snotling Pumper 1  
020913605



Pump Wagon  
Snotling 6  
020913606



Pump Wagon  
Snotling 7  
020913607



Pump Wagon  
Snotling Pumper 2  
020913608



Pump Wagon Fairing  
011300610



Pump Wagon  
Pump  
020913611



Pump Wagon  
Scythes  
020913613



Pump Wagon Wheel  
011300612



Pump Wagon  
Steering Wheel  
011300615



## PRICE LIST

### Getting Started

|   |                                  |         |
|---|----------------------------------|---------|
| 89-01-60  | Warhammer Armies: Orcs & Goblins | \$20.00 |
| 89-10   | Orcs & Goblins Battalion         | \$90.00 |
| Contents: 1 Orc Hero, 15 Orc Boyz, 16 Orc Armer Boyz, 1 Orc Boar Chariot, and 10 Goblin Wolf Riders |                                  |         |

### Down to Earth & Elfborn

#### Packs - Lords & Heroes

|                           |                       |      |
|---------------------------|-----------------------|------|
| 89-42                     | Goblin Shamans        | \$8  |
| Blister includes 2 models |                       |      |
| 89-38                     | Orc Shaman            | \$8  |
| Blister includes 1 model  |                       |      |
| 89-09                     | Orc Warboss on Wyvern | \$40 |
| Box includes 1 model      |                       |      |
| 89-35                     | Orc Warlord on Boar   | \$10 |
| Blister includes 1 model  |                       |      |
| 89-51                     | Savage Orc Shaman     | \$8  |
| Blister includes 1 model  |                       |      |

#### Special Characters

|                          |                                     |      |
|--------------------------|-------------------------------------|------|
| 89-45                    | Grimgor Ironhide, Black Orc Warlord | \$10 |
| Blister includes 1 model |                                     |      |
| 89-52                    | Wurrzag Ud Ura Zahubu Great Shaman  | \$13 |
| Blister includes 1 model |                                     |      |

#### Boxed Sets & Blister Packs - Core

|                            |                             |      |
|----------------------------|-----------------------------|------|
| 89-15                      | Goblin Regiment             | \$30 |
| Box includes 20 models     |                             |      |
| 89-11                      | Goblin Wolf Riders Regiment | \$30 |
| Box includes 10 models     |                             |      |
| 89-39                      | Night Goblin Fanatics       | \$9  |
| Blister includes 3 models  |                             |      |
| 89-48                      | Night Goblin Netters        | \$8  |
| Blister includes 3 models  |                             |      |
| 89-07                      | Night Goblin Regiment       | \$30 |
| Box includes 20 models     |                             |      |
| 89-06                      | Orc Boyz Regiment           | \$30 |
| Box includes 19 models     |                             |      |
| 89-20                      | Savage Orc Boyz Regiment    | \$30 |
| Box includes 19 models     |                             |      |
| 89-44                      | Savage Orc Boyz             | \$9  |
| Blister includes 3 models  |                             |      |
| 89-50                      | Savage Orc Command          | \$10 |
| Blister includes 3 models  |                             |      |
| 89-53                      | Snotlings                   | \$10 |
| Blister includes 18 models |                             |      |

#### Boxed Sets & Blister Packs - Special

|                           |                            |      |
|---------------------------|----------------------------|------|
| 89-21                     | Black Orc Regiment         | \$40 |
| Box includes 10 models    |                            |      |
| 89-40                     | Black Orcs                 | \$8  |
| Blister includes 2 models |                            |      |
| 89-12                     | Goblin Rock Lobba          | \$30 |
| Box includes 1 model      |                            |      |
| 89-43                     | Goblin Spear Chukka        | \$15 |
| Blister includes 1 model  |                            |      |
| 89-08                     | Goblin Wolf Chariot        | \$25 |
| Box includes 1 model      |                            |      |
| 89-47                     | Night Goblin Squig Herders | \$10 |
| Blister includes 5 models |                            |      |
| 89-49                     | Night Goblin Squig Hoppers | \$9  |
| Blister includes 2 models |                            |      |
| 89-18                     | Orc Boar Boyz              | \$35 |
| Box includes 4 models     |                            |      |
| 89-14                     | Orc Boar Chariot           | \$25 |
| Box includes 1 model      |                            |      |
| 89-37                     | Orc Boar Boy               | \$9  |
| Blister includes 1 model  |                            |      |
| 89-46                     | Orc Boar Boy Command       | \$9  |
| Blister includes 1 model  |                            |      |

|                           |                              |      |
|---------------------------|------------------------------|------|
| 89-19                     | Savage Orc Boar Boy Regiment | \$45 |
| Box includes 5 models     |                              |      |
| 89-53                     | Savage Orc Boar Boy Command  | \$9  |
| Blister includes 3 models |                              |      |
| 89-54                     | Savage Orc Boar Boy          | \$9  |
| Blister includes 1 model  |                              |      |

#### Boxed Sets & Blister Packs - Rare

|                          |                            |      |
|--------------------------|----------------------------|------|
| 89-16                    | Giant                      | \$40 |
| Box includes 1 model     |                            |      |
| 89-13                    | Goblin Doom Diver Catapult | \$30 |
| Box includes 1 model     |                            |      |
| 93-35                    | River Trolls               | \$15 |
| Blister includes 1 model |                            |      |
| 89-17                    | Snotting Pump Wagon        | \$25 |
| Box includes 1 model     |                            |      |
| 93-36                    | Stone Trolls               | \$15 |
| Blister includes 1 model |                            |      |

### Metal Bitz & Plastic Sprues - Lords & Heroes

#### Goblin Shaman

|           |                                    |        |
|-----------|------------------------------------|--------|
| 020905001 | Night Goblin Shaman Body (Oddgit)  | \$3    |
| 020905002 | Night Goblin Shaman Staff (Oddgit) | \$1.50 |
| 020911701 | Goblin Shaman                      | \$4.50 |

#### Orc Shaman

|           |                  |        |
|-----------|------------------|--------|
| 020904901 | Orc Shaman Sword | \$1.50 |
| 020904902 | Orc Shaman Staff | \$2.50 |
| 020904903 | Orc Shaman Body  | \$5.50 |

#### Orc Warboss on Wyvern

|             |                        |        |
|-------------|------------------------|--------|
| 020911901   | Orc Warboss Body       | \$4    |
| 020911902   | Orc Warboss Axe        | \$2    |
| 020911903   | Orc Warboss Horns      | \$1    |
| 020911904   | Orc Warboss Head       | \$2    |
| 020911905   | Orc Warboss Shield     | \$1    |
| 020911906   | Orc Wyvern Horns       | \$2    |
| 020911907   | Orc Wyvern Body & Head | \$6    |
| 020911908   | Orc Wyvern Tail        | \$4    |
| 020911909   | Orc Wyvern Leg         | \$2.50 |
| 020911910   | Orc Wyvern Lower Body  | \$6    |
| 99380299002 | Dragon Wing Set        | \$12   |

#### Mounted Orc Warlord

|             |                         |        |
|-------------|-------------------------|--------|
| 020904801   | Orc Warlord Body        | \$5    |
| 020904802   | Orc Warlord Head        | \$2    |
| 020904803   | Orc Warlord Sword Arm   | \$2    |
| 020904804   | Orc Warlord Banner Pole | \$1.50 |
| 020904805   | Orc Warlord Boar Head   | \$2    |
| 020904806   | Orc Warlord Boar Tusks  | \$0.50 |
| 99389999009 | Boar Body               | \$2    |
| 99389999017 | Boar Head               | \$1    |

#### Savage Orc Shaman

|           |                               |        |
|-----------|-------------------------------|--------|
| 020913201 | Savage Orc Shaman Body        | \$5.50 |
| 020913202 | Savage Orc Shaman Head        | \$2.50 |
| 020913203 | Savage Orc Shaman Ju Ju Stick | \$1.50 |

#### Special Characters

##### Grimgor Ironhide

|           |                |        |
|-----------|----------------|--------|
| 020912101 | Grimgor's Body | \$5.50 |
| 020912102 | Grimgor's Axe  | \$3.50 |
| 020912103 | Grimgor's Head | \$2.50 |

##### Wurrzag Ud Ura Zahubu

|           |                       |        |
|-----------|-----------------------|--------|
| 020913301 | Wurrzag's Body        | \$8.50 |
| 020913302 | Wurrzag's Hand        | \$2.50 |
| 020913303 | Wurrzag's Head & Mask | \$3.50 |

### Metal Bitz & Plastic Sprues - Core

#### Goblin Regiment

|             |                     |        |
|-------------|---------------------|--------|
| 99380209005 | Goblin Sprue A      | \$6.25 |
| 99380209006 | Goblin Sprue B      | \$5    |
| 99380209001 | Goblin Shield Sprue | \$1.50 |

#### Goblin Wolf Boyz Regiment

|             |                        |        |
|-------------|------------------------|--------|
| 99380209005 | Goblin Sprue A         | \$6.25 |
| 99380209006 | Goblin Sprue B         | \$5    |
| 99380209001 | Goblin Shield Sprue    | \$1.50 |
| 99380299005 | Wolf Head & Body Sprue | \$3    |

#### Night Goblin Fanatics

|           |                                     |     |
|-----------|-------------------------------------|-----|
| 020905801 | Night Goblin Fanatic 1 Body         | \$3 |
| 020905802 | Night Goblin Fanatic 1 Ball & Chain | \$1 |
| 020905803 | Night Goblin Fanatic 2 Body         | \$3 |
| 020905804 | Night Goblin Fanatic 2 Ball & Chain | \$1 |
| 020905805 | Night Goblin Fanatic 3 Body         | \$3 |
| 020905806 | Night Goblin Fanatic 3 Ball & Chain | \$1 |
| 020905807 | Night Goblin Fanatic 4 Body         | \$3 |
| 020905808 | Night Goblin Fanatic 4 Ball & Chain | \$1 |

#### Night Goblin Netters

|           |                       |        |
|-----------|-----------------------|--------|
| 020912901 | Night Goblin Netter 1 | \$3.50 |
| 020912902 | Night Goblin Netter 2 | \$3.50 |
| 020912903 | Night Goblin Netter 3 | \$3.50 |

#### Night Goblin Regiment

|             |                             |        |
|-------------|-----------------------------|--------|
| 99380299005 | Night Goblin Shields        | \$1.50 |
| 99380209001 | Night Goblin Regiment Sprue | \$6.25 |
| 99380299001 | Regiment Command Sprue      | \$5    |

#### Orc Regiment

|             |                           |        |
|-------------|---------------------------|--------|
| 99380209002 | Orc Regiment Sprue        | \$6.25 |
| 99380299004 | Orc Regiment Shield Sprue | \$1.50 |
| 99380209003 | Orc Command Sprue         | \$5    |
| 99380209004 | Orc Boyz/Armer Boyz Sprue | \$10   |

#### Savage Orcs

|           |                            |        |
|-----------|----------------------------|--------|
| 020912001 | Savage Orc 1 (Dagger)      | \$3.50 |
| 020912002 | Savage Orc 2 (Hammer)      | \$3.50 |
| 020912003 | Savage Orc 4               | \$3.50 |
| 020912004 | Savage Orc 3 (Pick)        | \$3.50 |
| 020913101 | Savage Orc Champion Arm    | \$2    |
| 020913102 | Savage Orc Champion Body   | \$3    |
| 020913103 | Savage Orc Champion Head   | \$1    |
| 020913104 | Savage Orc Musician        | \$3    |
| 020913105 | Savage Orc Standard Bearer | \$3    |
| 020913106 | Savage Orc Standard Top    | \$2    |

### Metal Bitz & Plastic Sprues - Special

#### Black Orcs

|           |                           |        |
|-----------|---------------------------|--------|
| 020911501 | Black Orc Body 1          | \$3.50 |
| 020911502 | Black Orc Body 2 (Mace)   | \$3.50 |
| 020911503 | Black Orc Body 3          | \$3.50 |
| 020911504 | Black Orc Body 4 (Sword)  | \$3.50 |
| 020911505 | Black Orc Head Sprue 1    | \$1.50 |
| 020911506 | Black Orc Head Sprue 2    | \$1.50 |
| 020911601 | Black Orc Drummer         | \$3.50 |
| 020911602 | Black Orc Standard Top    | \$3    |
| 020911603 | Black Orc Standard Bearer | \$3.50 |

#### Goblin Rock Lobba

|           |                             |        |
|-----------|-----------------------------|--------|
| 020912301 | Rock Lobba Crew 1           | \$2.50 |
| 020912302 | Rock Lobba Crew 2           | \$2.50 |
| 020912303 | Rock Lobba Winch            | \$1.25 |
| 020912304 | Rock Lobba Boss             | \$3.50 |
| 020912305 | Rock Lobba Jprights         | \$4.75 |
| 020912306 | Rock Lobba Crew 3           | \$2.50 |
| 020912307 | Rock Lobba Snotting Spotter | \$2.50 |
| 020912308 | Rock Lobba Base             | \$6    |
| 020912309 | Rock Lobba Counter Balance  | \$2.50 |
| 020912310 | Rock Lobba Strut            | \$2.50 |
| 020912311 | Rock Lobba Arm              | \$2.50 |
| 029901008 | Rock                        | \$0.50 |

#### Goblin Spear Chukka

|           |                     |     |
|-----------|---------------------|-----|
| 020911801 | Spear Chukka Crew 1 | \$2 |
|-----------|---------------------|-----|



|           |                            |       |     |
|-----------|----------------------------|-------|-----|
| 020911802 | Spear Chukka Crew 2        | ..... | \$2 |
| 020911803 | Spear Chukka Crew 3        | ..... | \$2 |
| 020911804 | Spear Chukka Faring        | ..... | \$2 |
| 020911805 | Spear Chukka Bow           | ..... | \$3 |
| 020911806 | Spear Chukka Front Support | ..... | \$2 |
| 020911807 | Spear Chukka Stock         | ..... | \$2 |
| 020911808 | Spear Chukka Base          | ..... | \$2 |
| 020911809 | Spear Chukka Handles       | ..... | \$1 |

**Goblin Wolf Chariot**

|             |                                |       |     |
|-------------|--------------------------------|-------|-----|
| 020900301   | Goblin Chariot Yoke            | ..... | \$2 |
| 020900302   | Goblin Chariot Haft            | ..... | \$4 |
| 020900303   | Goblin Chariot Left Scythe     | ..... | \$1 |
| 020900304   | Goblin Chariot Right Scythe    | ..... | \$1 |
| 020900305   | Goblin Chariot Tail & Skulls 1 | ..... | \$1 |
| 020900306   | Goblin Chariot Tail & Skulls 2 | ..... | \$1 |
| 020900307   | Goblin Chariot Standard Top    | ..... | \$1 |
| 020900308   | Goblin Chariot Chassis         | ..... | \$4 |
| 020900309   | Goblin Chariot Side 1          | ..... | \$2 |
| 020900310   | Goblin Chariot Side 2          | ..... | \$2 |
| 020900311   | Goblin Chariot Standard Bearer | ..... | \$2 |
| 020900312   | Goblin Chariot Driver          | ..... | \$2 |
| 020900313   | Goblin Chariot Archer          | ..... | \$2 |
| 99380299005 | Wolf Head & Body Sprue         | ..... | \$3 |

**Squig Herders**

|           |                            |       |        |
|-----------|----------------------------|-------|--------|
| 020912801 | Night Goblin w/ Prodger 1  | ..... | \$2.50 |
| 020912802 | Night Goblin w/ Prodger 2  | ..... | \$2.50 |
| 020912803 | Night Goblin w/ Cymbals    | ..... | \$2.50 |
| 020912804 | Night Goblin w/ Squigpipes | ..... | \$2.50 |
| 020912805 | Squig 1                    | ..... | \$2.50 |
| 020912806 | Squig 2                    | ..... | \$2.50 |
| 020912807 | Squig 3                    | ..... | \$2.50 |
| 020912808 | Squig 4                    | ..... | \$2.50 |
| 020912809 | Squig 5                    | ..... | \$2.50 |
| 020912810 | Squig 6                    | ..... | \$2.50 |

**Squig Hoppers**

|           |                                 |       |     |
|-----------|---------------------------------|-------|-----|
| 020913001 | Squig Hopper (Hand on Hat)      | ..... | \$5 |
| 020913002 | Squig Hopper (Short Sword)      | ..... | \$5 |
| 020913003 | Squig Hopper (Riding Backwards) | ..... | \$5 |
| 020913004 | Squig Hopper (Raised Fist)      | ..... | \$5 |

**Orc Boar Boyz**

|             |                              |       |        |
|-------------|------------------------------|-------|--------|
| 020902001   | Orc Boar Boy Standard Body   | ..... | \$3    |
| 020902002   | Orc Boar Boy Standard Top    | ..... | \$1    |
| 020902101   | Orc Boar Boy Hornblower Body | ..... | \$3    |
| 020902102   | Orc Boar Boy Hornblower Arm  | ..... | \$2    |
| 020902201   | Orc Boar Boy Boss            | ..... | \$3    |
| 020904001   | Orc Boar Boy Body 1          | ..... | \$3.50 |
| 020904002   | Orc Boar Boy Body 2          | ..... | \$3.50 |
| 020904003   | Orc Boar Boy Body 3          | ..... | \$3.50 |
| 020904004   | Orc Boar Boy Body 4          | ..... | \$3.50 |
| 020904005   | Orc Boar Boy Spear 1         | ..... | \$2.50 |
| 020904006   | Orc Boar Boy Spear 2         | ..... | \$2.50 |
| 020904007   | Orc Boar Boy Spear 3         | ..... | \$2.50 |
| 99389999017 | Boar Head Sprue              | ..... | \$1    |
| 99389999009 | Boar Body Sprue              | ..... | \$2    |

**Orc Boar Chariot**

|             |                     |       |      |
|-------------|---------------------|-------|------|
| 99390209001 | Orc Chariot Sprue A | ..... | \$10 |
| 99390209002 | Orc Chariot Sprue B | ..... | \$10 |
| 99389999017 | Boar Head Sprue     | ..... | \$1  |
| 99389999009 | Boar Body Sprue     | ..... | \$2  |

**Savage Orc Boar Boyz**

|           |                               |       |        |
|-----------|-------------------------------|-------|--------|
| 020913401 | Savage Boar Boy Musician Head | ..... | \$1.25 |
| 020913402 | Savage Boar Boy Champion Head | ..... | \$2.25 |
| 020913403 | Savage Boar Boy Standard Head | ..... | \$1.25 |
| 020913404 | Orc Boar Boy Command Body 1   | ..... | \$4.50 |
| 020913405 | Orc Boar Boy Command Body 2   | ..... | \$4.50 |
| 020913406 | Orc Boar Boy Command Body 3   | ..... | \$4.50 |
| 020913407 | Savage Boar Boy Horn          | ..... | \$2.25 |
| 020913408 | Savage Boar Boy Standard Top  | ..... | \$2.25 |
| 020913409 | Savage Boar Boy               | ..... |        |
|           | Champion Arm                  | ..... | \$3    |
| 020913410 | Savage Boar Boy Standard Pole | ..... | \$2.25 |

|             |                             |       |        |
|-------------|-----------------------------|-------|--------|
| 020913501   | Savage Orc Boar Boy Head 1  | ..... | \$1.75 |
| 020913502   | Savage Orc Boar Boy Head 2  | ..... | \$1.75 |
| 020913503   | Savage Orc Boar Boy Head 3  | ..... | \$1.75 |
| 020913504   | Savage Orc Boar Boy Head 4  | ..... | \$1.75 |
| 020913505   | Savage Orc Boar Boy Body 1  | ..... | \$4.50 |
| 020913506   | Savage Orc Boar Boy Body 2  | ..... | \$4.50 |
| 020913507   | Savage Orc Boar Boy Body 3  | ..... | \$4.50 |
| 020913508   | Savage Orc Boar Boy Body 4  | ..... | \$4.50 |
| 020913509   | Savage Orc Boar Boy Spear 1 | ..... | \$3    |
| 020913510   | Savage Orc Boar Boy Spear 2 | ..... | \$3    |
| 99389999017 | Boar Head Sprue             | ..... | \$1    |
| 99389999009 | Boar Body Sprue             | ..... | \$2    |

**Metal Blitz - Bare****Giant**

|           |                          |       |        |
|-----------|--------------------------|-------|--------|
| 020912701 | Giant Left Leg           | ..... | \$3    |
| 020912702 | Giant Right Leg          | ..... | \$3    |
| 020912703 | Giant Racked Sheep       | ..... | \$2.50 |
| 020912704 | Giant Captive Halling    | ..... | \$2.50 |
| 020912705 | Giant Left Arm           | ..... | \$3    |
| 020912706 | Giant Cowenning Civilian | ..... | \$3    |
| 020912707 | Giant Head w/ Cap & Mask | ..... | \$3    |
| 020912708 | Giant Chest              | ..... | \$4    |
| 020912709 | Giant Right Arm w/ Club  | ..... | \$5    |
| 020912710 | Giant Back               | ..... | \$6    |
| 020912711 | Giant Bare Head          | ..... | \$3    |
| 020912712 | Giant Bag                | ..... | \$3    |

**Doom Diver**

|           |                               |       |        |
|-----------|-------------------------------|-------|--------|
| 020910901 | Doom Diver Ramp               | ..... | \$3.50 |
| 020910902 | Doom Diver Ramp Support       | ..... | \$8    |
| 020910903 | Doom Diver Ramp Base          | ..... | \$2.50 |
| 020910904 | Doom Diver Catapult           | ..... | \$2.50 |
| 020910905 | Doom Diver Snotling Pullers   | ..... | \$4.75 |
| 020910906 | Goblin Flying Doom Diver      | ..... | \$4.75 |
| 020910907 | Doom Diver Snotling w/ Mallet | ..... | \$2.50 |
| 020910908 | Goblin Doom Diver Torso       | ..... | \$3.50 |
| 020910909 | Doom Diver Hook               | ..... | \$1.25 |
| 020910910 | Goblin Doom Diver Legs        | ..... | \$1.25 |

**River Trolls**

|           |                    |       |         |
|-----------|--------------------|-------|---------|
| 029900801 | River Troll Body 1 | ..... | \$13.50 |
| 029900802 | River Troll Body 2 | ..... | \$13.50 |
| 029900803 | River Troll Body 3 | ..... | \$13.50 |
| 029900804 | River Troll Head 1 | ..... | \$2.50  |
| 029900805 | River Troll Head 2 | ..... | \$2.50  |
| 029900806 | River Troll Head 3 | ..... | \$2.50  |

**Snotling Pump Wagon**

|           |                           |       |        |
|-----------|---------------------------|-------|--------|
| 020913601 | Snotling 1                | ..... | \$1.50 |
| 020913602 | Snotling 2                | ..... | \$1.50 |
| 020913603 | Snotling 3                | ..... | \$1.50 |
| 020913604 | Snotling 4                | ..... | \$1.50 |
| 020913605 | Snotling Pumper 1         | ..... | \$1.50 |
| 020913606 | Snotling 6                | ..... | \$1.50 |
| 020913607 | Snotling 7                | ..... | \$1.50 |
| 020913608 | Snotling Pumper 2         | ..... | \$1.50 |
| 020913609 | Pump Wagon Base           | ..... | \$5    |
| 020913610 | Pump Wagon Faring         | ..... | \$3.75 |
| 020913611 | Pump Wagon Pump           | ..... | \$3.75 |
| 020913612 | Pump Wagon Wheels         | ..... | \$3.75 |
| 020913613 | Pump Wagon Scythes        | ..... | \$2    |
| 020913614 | Pump Wagon Mast           | ..... | \$3.75 |
| 020913615 | Pump Wagon Steering Wheel | ..... | \$3.75 |

**Stone Trolls**

|           |                             |       |      |
|-----------|-----------------------------|-------|------|
| 029900701 | Stone Troll w/ Stone Hammer | ..... | \$15 |
| 029900702 | Stone Troll w/ Axe          | ..... | \$15 |
| 029900703 | Stone Troll w/ Bone Club    | ..... | \$15 |
| 029900705 | Stone Troll Head 2          | ..... | \$2  |
| 029900706 | Stone Troll Head 3          | ..... | \$2  |
| 029900707 | Stone Troll Body w/ Rock    | ..... | \$15 |
| 029900708 | Stone Troll Body            | ..... |      |
|           | w/ Two-Handed Axe           | ..... | \$13 |
| 029900709 | Stone Troll Body            | ..... |      |

w/ Axe &amp; Bone Club ..... \$13

**Classic/Collector's Range****Complete Models - Lords & Heroes****Special Characters**

|         |                       |       |      |
|---------|-----------------------|-------|------|
| MO 0075 | Azhag the Slaughterer | ..... | \$35 |
|         | Includes 1 model      |       |      |
| MO 0076 | Gorfang Rotgut        | ..... | \$8  |
| MO 0077 | Grom the Paunch       | ..... | \$30 |
|         | Includes 1 model      |       |      |
| MO 0078 | Morglum Necksnapper   | ..... | \$12 |
|         | Includes 1 model      |       |      |
| MO 0079 | Skaranik & Gobbler    | ..... | \$12 |
|         | Includes 2 models     |       |      |

**Metal Blitz & Plastic****Sprues - Lords & Heroes****Goblin Shaman**

|           |                        |       |     |
|-----------|------------------------|-------|-----|
| 020902604 | Night Goblin Shaman    | ..... |     |
|           | (Staff w/ Puppet)      | ..... | \$5 |
| 020902609 | Night Goblin Shaman    | ..... |     |
|           | (Staff w/ Tassels)     | ..... | \$5 |
| 020903501 | Forest Goblin Shaman 1 | ..... | \$5 |

**Night Goblin Command**

|       |                       |       |        |
|-------|-----------------------|-------|--------|
| MB4-1 | Night Goblin Hero     | ..... | \$2.50 |
| MB4-2 | Night Goblin Musician | ..... | \$2.50 |

**Orc Shaman**

|           |                             |       |     |
|-----------|-----------------------------|-------|-----|
| 079902301 | Orc Shaman w/ Staff & Knife | ..... | \$8 |
|-----------|-----------------------------|-------|-----|

**Orc Warlord**

|           |                                   |       |        |
|-----------|-----------------------------------|-------|--------|
| 079902401 | Orc Warlord Gorgut w/ Sword & Axe | ..... | \$8    |
| 079901207 | Squig Hound                       | ..... | \$3.75 |
| 079902406 | Bogoff the Snotling               | ..... | \$2.50 |

**Savage Orc Command**

|           |                                  |       |     |
|-----------|----------------------------------|-------|-----|
| 020900403 | Savage Orc Shaman 1              | ..... | \$8 |
| 020900410 | Savage Orc Shaman 2              | ..... | \$8 |
| 020900501 | Savage Orc Boar Boy Shaman       | ..... | \$8 |
| 020904401 | Savage Orc Boar Boy Boss         | ..... | \$5 |
| 020904402 | Savage Orc Boar Boy Standard     | ..... | \$5 |
| 020904403 | Savage Orc Boar Boy Standard Top | ..... | \$5 |
| 020904404 | Savage Orc Boar Boy Hornblower   | ..... | \$5 |

**Special Characters****Azhag the Slaughterer**

|             |                    |       |        |
|-------------|--------------------|-------|--------|
| 020904701   | Wyvern Head        | ..... | \$5.25 |
| 020904702   | Wyvern Right Leg   | ..... | \$3    |
| 020904703   | Wyvern Tail        | ..... | \$5.25 |
| 020904704   | Wyvern Body        | ..... | \$9    |
| 020904705   | Wyvern Neck        | ..... | \$5.25 |
| 020904706   | Azhag Body         | ..... | \$8.50 |
| 020904707   | Azhag Head         | ..... | \$3    |
| 020904708   | Azhag Left Arm     | ..... | \$3    |
| 020904709   | Wyvern Saddle      | ..... | \$3    |
| 020904710   | Wyvern Harness     | ..... | \$4.25 |
| 020904711   | Azhag Banner Pole  | ..... | \$4.25 |
| 99380299002 | Dragon Wing Sprues | ..... | \$12   |

**Gorfang Rotgut**

|           |                |       |     |
|-----------|----------------|-------|-----|
| 020901001 | Gorfang Rotgut | ..... | \$8 |
|-----------|----------------|-------|-----|

**Grom the Paunch**

|             |                              |       |         |
|-------------|------------------------------|-------|---------|
| 020904101   | Grom the Paunch              | ..... | \$10.50 |
| 020904102   | N. Bill Banner Bearer        | ..... | \$2.50  |
| 020904103   | Grom Chariot Haft            | ..... | \$5.25  |
| 020904104   | Grom Chariot Yoke            | ..... | \$5.25  |
| 020904105   | Grom Chariot Skull Yoke Head | ..... | \$3     |
| 020904106   | Grom Chariot Base            | ..... | \$6.50  |
| 99380299005 | Wolf Head & Body Sprue       | ..... | \$3     |

**Morglum Necksnapper**

|           |                               |       |     |
|-----------|-------------------------------|-------|-----|
| 020901101 | Morglum Necksnapper Body      | ..... | \$4 |
| 020901102 | Morglum Necksnapper Head      | ..... | \$2 |
| 020901103 | Morglum Necksnapper Left Arm  | ..... | \$2 |
| 020901104 | Morglum Necksnapper Right Arm | ..... | \$2 |
| 020901105 | Morglum Necksnapper Banner    | ..... | \$2 |



|           |                               |        |
|-----------|-------------------------------|--------|
| 020904501 | Rock Lobber Upright ..        | \$6    |
| 020904502 | Rock Lobber Chassis ..        | \$5    |
| 020904503 | Rock Lobber Throwing Arm      | \$4    |
| 020904504 | Rock Lobber Counter           |        |
|           | Balance Half A .....          | \$2    |
| 020904505 | Rock Lobber Counter           |        |
|           | Balance Half B                | \$2    |
| 020904506 | Rock Lobber Winch Handles ... | \$1    |
| 020904507 | Rock Lobber Hand ...          | \$2    |
| 020904508 | Rock Lobber Commander         | \$3 75 |
| 020904509 | Rock Lobber Spotter           | \$3 75 |
| 020904510 | Rock Lobber Loader            | \$3 75 |



99369999006 Large Round Shield Sprue . . . . \$1

## Gant

|           |                            |     |
|-----------|----------------------------|-----|
| 020904601 | Giant Body Front .....     | \$6 |
| 020904602 | Giant Body Back .....      | \$6 |
| 020904603 | Giant Head .....           | \$5 |
| 020904604 | Giant Sword .....          | \$3 |
| 020904605 | Giant Ale Barrel . . . . . | \$3 |
| 020904606 | Giant Left Leg .....       | \$5 |
| 020904607 | Giant Right Leg .....      | \$5 |
| 020904608 | Giant Club . . . . .       | \$6 |
| 020904609 | Giant Right Arm .....      | \$4 |
| 020904610 | Giant Left Arm .....       | \$5 |

### Snoting Pump Wagon

|           |                              |        |
|-----------|------------------------------|--------|
| 020902301 | Pump Wagon Left Side         | \$4    |
| 020902302 | Pump Wagon Right Side        | \$4    |
| 020902303 | Pump Wagon Roof              | \$4    |
| 020902304 | Pump Wagon Wheel 1           | \$1 25 |
| 020902305 | Pump Wagon Roller            | \$3    |
| 020902306 | Pump Wagon Pump Base         | \$ 25  |
| 020902307 | Pump Wagon Drive Belt        | \$1 25 |
| 020902308 | Pump Wagon Handle            | \$1,25 |
| 020902309 | Pump Wagon Chassis           | \$5.25 |
| 020902310 | Pump Wagon Wheel 2           | \$1 25 |
| 020902311 | Snottling Pump Handle Crew 1 | \$1 50 |
| 020902312 | Snottling Pump Handle Crew 2 | \$1 50 |
| 020902314 | Snottling 9                  | \$1 50 |
| 020902316 | Snottling 10                 | \$1.50 |
| 020902318 | Snottling 6                  | \$1 50 |
| 020902322 | Snottling 8                  | \$1 50 |
| 020902323 | Snottling 5                  | \$1 50 |
| 020902324 | Snottling 4                  | \$1 50 |
| 020902325 | Snottling Crew 1             | \$3    |
| 020902326 | Snottling Crew 2             | \$3    |
| 020902327 | Snottling Crew 3             | \$3    |



**Bogoff The Snotling**  
079902406



**Night Goblin Hero**  
MB4-1



Savage Orc  
Shaman 1  
020900403



Savage Orc  
Shaman 2  
020900410



**Orc Shaman w/  
Staff & Knife  
079902301**



**Night Goblin Shaman**  
(Staff w/ Puppet)  
020902604



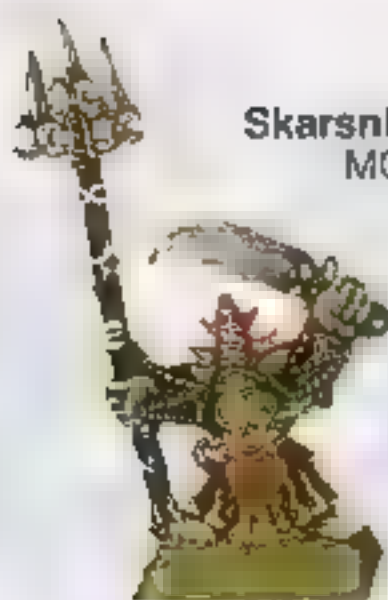
**Night Goblin Shaman**  
**(Staff w/ Tassels)**  
**020902609**



**Forest Goblin**  
**Shaman 1**  
**020903501**



**Squig Hound**  
079901207



**Skarsnik**  
020902901



**Gobbla**  
020902902



**Night Goblin Musician**  
MB4-2



Orc Warlord Gorgut  
w/ Sword & Axe  
079902401



MO 0076  
Gorlang Hotgut  
020901001

*Below: Gorfang Roigul was painted by William "Goat" Stuhvel in the US Graphics Department.*



**CLASSIC RANGE**



**Mordrum Necksnapper**  
MO 0078



**Mordrum Necksnapper Body**  
020901101

**Mordrum Necksnapper Head**  
020901102



**Mordrum Necksnapper Left Arm**  
020901103



**Mordrum Necksnapper Right Arm**  
020901104

*Note: This model comes with the Boar Body sprue (993899990001)*



**Mordrum Necksnapper Boar Tail Sprue**  
020901107



**Mordrum Necksnapper Boar Head**  
020901108



**Mordrum Necksnapper Banner**  
020901105



**Orc Boss Standard Pole**  
020911204



**Orc Boss Head**  
020911201



**Orc Boss Sword**  
020911202



**Orc Boss Hornblower Arm**  
020911203



**Orc Boss Standard Top**  
020911205

*Note: These models use the Large Round Shield sprue (993699990006).*

**Orc Big 'Un Banner Top**  
020901802



**Orc Big 'Un w/ Sword**  
020901701



**Orc Big 'Un w/ Axe**  
020901702



**Orc Big 'Un w/ Mace**  
020901703



**Orc Big 'Un Banner Bearer**  
020901801



**Orc Big 'Un Drummer**  
020901803



**Orc Big 'Un Boss**  
020901804



*Note: This model comes with the Dragon Wing sprues (99380294002)*



## CLASSIC RANGE



**Azhag the Slaughterer**  
MO 0075



**Azhag Banner Pole**  
020904711



**Wyvern Body**  
020904704



**Wyvern Tail**  
020904703



**Wyvern Harness**  
020904710



**Wyvern Neck**  
020904705



**Wyvern Head**  
020904701



**Wyvern Right Leg**  
020904702



**Azhag Body**  
020904706



**Azhag Left Arm**  
020904708



**Azhag Saddle**  
020904709



**Azhag Head**  
020904707



**CLASSIC RANGE**



**Grom the Paunch**  
MO 0077

Grom the Paunch is seen here mounted in his battle Chariot with the ever loyal (or at least as loyal as a Goblin can be) banner waver Niblit by his side. Grom wields his mighty axe Elf Biter, while the massive Chariot pulled by three Wolves takes the Goblins into battle

*Note: This model comes with the Wolf Head and Body sprues (993802990015).*



**Niblit Banner Bearer**  
020904102



**Grom the Paunch**  
020904101



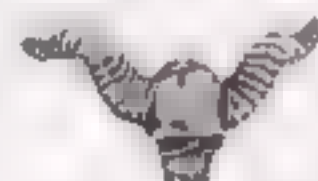
**Grom Chariot Base**  
020904106



**Grom Chariot Haft**  
020904103



**Grom Chariot Yoke**  
020904104



**Grom Chariot Skull Yoke Head**  
020904105



**Savage Orc Boar Boy Shaman**  
020900501



**Savage Orc Boar Boy Boss**  
020904401



**Savage Orc Boar Boy Standard**  
020904402



**Savage Orc Boar Boy Standard Top**  
020904403



**Savage Orc Boar Boy Hornblower**  
020904404





# CLASSIC RANGE



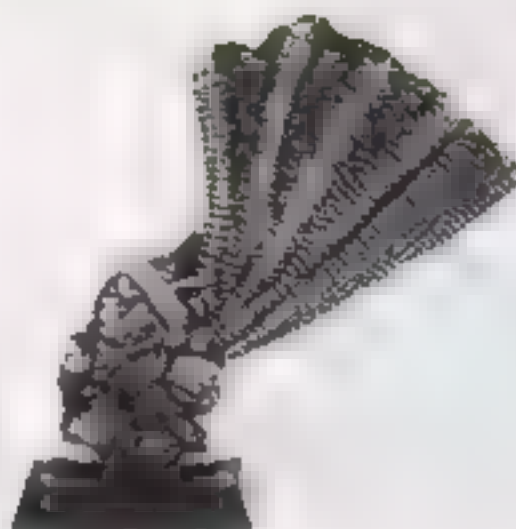
**Night Goblin  
Clubber 1**  
020903203



**Night Goblin  
Netter 1**  
020903201



**Night Goblin  
Netter 2**  
020903202



**Night Goblin  
Netter 3**  
020903207



**Night Goblin  
Netter 4**  
020903208



**Night Goblin  
Clubber 2**  
020903204



**Night Goblin  
Fanatic 1**  
020902801



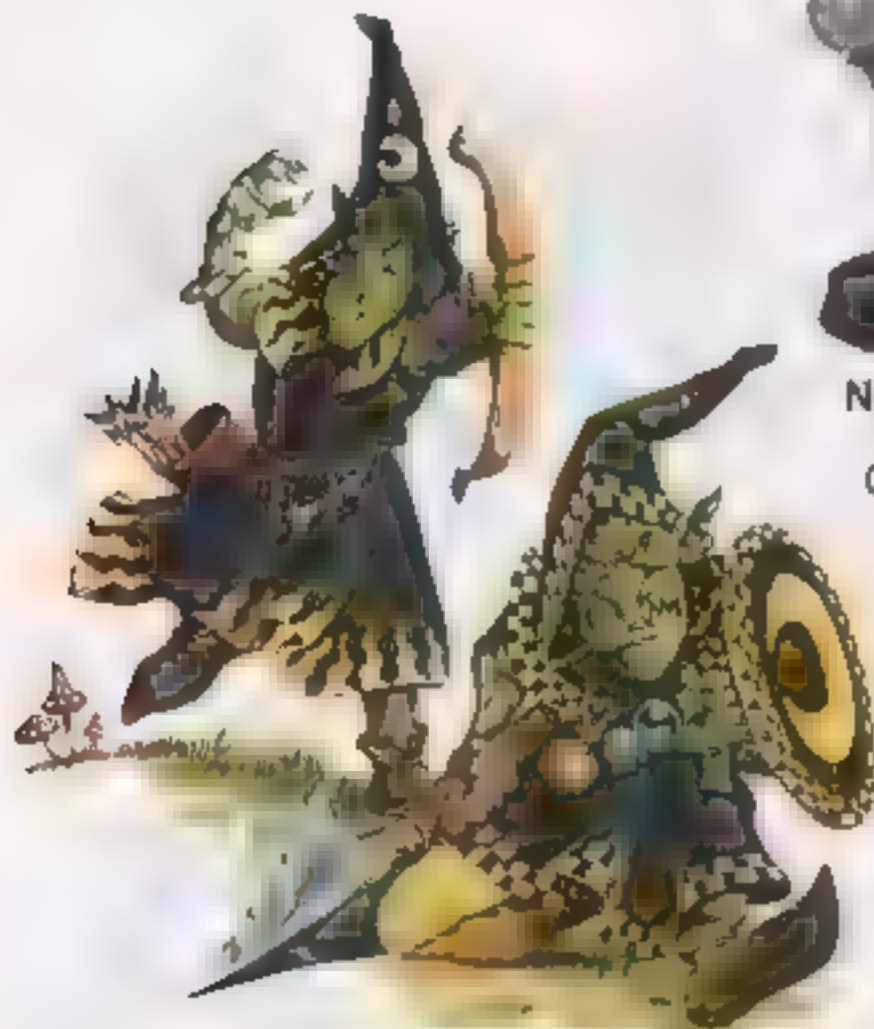
**Night Goblin  
Musician Arm**  
020911005



**Night Goblin  
Leader Head**  
020911001



**Night Goblin  
Clubber 3**  
020903206



**Night Goblin  
Sword Arm**  
020911002



**Night Goblin  
Standard Arm**  
020911003



**Night Goblin  
Musician Gong**  
020911004



**Night Goblin  
Clubber 4**  
020903205



## CLASSIC RANGE

*Note: These models come with the Wolf Head and Body sprues (99180299105).*



*Note: Some of these models use the Small Round Shield sprue (99169999004) shown on the opposite page*



**Goblin Wolf Rider Archer w/ Sword**  
020903705



**Goblin Wolf Rider Archer 1**  
020903706



**Goblin Wolf Rider Archer 2**  
020903711



**Goblin Wolf Rider Archer 3**  
020903712



**Goblin Wolf Rider w/ Sword 1**  
020903707



**Goblin Wolf Rider w/ Sword 2**  
020903708



**Goblin Wolf Rider Boss**  
020903801



**Goblin Wolf Rider Big Boss**  
020903802



**Goblin Wolf Rider Banner Bearer**  
020903804



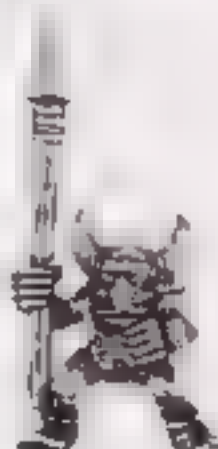
**Goblin Wolf Rider Horn Blower**  
020903803



**Goblin Wolf Rider w/ Axe**  
020903709



**Goblin Wolf Rider w/ Spear 1**  
020903713



**Goblin Wolf Rider w/ Spear 2**  
020903714



**Goblin Wolf Rider w/ Spear 3**  
020903715



**Goblin Wolf Rider w/ Spear 4**  
020903716



**Goblin Wolf Rider w/ Spiked Club**  
020903710





# CLASSIC RANGE



Goblin w/ Spear 10  
020903001



Goblin w/ Spear 11  
020903002



Goblin w/ Sword 21  
020903006



Goblin w/ Sword 22  
020903007



Goblin w/ Sword 23  
020903008



Goblin w/ Sword 24  
020903009



Goblin w/ Sword 25  
020903010



Goblin w/ Sword 26  
020903011



Goblin w/ Sword 27  
020903012



Goblin w/ Sword 28  
020903013



Goblin w/ Axe 4  
020903004



Goblin w/ Axe 5  
020903014



Goblin w/ Club 1  
020903015



Goblin w/ Club 2  
020903003



Goblin w/ Mace 1  
020903005

*Note: Many of these models use the Small Round Shield sprue (99369999004)*



Gubbinz the Goblin Jester  
079901205



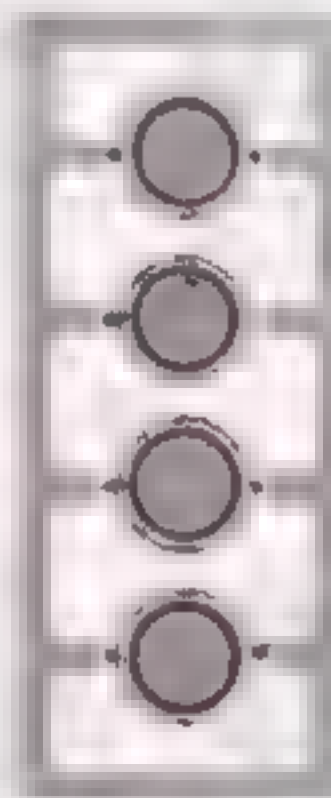
Goblin Standard Bearer 1  
020903016



Goblin Standard Bearer 2  
020903017



Goblin Standard Bearer 3  
020903018



Small Round Shield Sprue  
99369999004





## CLASSIC RANGE



*Note: Some of these models use the Small Round Shield sprue (99369999004, shown on the previous page)*



**Night Goblin War Gong 1**  
020902703



**Night Goblin War Gong 2**  
020902707



**Night Goblin Banner Bearer 1**  
020902701



**Night Goblin Banner Bearer 2**  
020902708



**Night Goblin Banner Bearer 3**  
020902710



**Night Goblin Champion 1**  
020902702



**Night Goblin Champion 2**  
020902705



**Night Goblin Leader**  
020902706



**Night Goblin w/ Axe 1**  
020902509



**Night Goblin w/ Axe 2**  
020902514



**Night Goblin w/ Axe 3**  
020902517



**Night Goblin Archer 1**  
020902511



**Night Goblin Archer 2**  
020902512



**Night Goblin Archer 3**  
020902501



**Night Goblin Archer 4**  
020902502



**Night Goblin w/ Mace 1**  
020902510



**Night Goblin w/ Sword 1**  
020902513



**Night Goblin w/ Flail 1**  
020902508



**Night Goblin w/ Spear 1**  
020902504



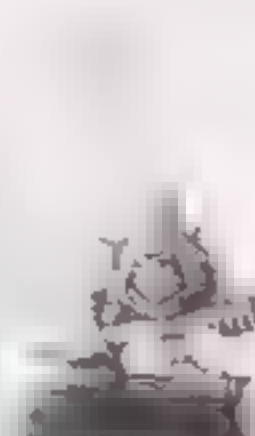
**Night Goblin w/ Spear 2**  
020902505



**Night Goblin w/ Spear 3**  
020902506



**Night Goblin w/ Spear 4**  
020902516



**Night Goblin w/ Spear 5**  
020902515



**Night Goblin w/ Club 1**  
020902507



*Note: Some of these models use the Large Round Shield sprue (99364999006) shown on p. 752*



## CLASSIC RANGE



**Savage Orc  
Big Boss 1**  
020901302



**Savage Orc  
Boss 1**  
020901301



**Savage Orc  
Drummer**  
020901206



**Savage Orc  
Banner Bearer 1**  
020901205



**Savage Orc  
Banner Bearer 2**  
020901207



**Savage Orc  
w/ Stone Axe 1**  
020904207



**Savage Orc  
w/ Stone Axe 2**  
020904208



**Savage Orc  
Boss 2**  
020901308



**Savage Orc  
Big Boss 2**  
020901309



**Savage Orc  
Hornblower**  
020901204



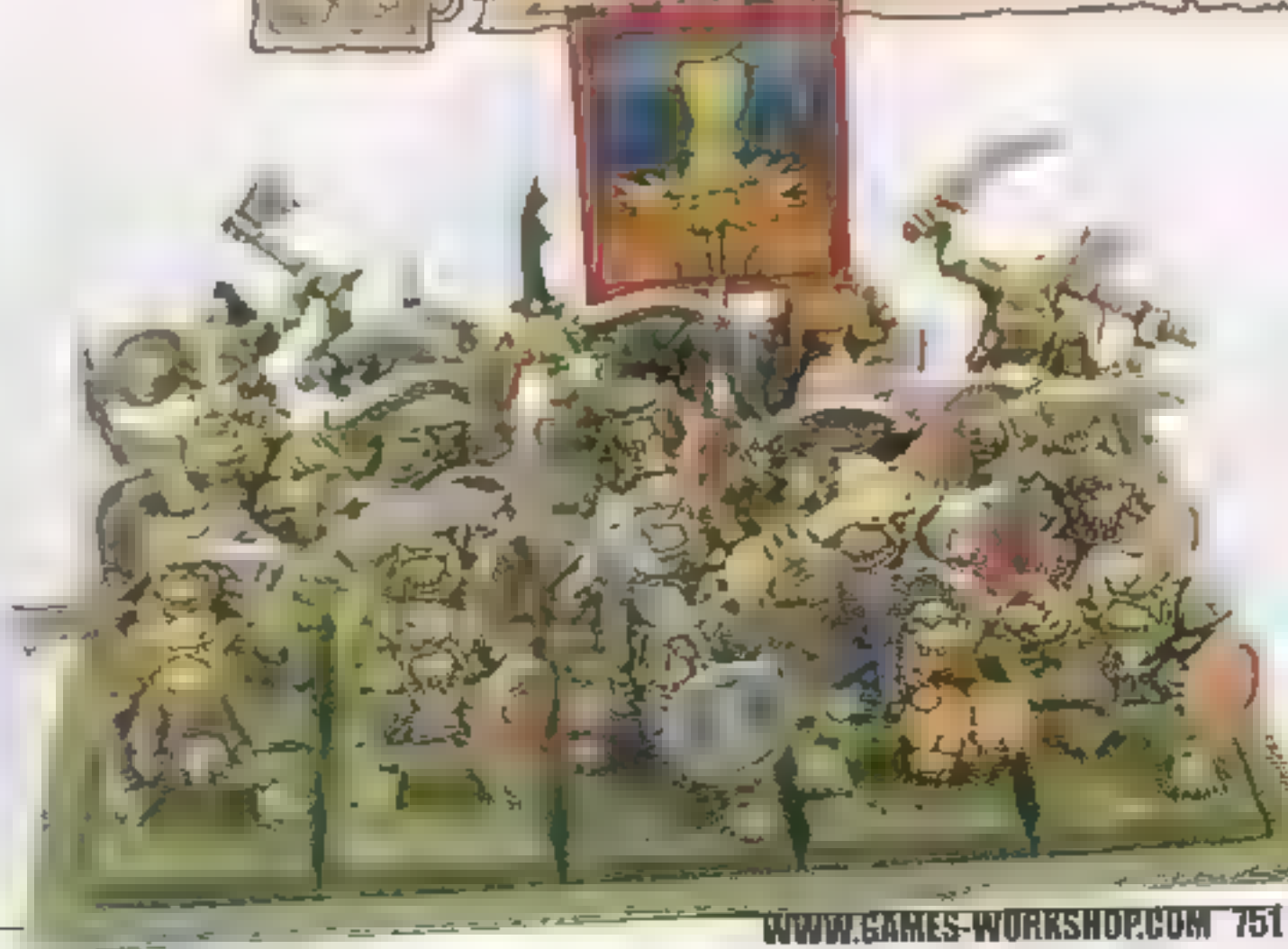
## SHOWCASE



**Savage Orc  
w/ Spear 1**  
020904201



**Savage Orc  
w/ Spear 2**  
020904202



*William "Goat" Sutwell won second place for Best Warhammer Regiment in the 1996 Games Day Golden Demon painting competition before he came to work for Games Workshop USA*



## CLASSIC RANGE



*Note: These models use the Large Round Shield sprue (99369999006).*

*Note: This model comes with the Boar Head sprue (99389999017) and the Boar Body sprue (99389999009).*



**Savage Orc Boar Boy w/ Spear 1**  
020900601



**Savage Orc Boar Boy w/ Spear 2**  
020900602



**Savage Orc Boar Boy w/ Club 2**  
020904301



**Savage Orc Boar Boy w/ Club 1**  
020904302



**Savage Orc w/ Stone Hammer 1**  
020904205



**Savage Orc w/ Stone Hammer 2**  
020904212



**Savage Orc w/ Stone Hammer 3**  
020904213



**Savage Orc w/ Stone Hammer 4**  
020904214



**Savage Orc w/ Stone Hammer 5**  
020904215



**Savage Orc w/ Stone Hammer 6**  
020904216

## SHOWCASE



**Large Round Shield Sprue**  
99369999006



*Left: These Savage Orcs were painted by Brett DeWald who won first place in the Best Warhammer Unit category at the 1997 Golden Demon painting competition.*



*Note. Some of these models use the Large Round Shield sprue (99369999006) shown on the opposite page*



## CLASSIC RANGE



**Savage Orc  
w/ Spiked Club 1**  
020904203



**Savage Orc  
w/ Spiked Club 2**  
020904204



**Savage Orc  
w/ Spiked Club 3**  
020904211



**Savage Orc  
w/ Club & Bow**  
020900701



**Savage Orc  
w/ Club**  
020904206



**Savage Orc  
w/ Bow 1**  
020900702



**Savage Orc  
w/ Bow 2**  
020900703



**Savage Orc  
w/ Bow 3**  
020900704



**Savage Orc  
w/ Bow 4**  
020900705



**Savage Orc  
w/ Bow 5**  
020900706



**Savage Orc  
w/ Bow 6**  
020900707



**Savage Orc  
w/ Bow 7**  
020900708



**Savage Orc  
w/ Bow 8**  
020900709



**Savage Orc  
w/ Bow 9**  
020900710



**Savage Orc  
w/ Bow 10**  
020900711



**Savage Orc  
w/ Bow 11**  
020900712



**Savage Orc  
w/ Bow 12**  
020900713



**Savage Orc  
w/ Bow & Knife**  
020900714



**Savage Orc  
w/ Bow 13**  
020900715



**Savage Orc  
w/ Bow 14**  
020900716



CLASSIC RANGE



Night Goblin Squig Hunters 1  
020903301



Night Goblin Squig Hunters 2  
020903305



Cave Squig 1  
020903302



Cave Squig 2  
020903303



Cave Squig 3  
020903304



Night Goblin Squig Hopper 1  
020903101



Night Goblin Squig Hopper 2  
020903102



Night Goblin Squig Hopper 3  
020903103



Night Goblin Squig Hopper 4  
020903104



Cave Squig 4  
020903306



Cave Squig 5  
020903307



Cave Squig 6  
020903308



Cave Squig 7  
020903309

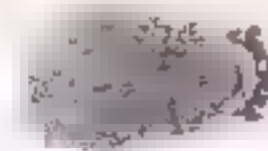




## CLASSIC RANGE



Forest Goblin  
Spider Body 1  
020903602



Forest Goblin  
Spider Body 2  
020903603



Forest Goblin  
Spider Legs  
020903601



Forest Goblin  
Spider Rider Leader  
020903608



Forest Goblin  
Spider Rider 1  
020903604



Forest Goblin  
Spider Rider 2  
020903607



Forest Goblin Spider  
Rider Standard  
020903606



Forest Goblin  
Spider Rider 3  
020903609



Forest Goblin  
Spider Rider Boss  
020903605

*Note: Some of these  
models use the Small  
Round Shield sprue  
199 36999X004.*



## SHOWCASE

*Tom's Ordona's Savage Orc Regiment  
won third place at the 1999 Games Day  
Golden Demon painting competition*





## CLASSIC RANGE



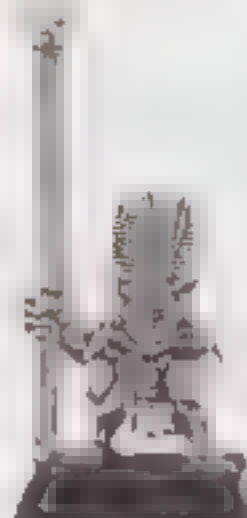
**Forest Goblin  
Boss 1 w/ Axe**  
020903504



**Forest Goblin  
Boss 2 w/ Axe**  
020903506



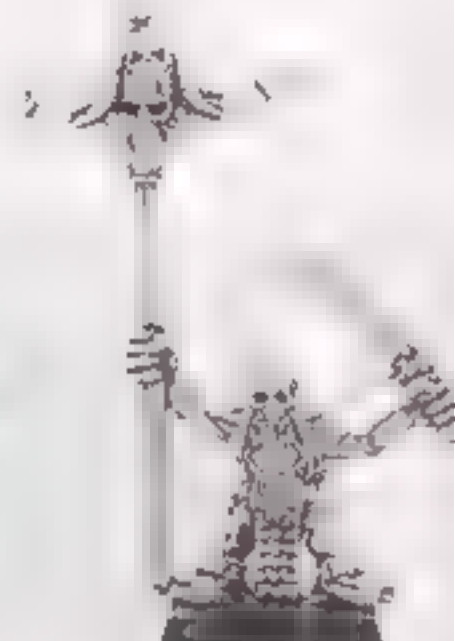
**Forest Goblin  
w/ Spear 1**  
020903405



**Forest Goblin  
w/ Spear 2**  
020903406



**Forest Goblin  
Banner Bearer 2**  
020903503



**Forest Goblin  
Banner Bearer 3**  
020903505



**Forest Goblin  
w/ Bow 1**  
020903401



**Forest Goblin  
w/ Bow 2**  
020903402



**Forest Goblin  
w/ Bow 3**  
020903403



**Forest Goblin  
w/ Bow 4**  
020903404



**Forest Goblin  
Drummer 1**  
020903502



**Forest Goblin  
w/ Sword 1**  
020903409

## SHOWCASE

*Brett DeWald's Goblin Wolf Chariot won third place in the 1998 Games Day Golden Demon painting competition in the Best Warhammer Monster, Creature, or War Machine category.*

*Note: Some of these models use the Small Round Shield sprue (99 369999K14).*



**Forest Goblin  
w/ Sword 2**  
020903410



**Forest Goblin  
w/ Sword 3**  
020903411



**Forest Goblin  
w/ Sword 4**  
020903412



**Three-Wolf Chariot Haft**  
020900314A



**Three-Wolf Chariot Yoke**  
020900314B



**Three-Wolf Chariot Support**  
020900314C

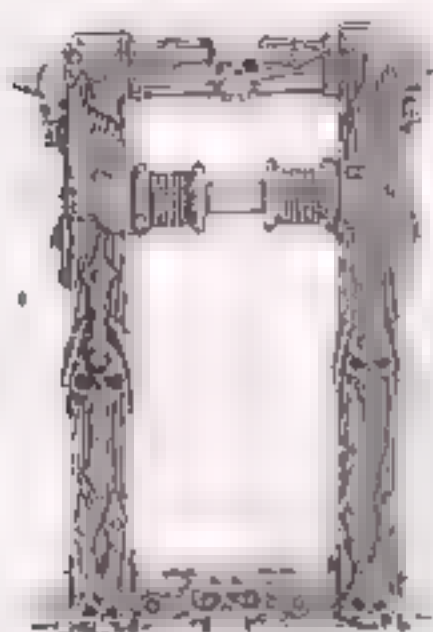


**Forest Goblin w/ Axe 1**  
020903407



**Forest Goblin w/ Axe 2**  
020903408





**Rock Lobber Upright**  
020904501

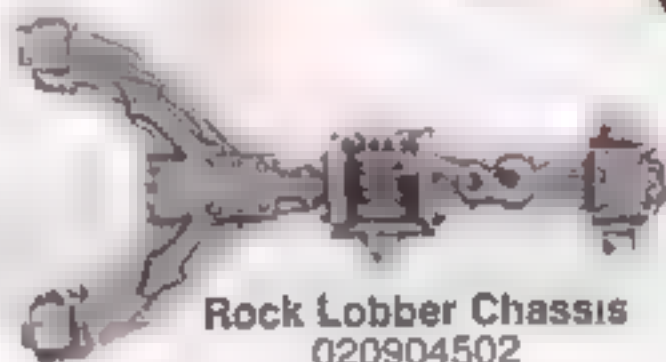


**Rock Lobber Winch Handles**  
020904506

*Note: The Rock Lobber Commander uses the Large Round Shield sprue (903699991006).*



**Rock Lobber Commander**  
020904508



**Rock Lobber Chassis**  
020904502



**Rock Lobber Throwing Arm**  
020904503



**Rock Lobber Loader**  
020904510



**Rock Lobber Counter Balance Half A**  
020904504



**Rock Lobber Counter Balance Half B**  
020904505



**Rock Lobber Hand**  
020904507



**Rock Lobber Spotter**  
020904509





## CLASSIC RANGE



Giant Body Front  
020904601



Giant Head  
020904603



Giant Sword  
020904604



Giant Body Back  
020904602



Giant Barrel  
020904605

For good eat'ns, I'll  
'eadbutt and stuff the  
enemy into bag if I  
don't squash 'em first.  
Afta' some bawlin'  
and jumpin', I be good  
and 'ungry.



Giant Left Leg  
020904606



Giant Right Leg  
020904607



Giant Right Arm  
020904609



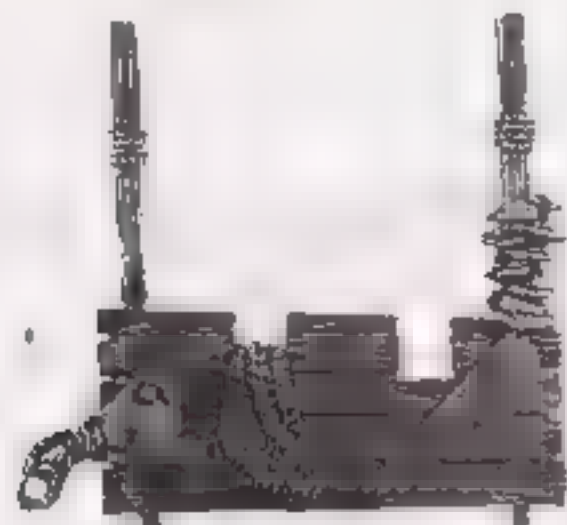
Giant Left Arm  
020904610



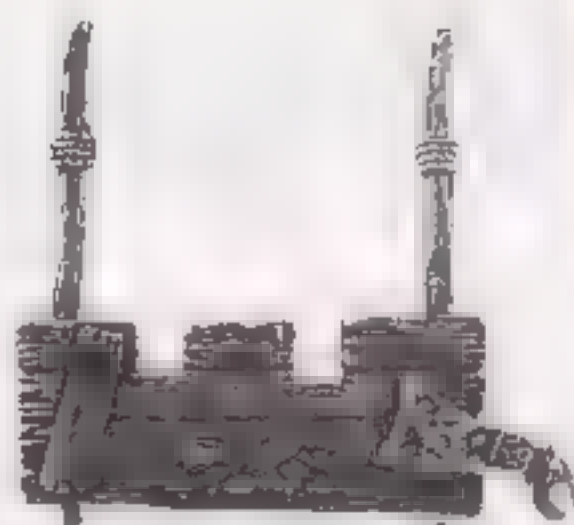
Giant Club  
020904608







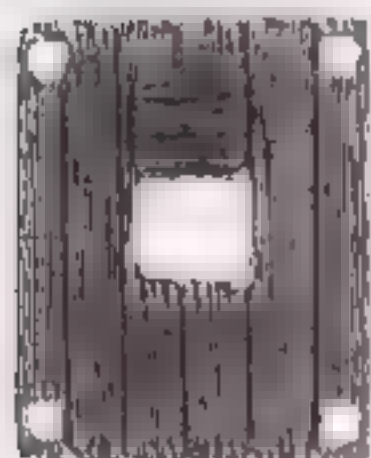
**Pump Wagon Left Side**  
020902301



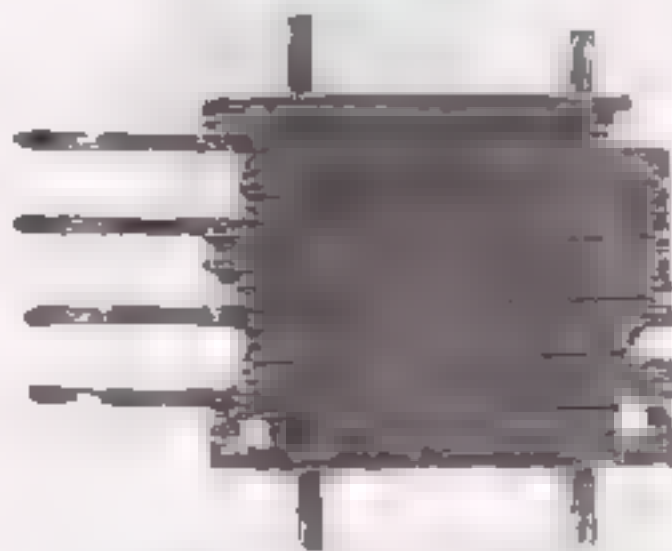
**Pump Wagon Right Side**  
020902302



## CLASSIC RANGE



**Pump Wagon Roof**  
020902303



**Pump Wagon Chassis**  
020902309



**Pump Wagon Roller**  
020902305



**Pump Wagon Pump Base**  
020902306



**Pump Wagon Drive Belt**  
020902307



**Pump Wagon Handle**  
020902308



**Pump Wagon Wheel 1**  
020902304



**Pump Wagon Wheel 2**  
020902310



**Pump Wagon Crew 3**  
020902327

*Note: These two Snotlings are on a sprue*



**Pump Wagon Crew 3**  
020902327



**Pump Wagon Crew 2**  
020902326

*Note: These two Snotlings are on a sprue*



**Pump Wagon Crew 2**  
020902326



**Pump Wagon Snotling 4**  
020902324



**Pump Wagon Snotling 5**  
020902323



**Pump Wagon Snotling 6**  
020902319



**Pump Wagon Snotling 8**  
020902322



**Pump Wagon Snotling 9**  
020902314



**Pump Wagon Snotling 10**  
020902316

*Note: These two Snotlings are on a sprue*



**Pump Wagon Crew 1**  
020902325



**Pump Wagon Crew 1**  
020902325



## COLORS OF WAR

**BANNERS.** Orc glyphs are the best starting point for a banner and can be as simple or as complex as you like. Painting all your banners in a similar style and color is one way of unifying your Orc horde.



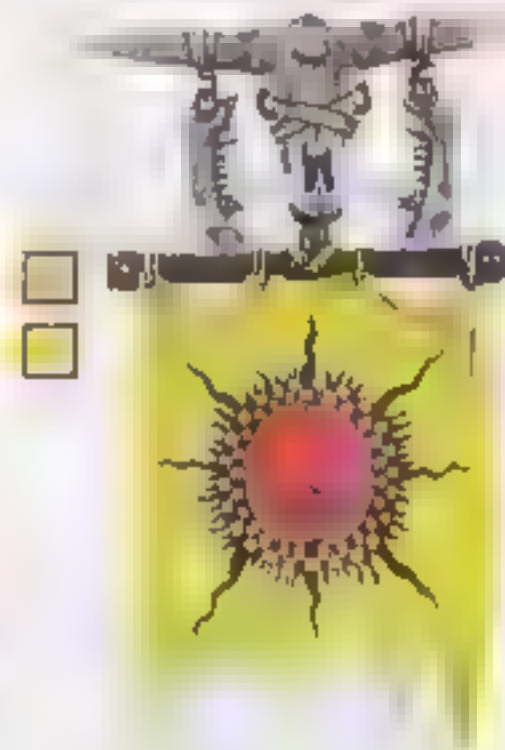
Bubonic Brown & Bleached Bone



Sunburst Yellow & Bad Moon Yellow

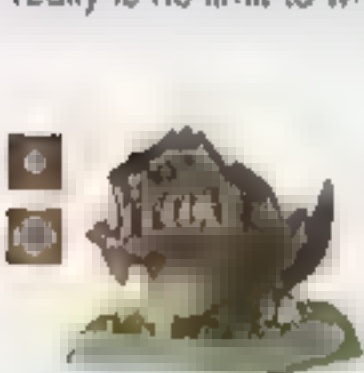


Red Gore & Blood Red



Golden Yellow & Sunburst Yellow

**SQUIGS.** Squigs come in all sorts of colors and patterns – so let your imagination run riot. Here are a few simple possibilities, but there really is no limit to what a particular Squig might look like.



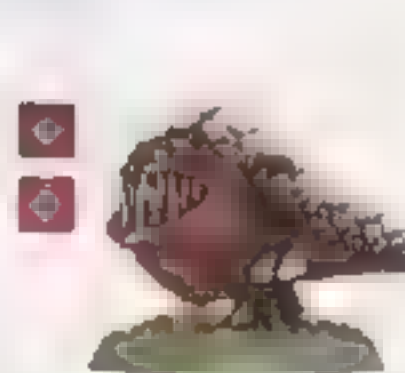
Bestial Brown & Desert Brown



Scab Red & Blood Red



Tentacle Pink/Skull White  
& Lame Purple/Skull White

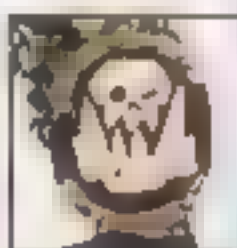


Red Gore & Blood Red



Ultramarine Blue &  
Ultramarine Blue/Skull White

**SHIELDS.** Colors and designs on shields are the easiest place to give a unit an overall theme or motif as they are big and easy to see. The plastic shields come with a variety of glyphs that can be mixed together or matched across a whole regiment. Though matching shields don't always look very Orcy.



**TERRAIN.** When you're building an army, it's fun to have some extra bits of terrain to make your battlefield look the part. With Orcs, the easiest terrain pieces to make are primitive hut villages with their watchtowers and stockade. These were made by Mark Jones.





# SHOWCASE



Above: This Grlngor Ironhide won David Garcia a place at Spain's Games Day Golden Demon painting competition

Right: "Gate Crasha - Siege Giant" was built and painted by Jason Richards who won second place at the 2001 Games Day Golden Demon painting Competition



Left: Jake Landis converted this "Jumping Ore" for the cover of The General's Compendium



Right: Juan Carlos Soto's Ore Warlord on a Wyvern won third place at the 2001 Games Day Golden Demon painting competition in the Large Monster or War Machine category



## TERRAIN



### DIY FIGHTING PIT

Orcs love to fight – even against each other! Having a pit to fight in makes it even easier for everyone else to cheer them on. Here is a simple way to make one out of foam and wooden dowels.

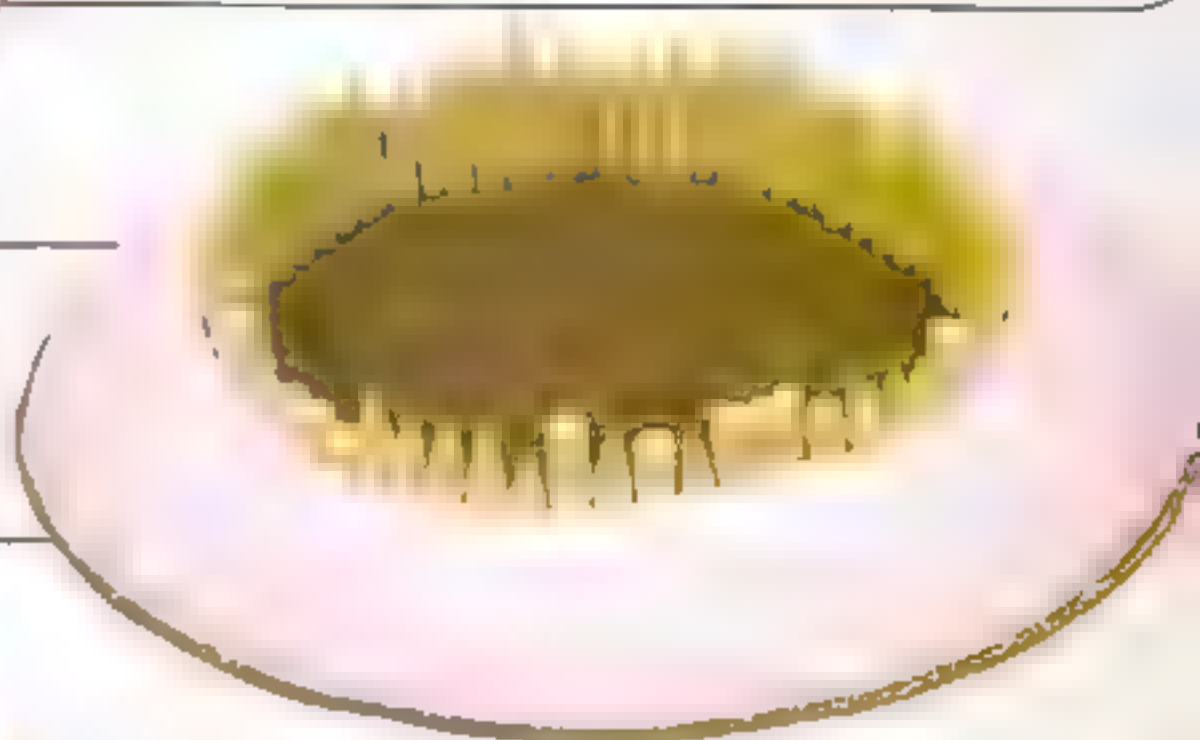


#### STEP 1

Cut the base from hardboard (like Masonite) and sand the edges down. Shape the hill with a hobby knife and sandpaper. Cut the middle out and glue the foam to the base.

#### STEP 2

Cut some wooden dowels. Carve pointed ends on some of them with your hobby knife. Glue them around the inner wall of the pit. The different heights and widths add to the Orcy appearance.



#### STEP 3

Fill the gap between the spiked wall and hill with Liquid Nails. Embed and glue rocks to the sides of the hill and glue sand around the hill and inside the pit.



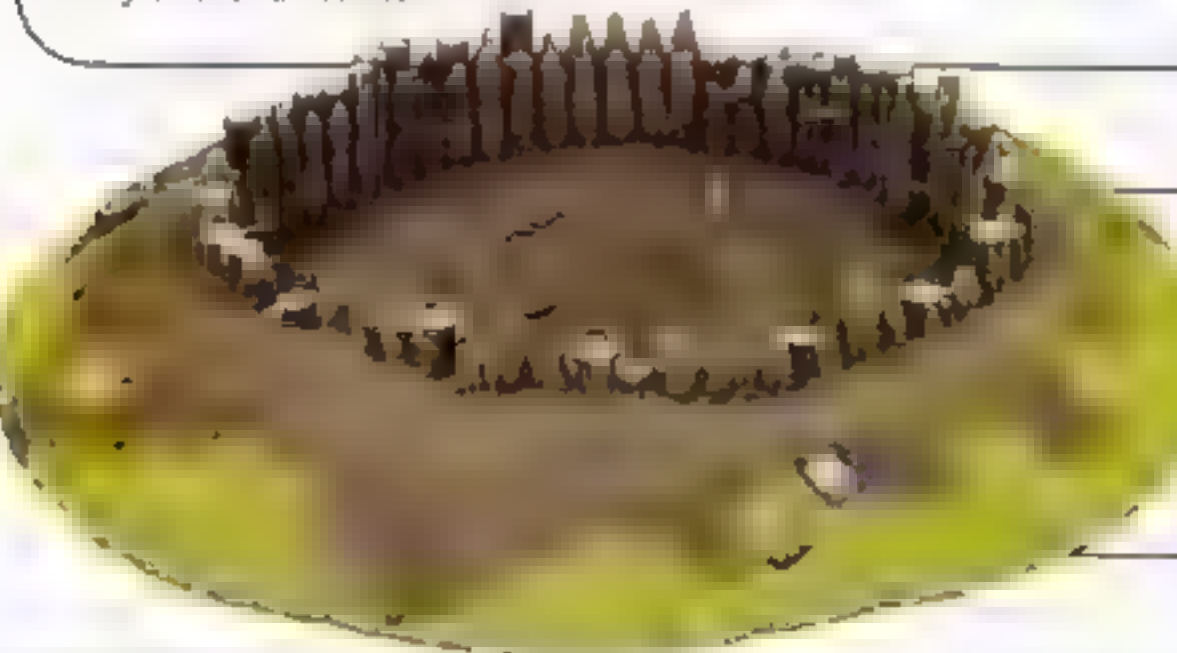
#### STEP 4

Spray everything with black primer. Drybrush the floor and hill with Bestial Brown followed by Bubonic Brown and then highlight with Bleached Bone. Drybrush the spikes with Codex Grey followed by Fortress Grey and then highlight with Rotting Flesh to give them an aged appearance. Paint the tops of the spikes Desert Sand and highlight them with Bleached Bone and Skull White. Finally, drybrush the rocks with Shadow Grey followed by Fortress Grey and Skull White.



#### STEP 5

Glue flock to the hill. Use spear tips from the Goblin sprue as spikes. Drill holes into random posts and glue the spear tips in place. Add small details such as skulls and discarded weapons in random places. Finish with some blood splashes (Brown and Red Ink). Now you're ready to begin the fighting!





*Below: Tracz Jakub shows amazing detail on each of these Stone Trolls and won first place in the Warhammer Regiment category at the 2001 Games Day Golden Demon painting competition*



## SHOWCASE



*Above: An Orc Warboss painted by Jakob Nielson*



*Left: This Games Day 2000 Special Edition Black Orc Big Boss model was painted by Daniel O'Toole and won second place at the 2001 Golden Demon painting competition*



*Left: This Orc Warboss on a Wyvern by Jeff Wilson took first place at the 2001 Games Day Golden Demon painting competition*



# WARHAMMER SIEGE

*Captain von Blitterstein gazed out over the parapets and fought back despair. Although cloaked in night, the enemy bore torches, and their lights were beyond counting. The harsh shouting of Orcs could be heard just outside of cannon range. More ominously, the distant hammering, sawing, and cursing could only mean that the greenskins were building siege machines. Tomorrow's light would undoubtedly reveal hastily assembled battering rams, ladders, and siege towers. The devices would be crudely constructed, almost comical, but Von Blitterstein knew the dangers of such devices and had no intention of laughing.*

*Before the morning assault, the catapults would be assembled and pushed forward into range under the cover of darkness. The timbers, groaning and straining under severe torsion, would soon heave great boulders to smash into the castle walls. The Empire cannon crews had already been assembled and briefed. Each cannon would have to attempt to out-duel and destroy the enemy machines before damage could breach the wall. A single well placed cannonball could smash the greenskin catapults into a ruined pile of broken kindling – but there were so few cannons that defeat seemed inevitable.*

*By morning, the overwhelming numbers of Orcs would be revealed. Dozens of ladders would be flung up against the walls, wheeled battering rams would smash into the gates, and enormous siege towers would be pushed forward to unleash hordes of pent-up troops upon the battlements. Sigmar preserve us, thought the Empire Captain, it is going to be a hard fight.*

One of the ultimate challenges for Warhammer players is the siege battle. Sieges are also a chance for modelers and terrain makers to really have some fun as well.

Very simply, a siege battle takes place when the Defenders are protected by defensive terrain. The defensive terrain could represent protective walls, hedgerows, or natural barriers. Most often, however, defensive terrain means specially constructed fortifications to ward off enemies. The castle or fortress is the pinnacle of all defensive structures.

## SIEGES IN WARHAMMER

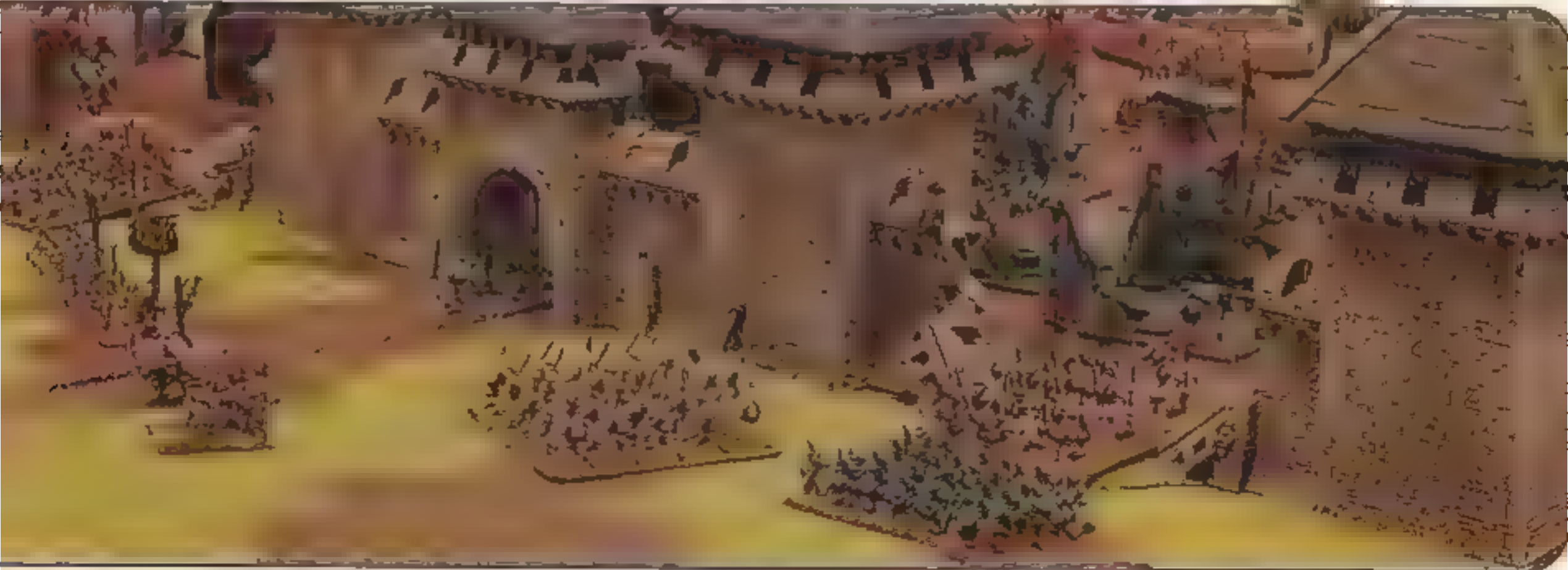
The rules for playing sieges in Warhammer

can be found in the Warhammer rulebook. There is an entire Appendix section dedicated to the rules for scaling walls, battering down gates, bombarding castle walls, and more. Additional rules, scenarios, and army upgrades (like camouflaged Wood Elf towers and Ironclad Dwarf fortresses) can be found in *The General's Compendium*.

On the following pages, you will find the full range of Citadel Miniatures and terrain for conducting your own siege battles.

*Bottom: An Orc & Goblin horde breaks through the wall's defenses and presses the attack into the Empire city.*

*Below: A unit of Skeletons carries forward a custom-made log battering ram.*







*Above: The Skaven assault a ramshackle Orc wall*



*Left: The Warhammer rulebook contains all the information needed to fight Siege battles*

*The rulebook is a great place to start on the road to conquering the enemy's castles*

*Right: The General's Compendium has an entire chapter on sieges and all such things*

*The book also contains multiple examples and ideas for creating your own siege equipment*



A siege game can be as simple as a small band of warriors trying to throw down a lonely watchtower or can be as vast and elaborate as an assault to capture a sprawling enemy fortress

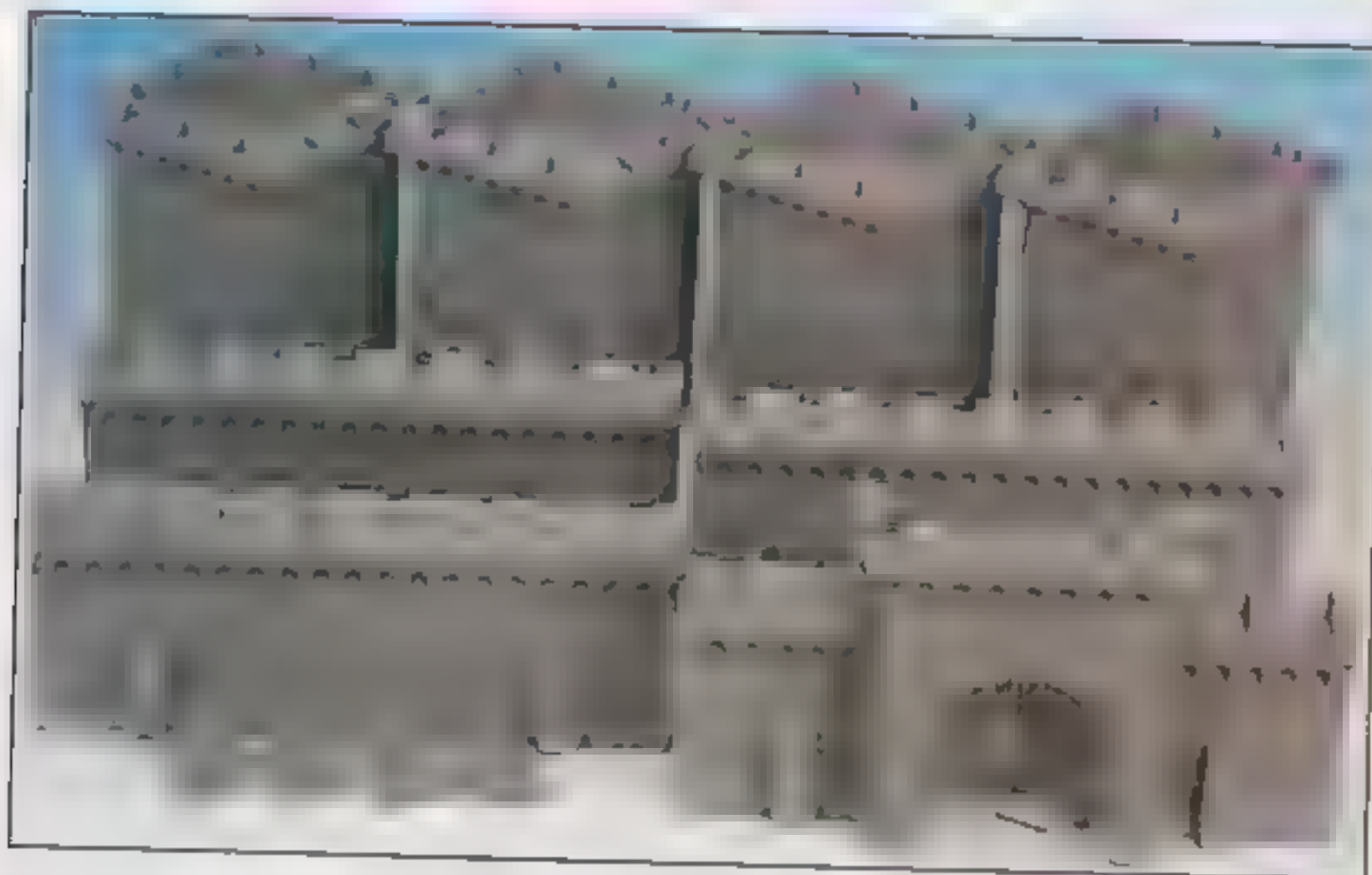
Whether you are reducing the local Vampire Count's castle to rubble or attempting to storm a walled Empire city, a good Warhammer game can be transformed into an amazing siege battle with the right materials

The Warhammer Fortress is an easy way to have a castle in an instant. The fortress is also a fantastic base for modelers to start from when creating their own defensive works (see pp 775-777 for examples). Really ambitious terrain makers can check out the Games Workshop web site for more castle-making ideas

*Below: A Tomb King army advances on a desert fort*







**Warhammer Fortress**  
64-01

**Warhammer Fortress Gateway**  
64-24

**Warhammer Fortress Tower**  
64-22

**Warhammer Walls**  
64-23

*Right: A large force of Orcs and Goblins besiege an Empire outpost. Orcs and Goblins make great besiegers, as the greenskins can field a variety of units that are helpful in assaults. The great height of the Giant is an important advantage. With mighty sweeps of his club, a Giant can wipe away defenders from the ramparts. Meanwhile, Orcs climb scaling ladders to engage the defenders directly. Due to their high toughness, Orcs can survive long enough to reach the top of the wall.*

### Boxed Sets

|  |                            |      |
|--|----------------------------|------|
| 64-01  | Warhammer Fortress         | \$90 |
| Box includes 1 Gateway, 3 Walls, 4 Towers, and 1 doorway apron |                            |      |
| 64-22  | Warhammer Fortress Tower   | \$20 |
| Box includes 1 Tower   |                            |      |
| 64-23  | Warhammer Fortress Walls   | \$10 |
| Box includes 1 Wall  |                            |      |
| 64-24  | Warhammer Fortress Gateway | \$20 |
| Box includes 1 Gateway   |                            |      |

### Classic/Collector's Range

#### Boxed Sets

##### Siege Attackers

|        |                            |      |
|--------|----------------------------|------|
| MO0197 | Siege Attackers (complete) | \$22 |
| MO0198 | Siege Defenders (complete) | \$22 |

##### Battering Ram

|           |                        |        |
|-----------|------------------------|--------|
| 029900901 | Battering Ram Roof     | \$5    |
| 029900902 | Battering Ram Side     | \$3    |
| 029900903 | Battering Ram Timber 1 | \$2    |
| 029900904 | Battering Ram Timber 2 | \$2    |
| 029900905 | Battering Ram End      | \$2    |
| 029900906 | Battering Ram Axle     | \$1    |
| 029900907 | Battering Ram Beam     | \$1    |
| 029900908 | Battering Ram Cable    | \$0.50 |
| 029900909 | Battering Ram Head 1   | \$1    |

|           |                      |     |
|-----------|----------------------|-----|
| 029900910 | Battering Ram Head 2 | \$1 |
|-----------|----------------------|-----|

##### Siege Ladders

|           |          |     |
|-----------|----------|-----|
| 029900911 | Ladder 1 | \$4 |
| 029900912 | Ladder 2 | \$3 |
| 029900913 | Ladder 3 | \$3 |
| 029900914 | Ladder 4 | \$3 |
| 029900915 | Ladder 5 | \$3 |
| 029900916 | Ladder 6 | \$2 |

##### Battering Rams

|           |           |     |
|-----------|-----------|-----|
| 029900917 | Log Ram 1 | \$4 |
| 029900918 | Log Ram 2 | \$4 |

##### Rock Droppers

|           |                           |        |
|-----------|---------------------------|--------|
| 029901001 | Rock Dropper Tray         | \$4    |
| 029901002 | Rock Dropper Pivot 1      | \$2    |
| 029901003 | Rock Dropper Static Base  | \$2    |
| 029901004 | Rock Dropper Armature     | \$3    |
| 029901005 | Rock Dropper Pivot 2      | \$1    |
| 029901006 | Rock Dropper Rolling Base | \$2    |
| 029901007 | Rock Dropper String       | \$1    |
| 029901008 | Rock Dropper Wheel Barrow | \$2    |
| 029901009 | Rock Dropper Rock         | \$0.50 |

##### Barrels

|           |                   |        |
|-----------|-------------------|--------|
| 029901010 | Big Barrel Top    | \$2    |
| 029901011 | Big Barrel Bottom | \$2    |
| 029901012 | Big Barrel Lid    | \$0.50 |









## CLASSIC - SIEGE ATTACKERS

|           |                     |        |
|-----------|---------------------|--------|
| 029901013 | Small Barrel Top    | \$1    |
| 029901014 | Small Barrel Bottom | \$1    |
| 029901015 | Small Barrel Lid    | \$0.25 |

### Buckets

|           |                   |     |
|-----------|-------------------|-----|
| 029901016 | Big Rock Bucket   | \$2 |
| 029900917 | Small Rock Bucket | \$1 |
| 029900918 | Small Pail        | \$1 |
| 029900919 | Small Bucket      | \$1 |

### Cauldron

|           |                      |        |
|-----------|----------------------|--------|
| 029901020 | Cauldron Stand       | \$2    |
| 029901021 | Cauldron Boiling Oil | \$2    |
| 029901022 | Cauldron             | \$2    |
| 029901023 | Cauldron Crank       | \$0.25 |
| 029901024 | Cauldron Fire Crate  | \$2    |

### Mantlets

|           |                 |        |
|-----------|-----------------|--------|
| 029901101 | Mantlet 1       | \$5.25 |
| 029901102 | Mantlet 1 Strut | \$1.25 |
| 029901103 | Mantlet 2       | \$5.25 |
| 029901104 | Mantlet Support | \$0.75 |
| 029901105 | Mantlet 3       | \$5.25 |
| 029901106 | Mantlet 2 Strut | \$1.25 |
| 029901107 | Mantlet 4       | \$5.25 |
| 029901108 | Mantlet Axle    | \$1.25 |

### Arrow Sits

|           |              |     |
|-----------|--------------|-----|
| 029902001 | Arrow Silt 1 | \$1 |
| 029902002 | Arrow Silt 2 | \$1 |
| 029902003 | Arrow Silt 3 | \$1 |
| 029902203 | Arrow Shield | \$1 |

### Battering Ram Heads

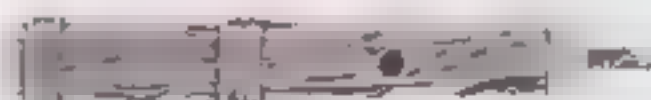
|           |                                    |     |
|-----------|------------------------------------|-----|
| 029902401 | Battering Ram (Big Fist)           | \$3 |
| 029902402 | Battering Ram (Lizardmen Head)     | \$2 |
| 029902403 | Battering Ram (Boar Head)          | \$3 |
| 029902404 | Battering Ram (Reptile Head)       | \$2 |
| 029902405 | Battering Ram (Goblin Head)        | \$2 |
| 029902406 | Battering Ram (Elf Runic Stone)    | \$2 |
| 029902407 | Battering Ram (Dwarf Head)         | \$2 |
| 029902408 | Battering Ram (Ogre Head)          | \$2 |
| 029902409 | Battering Ram (Skaven Head)        | \$3 |
| 029902410 | Battering Ram (Spiked Skull)       | \$2 |
| 029902411 | Battering Ram (Mailed Fist)        | \$2 |
| 029902412 | Battering Ram (Spiked Dragon Head) | \$3 |
| 029902413 | Battering Ram (Skull Head)         | \$2 |

### Fortress Decorations

|             |                    |     |
|-------------|--------------------|-----|
| 029902101   | Castle Door 1      | \$3 |
| 029902102   | Dwarf Door         | \$5 |
| 029902103   | Fortress Door      | \$3 |
| 029902201   | Wooden Stairs      | \$1 |
| 029902202   | Fortress Ledge     | \$6 |
| 029902203   | Arrow Shields      | \$1 |
| 029902204   | Coping (roof tile) | \$2 |
| 029902205   | Pillar             | \$3 |
| 029902301   | Chaos Wall 1       | \$5 |
| 029902302   | Chaos Star Corner  | \$5 |
| 029902303   | Chaos Gargoyle     | \$3 |
| CHAOS-ARROW | Chaos Arrow Silt   | \$2 |
| CHAOS-SPKE  | Chaos Wall Spikes  | \$2 |



**Battering Ram Axle**  
029900906



**Battering Ram Timber 1**  
029900903



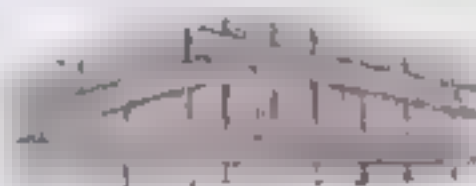
**Battering Ram Timber 2**  
029900904



**Battering Ram Beam**  
029900907



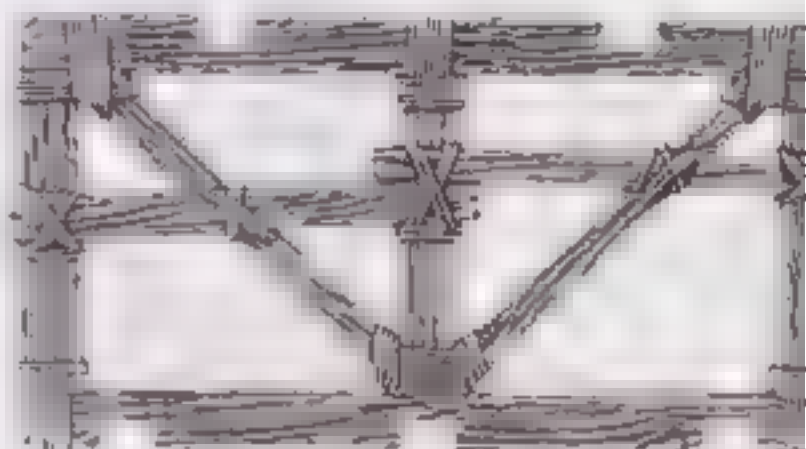
**Battering Ram Cable**  
029900908



**Battering Ram End**  
029900905



**Battering Ram Roof**  
029900901



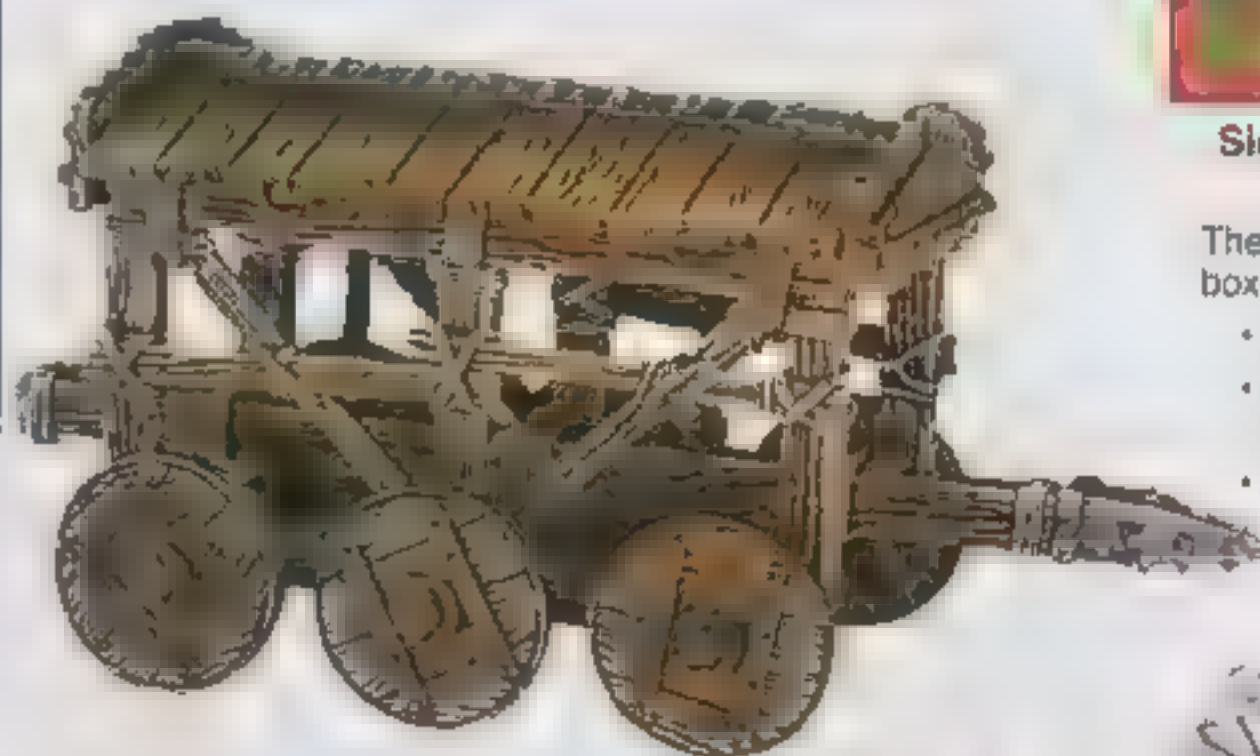
**Battering Ram Side**  
029900902



**Battering Ram Head 1**  
029900910



**Battering Ram Head 2**  
029900909



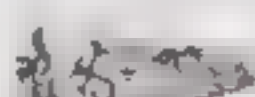
**Siege Attackers**  
MO 0197

The Siege Attackers boxed set includes

- Battering Ram
- 2x Ladders (029900911 16)
- 2x Log Ram



**Battering Ram (Ogre Head)**  
029902408



**Battering Ram (Elf Runic Stone)**  
029902406



**Battering Ram (Goblin Head)**  
029902405



**Battering Ram (Skull Head)**  
029902413



**Battering Ram (Mailed Fist)**  
029902411



**Battering Ram (Spiked Dragon Head)**  
029902412





**Battering Ram  
(Boar Head)**  
029902403



**Battering Ram  
(Spiked Skull)**  
029902410



**Battering Ram  
(Skaven Head)**  
029902409



**Battering Ram  
(Reptile Head)**  
029902404



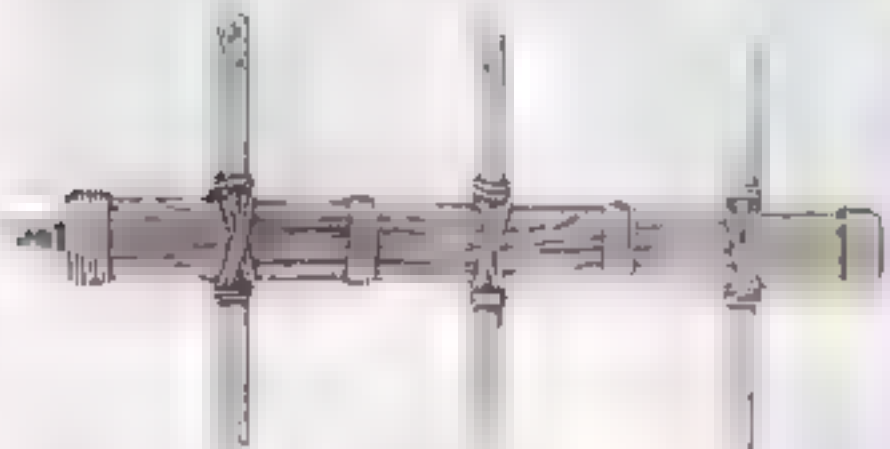
**Battering Ram  
(Big Fist)**  
029902401



**Battering Ram  
(Lizardmen Head)**  
029902402



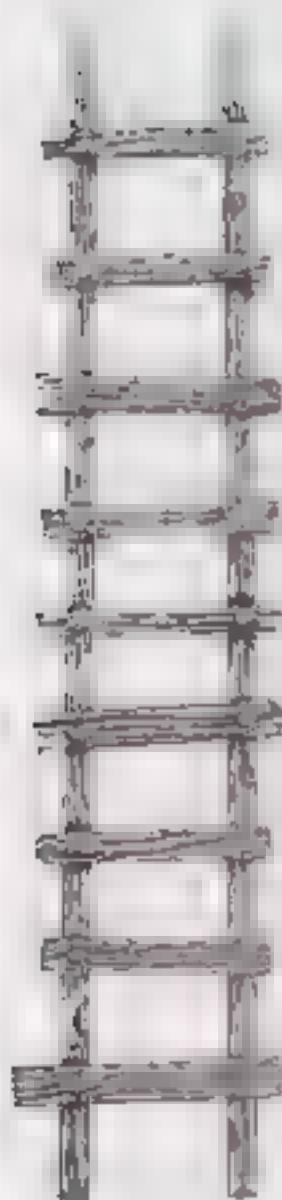
**Battering Ram  
(Dwarf Head)**  
029902407



**Log Ram 1**  
029900917



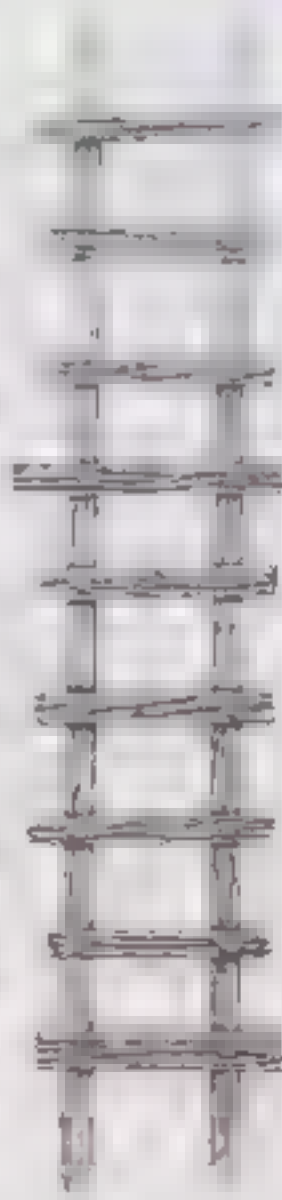
**Log Ram 2**  
029900918



**Ladder 1**  
029900911



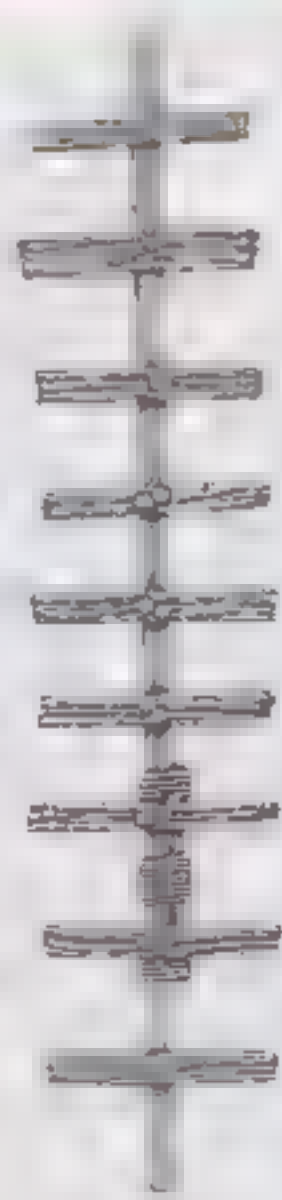
**Ladder 2**  
029900912



**Ladder 3**  
029900913



**Ladder 4**  
029900914



**Ladder 5**  
029900915



**Ladder 6**  
029900916



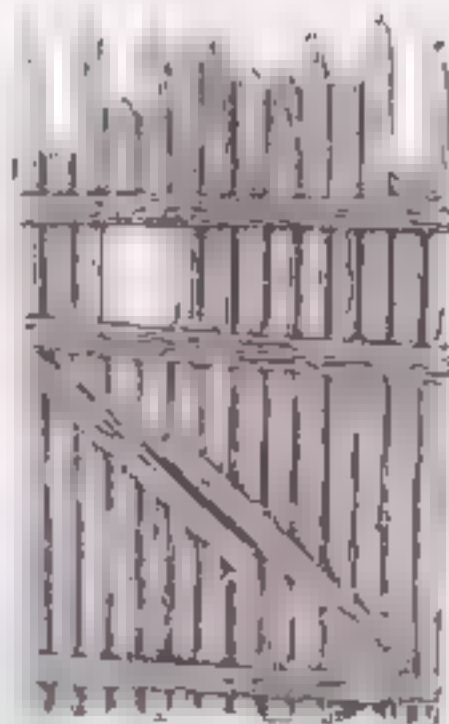




**Mantlet 1**  
029901101



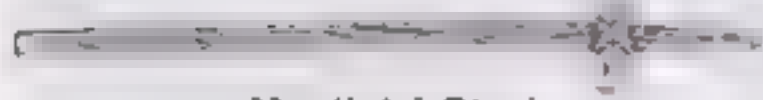
**Mantlet 2**  
029901103



**Mantlet 3**  
029901105



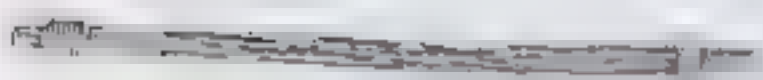
**Mantlet 4**  
029901107



**Mantlet 1 Strut**  
029901102



**Mantlet Support**  
029901104



**Mantlet 2 Strut**  
029901106



**Mantlet Axle**  
029901108







**Warhammer Siege Tower**  
64-02



*Above: A siege tower dedicated to the foul plague God Nurgle. This tower was scratch built out of balsa wood by Kenny Goodman. A fantastic conversion like the one pictured here is just one example of the siege engines that you could make for your army!*



*Left: A little modeling putty goes a long way in creating cool extra bits for your custom-built siege tower*

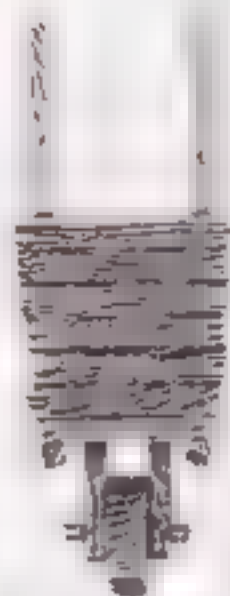
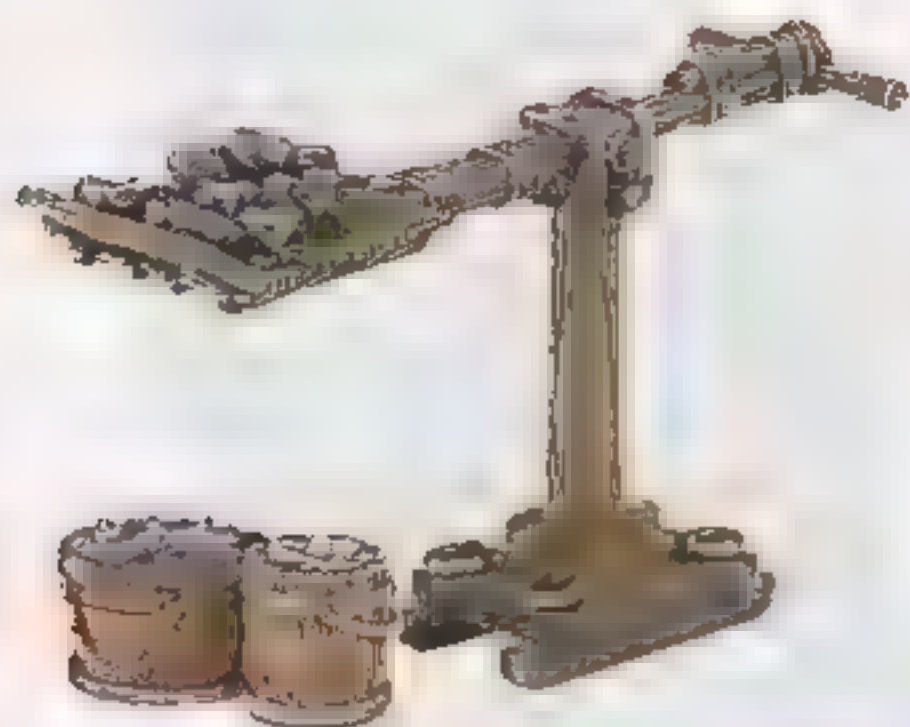


*Right: The siege engine prepares to vomit forth Chaos Warriors of Nurgle onto the ramparts.*





## CLASSIC - SIEGE DEFENDERS



**Rock Dropper  
Wheel Barrow**  
029901008



**Big Rock  
Bucket**  
029901016



**Rock Dropper  
Rock**  
029901009



**Small Rock  
Bucket**  
029901017



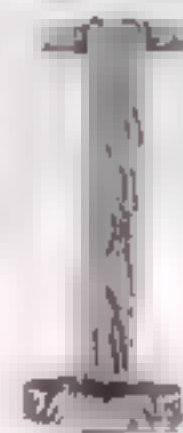
**Rock Dropper  
Sling**  
029901007



**Rock Dropper  
Static Base**  
0299001003



**Rock Dropper  
Tray**  
029901001



**Rock Dropper  
Pivot 1**  
029901002



**Rock Dropper  
Pivot 2**  
029901005



**Rock Dropper  
Rolling Base**  
029901006



**Rock Dropper Armature**  
02990104



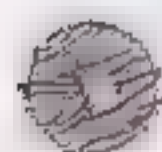
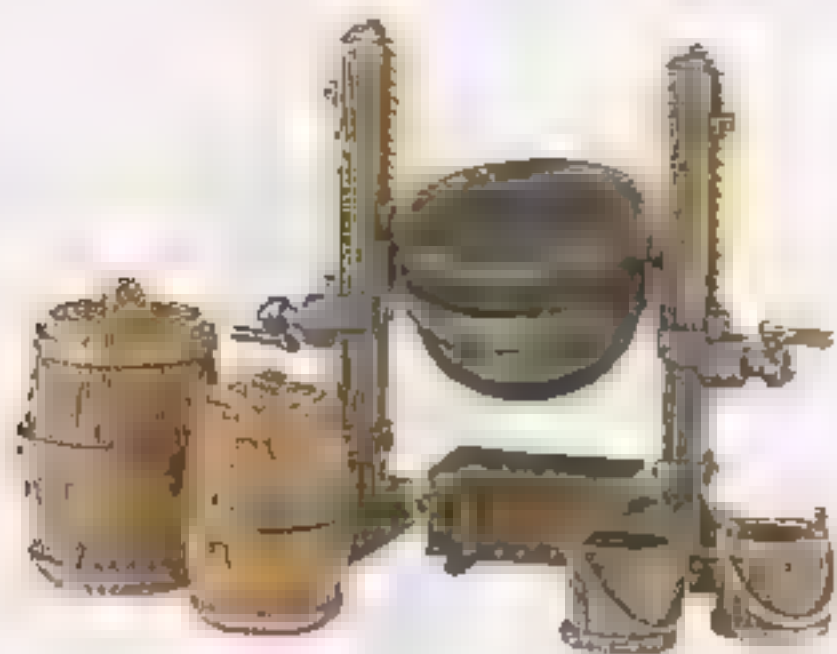
**Siege Defenders**  
MO 0198

The Siege Attackers boxed set includes:

- Rock Dropper
- Big Barrel
- Small Barrel
- Big Rock Bucket
- Small Rock Bucket
- Small Pal
- Small Bucket
- Cauldron







**Big Barrel  
Lid**  
029901012



**Big Barrel  
Bottom**  
029901011



**Big Barrel  
Top**  
029901010



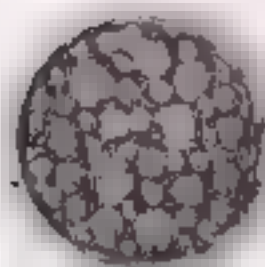
**Small Barrel  
Lid**  
029901015



**Small Barrel  
Bottom**  
029901014



**Small Barrel  
Top**  
029901013



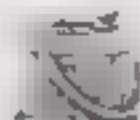
**Cauldron Boiling Oil**  
029901021



**Cauldron**  
029901022



**Small  
Pail**  
029901018



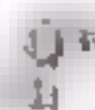
**Small  
Bucket**  
029901019



**Cauldron Stand**  
029901020



**Cauldron Fire Grate**  
029901024



**Cauldron Crank**  
029901023



*Above: Most armies have a particular favorite toxic liquid to unleash upon their besiegers. Dwarfs prefer molten lead; the Empire relies on boiling oil, and often the foul minions of Chaos will hold the blood of captives to pour down upon attacker's heads. This tactic almost always causes immediate panic and dismay among the foe!*





## CLASSIC – CASTLE ACCESSORIES



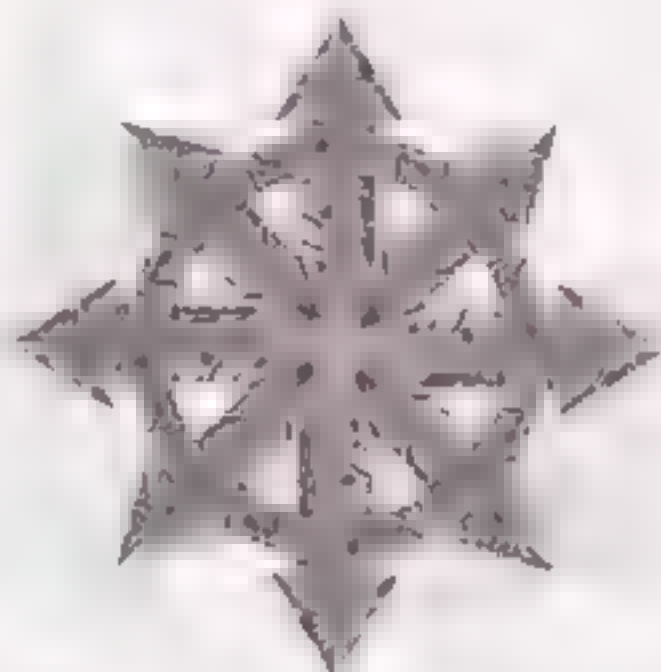
**Castle Door 1**  
029902101



**Dwarf Door**  
029902102



**Fortress Door**  
029902103



Combine four Chaos Star Corners together to make a complete Chaos Symbol! Perfect for Chaos castles, fortresses, and other scenic features



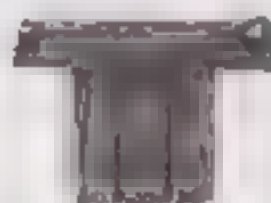
**Pillar**  
029902205



**Coping (Roof Tile)**  
029902204



**Wooden Steps**  
029902201



**Arrow Shield**



**Chaos Gargoyle**  
029902303



**Chaos Arrow Slit**  
CHAOS-ARROW



**Chaos Wall 1**  
029902301



**Chaos Star Corner**  
029902302



**Chaos Wall Spikes**  
CHAOS-SPIKE



**Arrow Slit 1**  
029902001



**Arrow Slit 2**  
029902002



**Arrow Slit 3**  
029902003



**Fortress Ledge**  
029902202





# Converting and Using Accessories on Your Castle or Tower



*Above: Four pieces of the Chaos Star and a giant skull sculpted from putty turn this tower into a grim battlement of the dark powers.*

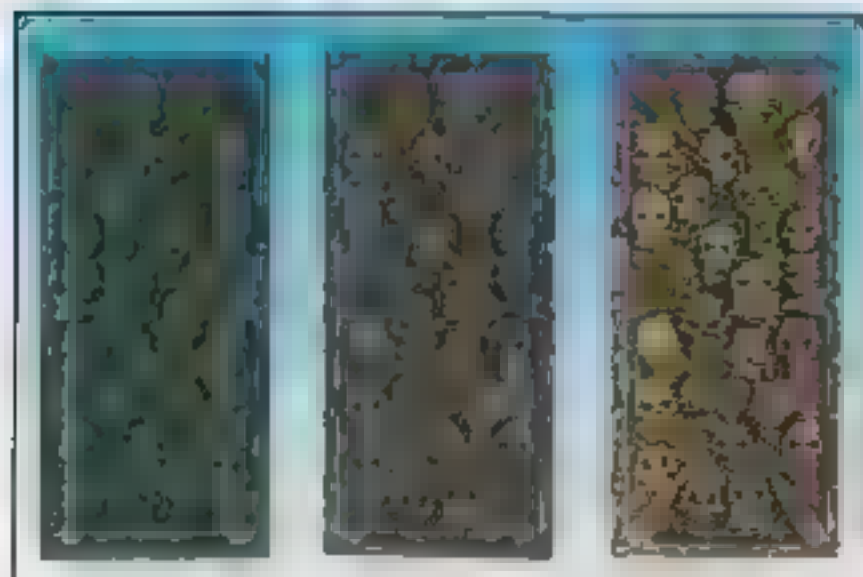


*Above: Some details cut from plasticard add some flavor and variety to your castle walls. The skull & crossbones icon used to decorate the iron plates comes from the plastic shield from the Vampire Counts Skeleton Regiment.*

*Below: A few bright shields add color to this sandstone gatehouse.*

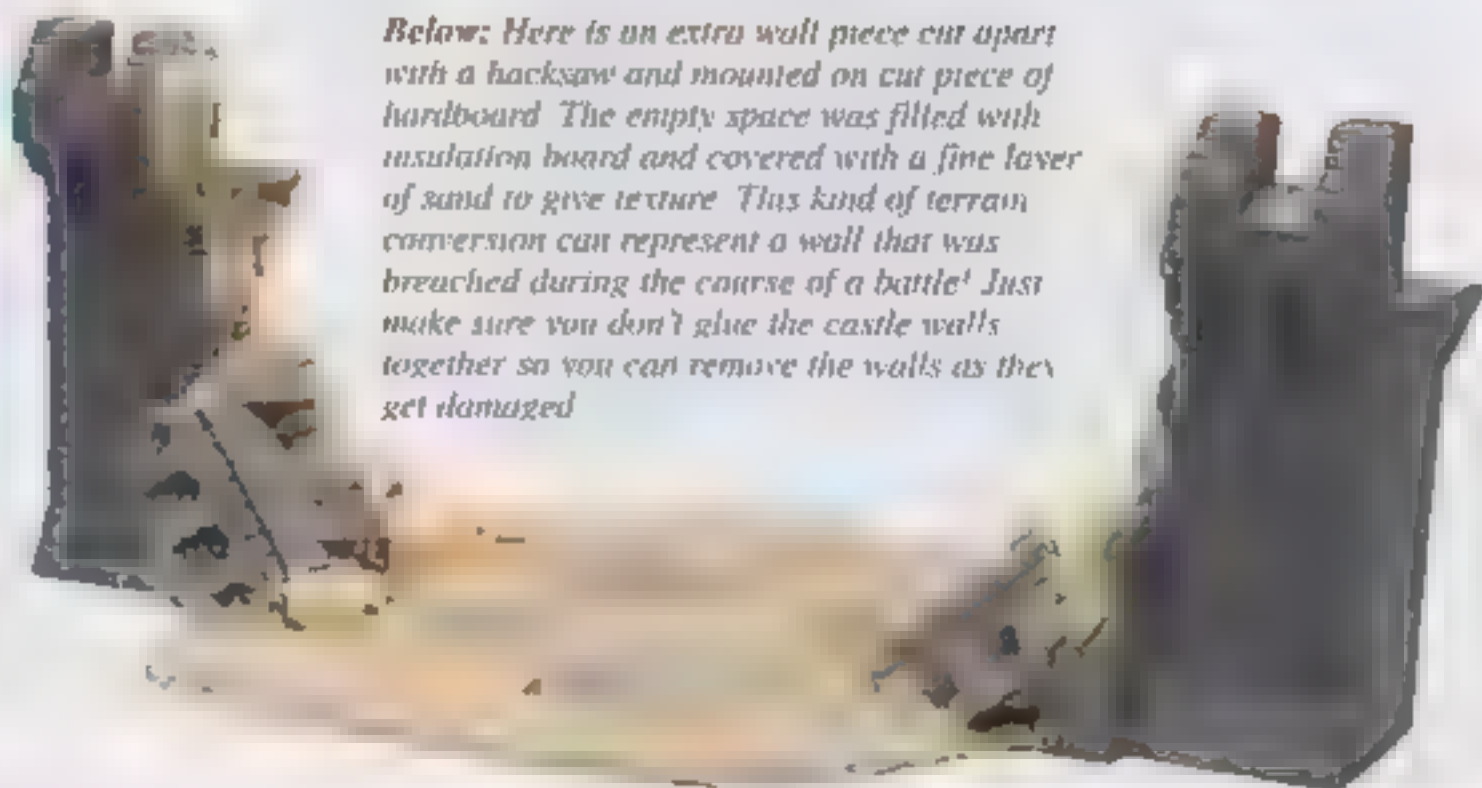


*Left: This Prison Tower for a Vampire Count is adorned with Arrow Slits from the previous page and the spikes and chains from the Chaos Vehicle Accessory Sprue.*



*Above: The Chaos Wall piece is shown here painted in three steps to give the appearance of weathered iron or brass – the perfect look for Khorne!*

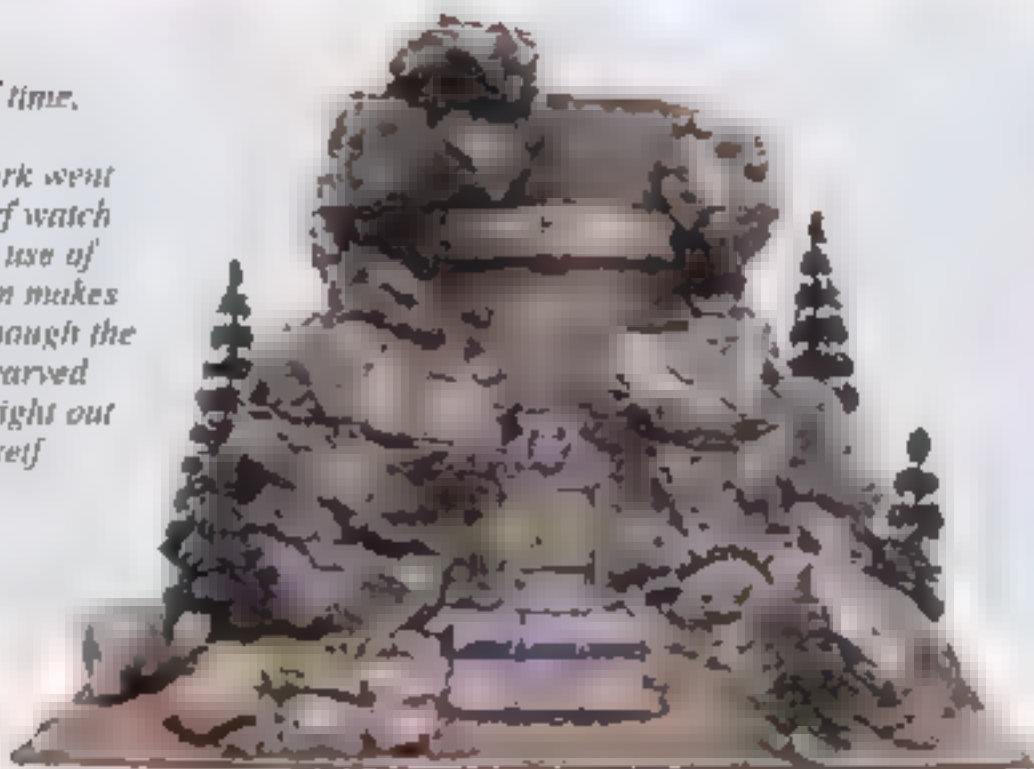
*Below: Here is an extra wall piece cut apart with a hacksaw and mounted on cut piece of hardboard. The empty space was filled with insulation board and covered with a fine layer of sand to give texture. This kind of terrain conversion can represent a wall that was breached during the course of a battle! Just make sure you don't glue the castle walls together so you can remove the walls as they get damaged.*





## SIEGE SHOWCASE

*Right. Lots of time, patience, and conversion work went into this Dwarf watch tower. Clever use of rocks and foam makes it appear as though the Dwarfs have carved this building right out of the stone itself.*



*Below. Rob Kendzie's amazing scratch-built Bretonnian castle has far more flair and style than the rugged but sturdy strongholds of the Empire.*



*Right. Through a combination of plastic sprues and Warmaster boxes, the exterior of this castle has been embellished to represent the fine keep of a prince or rich duke. Once painted grey, models quickly take on the appearance of carved statues.*

*Keep in mind that when building your own castle, certain models can become leering gargoyles on the tops of towers or silent sentries guarding castle doors from intruders.*

*Left. This diorama shows you the effects you can achieve when carving each individual block of the castle out of foam! Fake plants available from a craft store serve as vines, further creating a realistic look.*

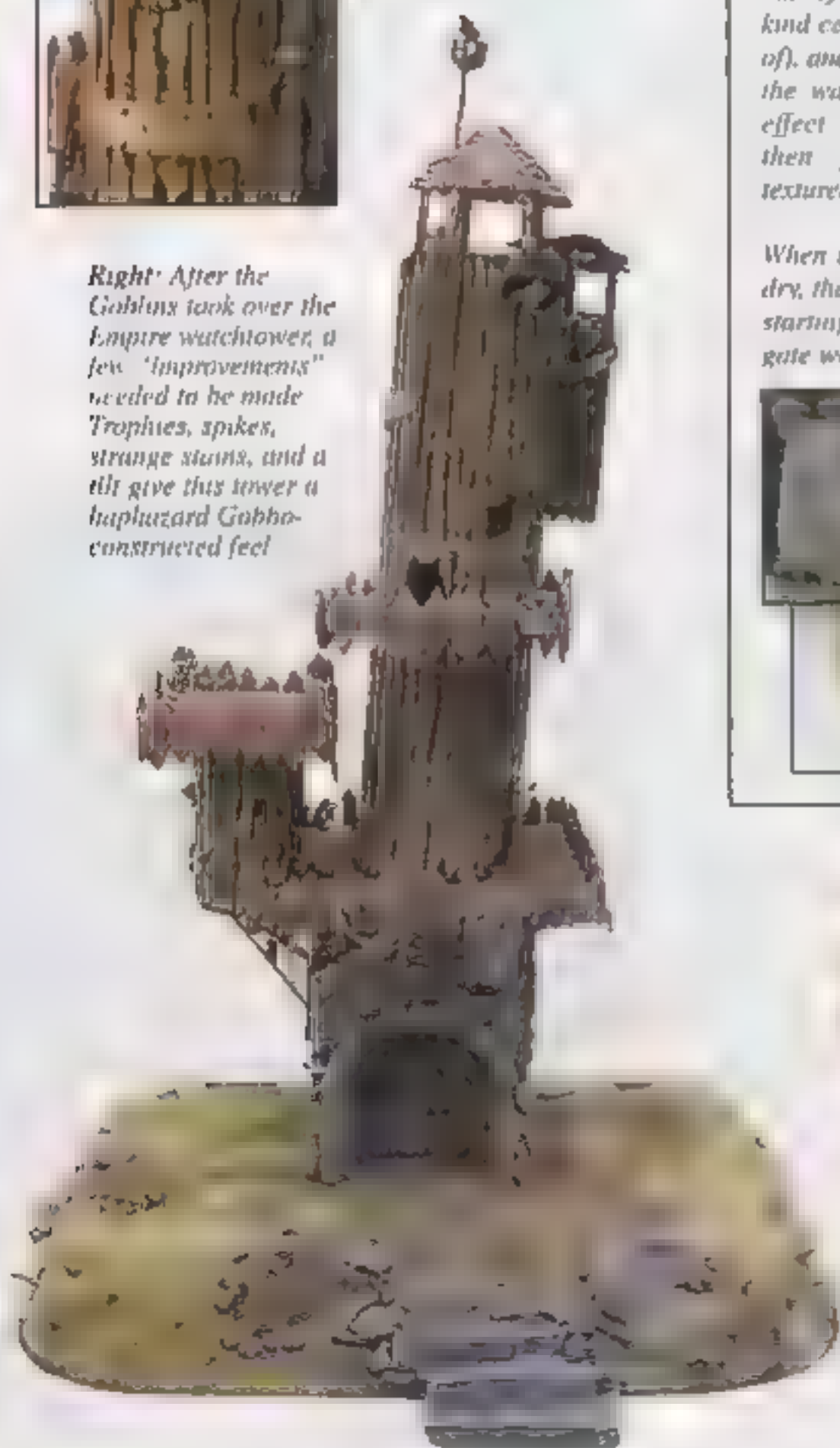




**Right and Below**  
Close-up detail of the Goblin tower. It's the little things like this curious Squig that give a piece of scenery that great flavor on the battlefield.



**Right:** After the Goblins took over the Empire watchtower, a few "improvements" needed to be made. Trophies, spikes, strange stains, and a tilt give this tower a haphazard Goblin-constructed feel.



## DETAILING A LIZARDMEN GATEWAY

BY NICK DAVIS



I chose this section as an example, because it has a little something of every technique I used on my complete fortress.

With the main construction finished, it was time to detail the model. A ledge was added around the outside of the wall to make it look more solid. I then glued metal glyph plates to

this ledge and the walls for more character (if you want some check out the Lizardmen pages). It is a Lizardmen fortress and should be decorated as such. The paving slabs were made out of thin cardboard (the kind cereal packets are made of), and I glued coarse turf to the walls for an overgrown effect. The gatehouse was then painted with some textured paint and left to dry.



When the textured paint was dry, the gatehouse was given a black undercoat. I built up the colors in layers of drybrushing starting with Snakebite Leather followed by Bubonic Brown. The paving slabs and boulder gate were given a drybrush of Shadow Grey.



Now to finish off the wall. The last color I drybrushed on the wall was Bleached Bone. The paving slabs and boulder were given a final brush of Skull White. The base and ivy on the wall were finished off with a drybrush of Dark Angels Green, followed by Goblin Green and then a final drybrush of Sunburst Yellow.



**Left:** Balsa wood has been glued over holes cut into this section of the Warhammer Fortress wall to give it that ramshackle, patched-up look.

**Right:** With bits of balsa wood glued together at odd angles, some shields, and spare bits out of your bits box, you're on your way to a great looking Orc fortress. An arts and crafts store or well stocked hobby store will have lots of different sizes of balsa wood for you to choose from.





# SKAVEN



Right: Rat Ogre painted by Joe Hull who won a bronze trophy in Golden Demon 2000 in the Best Warhammer Monster category

Skaven are a race of evil ratmen who have gnawed a series of tunnels and an entire underkingdom beneath the surface of the Warhammer world. Occasionally erupting forth in a seething horde, the Skaven seek nothing less than world domination.

## Fighting Style

Skaven armies can muster a variety of deadly threats and different troop types. Two cornerstones of Skaven warfare are the massed attack and dirty underhanded tricks. The massed attack part is easy. Great masses of Clanrats and Skaven Slaves are affordable and can anchor the center of a vermin attack. Occasionally, these troops will win a battle, but more often than not, they will serve to tie up the foe and to pin him in place. Clanrats may be accompanied by Weapon Teams wielding ingenious devices of the Skaven that can be used to thin down the foe. While enemy units are pinned by large blocks of Clanrats, additional units may attack the foe in the sides.

Skaven have no concept of valor, and a stab in the back is every bit as good as an up front challenge – in fact, it's probably a lot better. *Poisoned Attacks*, sneaky infiltrators, and hidden Assassins are all part of the Skaven arsenal. Even better, Skaven armies are allowed to fire into combat with their special *Life Is Cheap* rule. This tactic works

*Skaven Chieftain Snekt Chiselbone sniffed up each of the passageways until he caught the familiar scent. The Dwarf-things had retreated up this tunnel. So far, every part of the plan had worked, and the vast cavern was firmly under Skaven control. Surely, there would be much honoring the successful war party!*

*The Gutter Runners had taken out all the Dwarf artillery, and the main Clanrats had advanced unopposed. The only failure had been to allow a few Dwarf-things to escape. But that would soon be rectified. In short order, the remaining units were gathered from their bone-gnawing and reorganized to give chase to the retreating Dwarf-things.*

*"Oh honored of Leaders, allow Stormvermin to lead the kill. Yes, Yes?" pestered the Fangleader of the Stormvermin, vying to steal the glory of the final assault.*

*But Snekt was no novice at fighting the Dwarf-things underground. No doubt the bearded ones were routed. However, somewhere up that long passage, there would be a wider area or a quick turn, and there would be a fierce counterattack. Chasing Dwarf-things into their lair was always deadly. It would serve the ambitious Fangleader right to turn the corner and meet a unit of the thickly armored Dwarf-things or perhaps one of their cursed flame-throwing devices. But no, thought Snekt, I'll need Stormvermin later.*

*"No, No, not Stormvermin. Bring up Pawleader Chitter and his pack," demanded the Chieftain.*

*Bristling with honor, Pawleader Chitter brought up his unit of Skaven Slaves to lead the advance further into the Dwarf stronghold. Snekt's tail twitched at his own cleverness.*

fantastically well with large units of Skaven Slaves and Clanrats, as they will tie up the foe while Poisoned Wind Globadiers and Weapon Teams pour fire into the combat. The vermin hordes can well afford to fight a battle of attrition, and as the Poisoned Wind Globes ignore armor saves, they are sometimes the best way to rid yourself of the foe's best troops. Nothing wounds a Knight's pride like being lured into a trap where skill at arms and fighting mean little!

## Collecting a Skaven Army

All armies are required to field a minimum number of Core units, and so it makes sense to begin a new army with Core choices. For Skaven, this means Clanrats. Clanrats, and more Clanrats. As Skaven armies get Leadership bonuses for large units, it makes sense to field a few larger units with deep ranks. Additional Core choices (although they may never outnumber the Clanrats) are Giant Rats, Night Runners, Skaven Slaves, and Poisoned Wind Globadiers. Stormvermin have better Weapon Skill and equipment and can make for a nasty surprise for an enemy expecting only Clanrats.



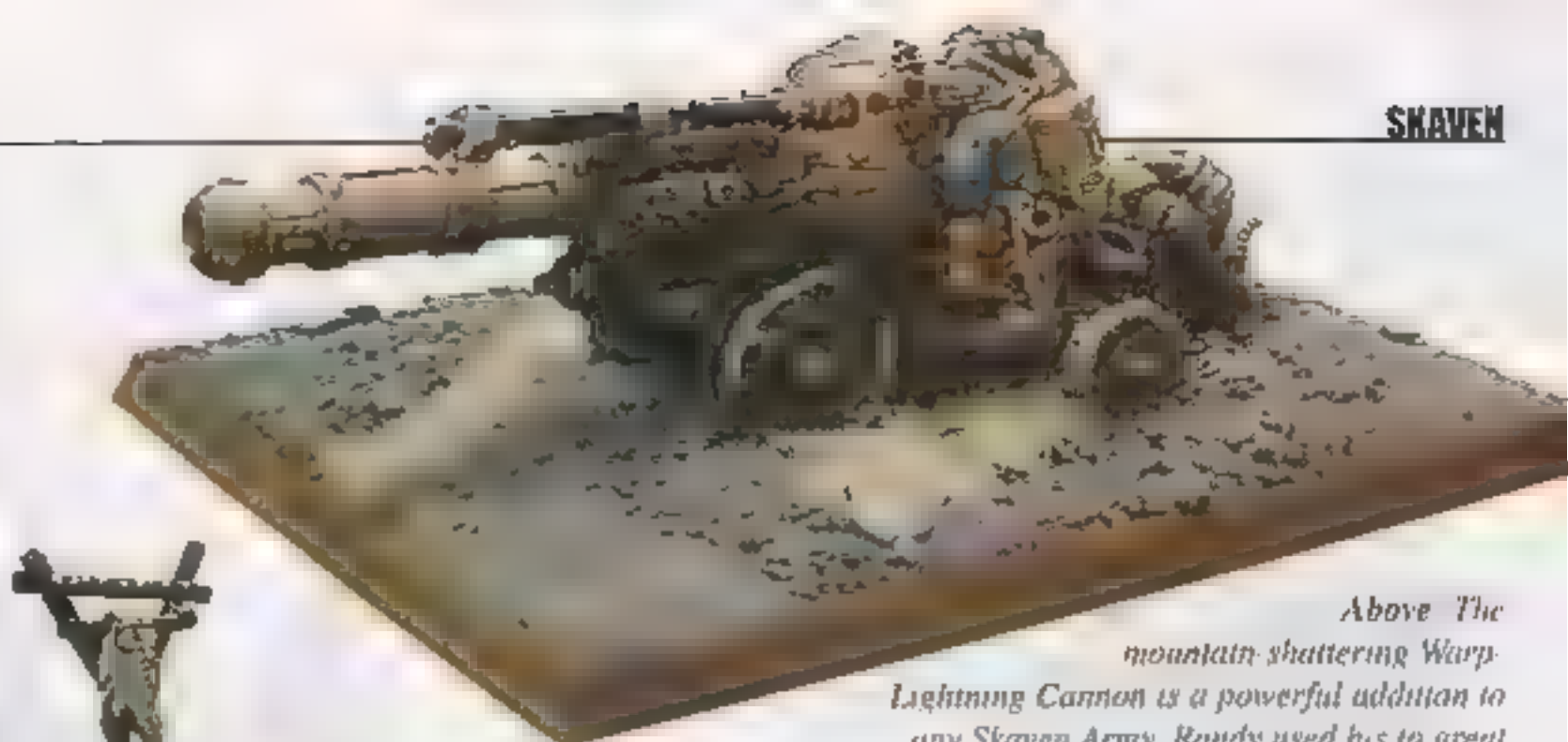


Skaven prayers also have many options for filling out the edges of their hordes. Gutter Runners are elite Scouts that may tunnel or infiltrate onto the battlefield for sneak attacks. Warlock Jezzails and the dreaded Warp-Lightning Cannon are long-ranged weapons that can rain death on the foe as the bulk of the Skaven army skitters closer. Rat Ogres can form shock attack units capable of delivering quite a blow, and Plague Monks, with their Toughness and Frenzy, can make a formidable unit as well. Plague Censer Bearers may accompany Plague Monks, and their poisoned censers create a deadly cloud of warpstone vapors that can slay a foe before combat even begins.

Skaven Characters can bolster units, and specially Heroes like a Master Moulder Warlock Engineer, or Assassin can turn an important fight the vermin way. The most powerful character a Skaven can field is a Grey Seer, a warpstone-crazed sorcerer of mighty powers that can ride to battle atop the wicked contraption known as a Screaming Bell.

*Below: Randy Eaton's Skaven Army saw action in the 2003 Grand Tournament in Minnesota.*

*Right: Randy's main Clanrat regiment features his Skaven Warlord and Army Standard Bearer.*



*Above: The mountain-shattering Warp-Lightning Cannon is a powerful addition to any Skaven Army. Randy used his to great effect in the Grand Tournament.*



*Left: The Skaven Warlord from Randy's army is a minor conversion of the standard Citadel Miniature Skaven Warlord.*



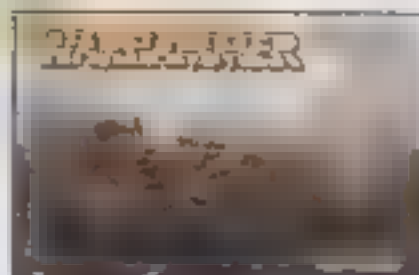


## GETTING STARTED



**Warhammer Armies:  
Skaven**  
90-01-60

The 80-page *Warhammer Armies: Skaven* contains all the rules for gathering a Skaven horde to your banner and including the four greater clans of the Horned Rat. There is also a new Skaven spell list, devastating Skaven war machines, and infamous special characters such as Throt the Unclean.



The plastic Skaven regiment and Night Runners boxed set is the best place to begin assembling your horde. The Skaven regiment boxed set contains a Skaven regiment that can be used as Clanrats or as lovely Slaves.



*Above: Skaven Clanrat Regiment  
Left: Night Runners Regiment*



The Skaven Night Runners regiment boxed set contains 20 Clan Eshin warriors. These Skaven plastix can be used as Night Runners or Gutter Runners.



## SHOWCASE



A selection of Skaven characters from Gareth Hamilton's Skaven army, which features a number of Classic and Collector's Skaven miniatures.



# LORDS & HEROES



**Skaven Warlord Blister (1)**  
90-35



**Warlord Body**  
020605601



**Warlord Banner Top**  
020605604



**Warlord Axe**  
020605602



**Warlord Tail & Banner Pole**  
020605603



*Watch the shadows*

**Skaven Assassin 1**  
020606601



**Skaven Warlock Blister (Random 1)**  
90-42



**Warlock Engineer Arm 1**  
020606203



**Warlock Engineer Arm 2**  
020606204



**Warlock Engineer Body 1**  
020606201



**Warlock Engineer Body 2**  
020606202



**Skaven Assassin 2**  
020606602

**Skaven Assassin Blister (Random 1)**  
90-46



**Warlock Backpack 1**  
020606206



**Warlock Backpack 2**  
020606205

*These techno-mages are equipped with harnesses to tap into the flow of the winds of magic and channel it into destructive spells*



**Skaven Grey Seer Blister (Random 1)**  
90-36



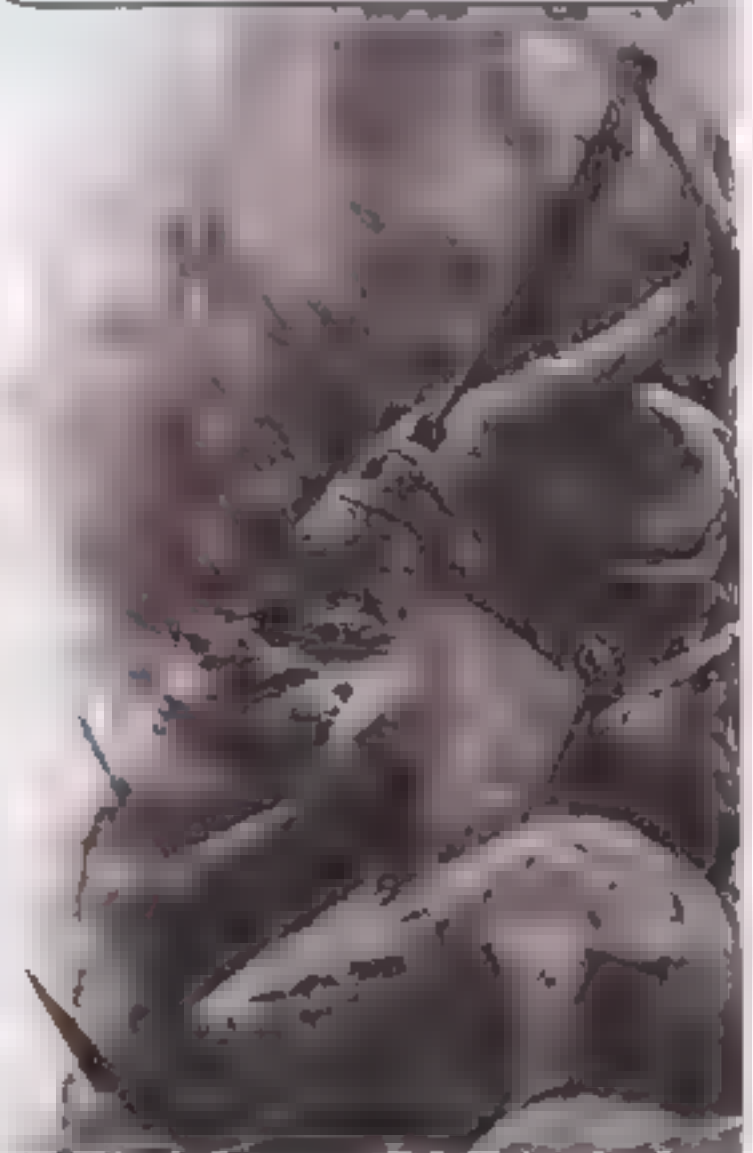
**Grey Seer 1 Head**  
020606202



**Grey Seer 1 Body**  
020606901



**Grey Seer 2**  
020606903





# LORDS & HEROES



**Skaven Screaming Bell Box (1)**  
90-07



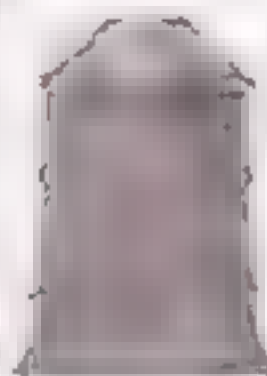
**Screaming Bell Right Support**  
020605901



**Screaming Bell Top**  
020605902



**Screaming Bell Holder**  
020605903



**Screaming Bell Half**  
020605904



**Screaming Bell Left Support**  
020605905



**Screaming Bell Base**  
020605907



**Screaming Bell Right Wheels**  
020605906



**Screaming Bell Left Wheels**  
020605908



**Screaming Bell Grey Seer**  
020605909



**Screaming Bell Striker**  
020605910



*Beware the thirteenth toll, for it shall spell thy doom...*



## LORDS &amp; HEROES



**Grey Seer Thanquol  
& Boneripper Box (2)**  
90-09

*Yes, yes... I see great possibilities.*

**Boneripper Head**  
020605501

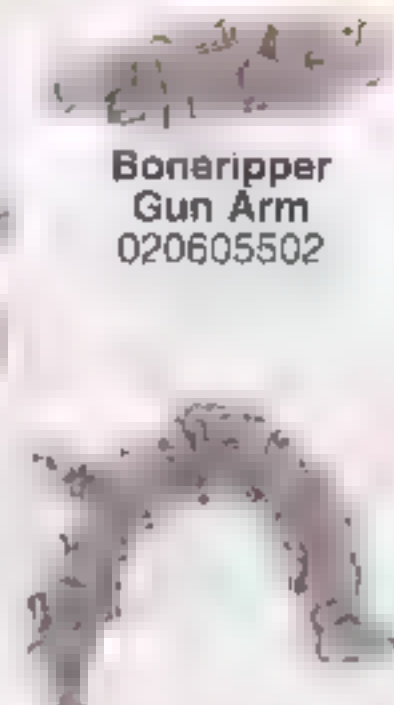


**Grey Seer Thanquol**  
020601701

**Boneripper  
Claw Arm**  
020605504

**Boneripper  
Torso**  
020605503

**Boneripper  
Gun Arm**  
020605502



**Boneripper  
Legs**  
020605505

*Thanquol is an extremely dangerous Grey Seer who, by employing the most devious tactics in true Skaven fashion, has quickly risen through the ranks of his order. His main field of expertise is humans. Accompanied by his reanimated guardian Boneripper, Thanquol is determined to obtain ultimate power.*

*This impressive Screaming Bell was built by Peter Gaul from Germany. His version of the Skaven Screaming Bell is a huge landship that can easily cross large distances to fulfill the will of the Horned Rat.*





## LORDS & HEROES



Throt the  
Unclean Whip  
020606804



Throt the  
Unclean Sword  
020606803



Throt the Unclean Staff  
020606802



Throt the  
Unclean Body  
020606801



Throt the Unclean One  
Blister (1)  
90-52

## CORE UNITS

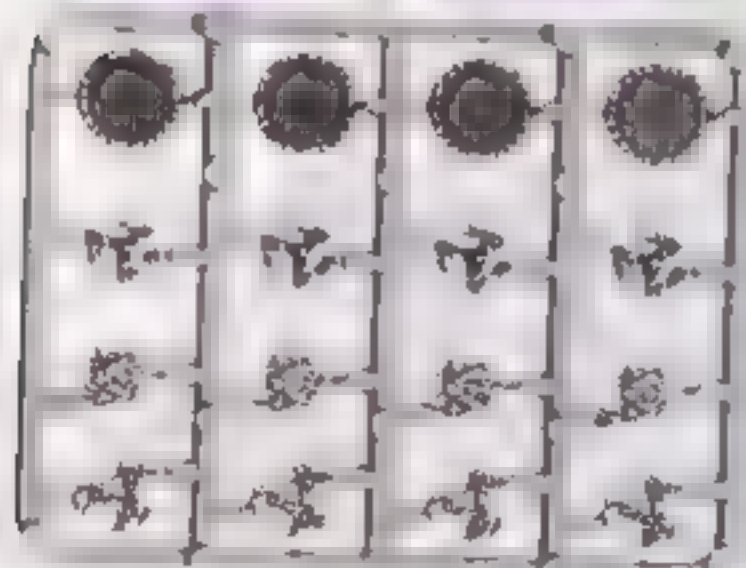


Left: Skaven  
Clanrat color  
variants



The  
Skaven plastics  
can be armed with  
hand weapons or spears  
and can be fielded as Clanrats  
or as Skaven Slaves.

Skaven Clanrat Regiment Box (20)  
90-06



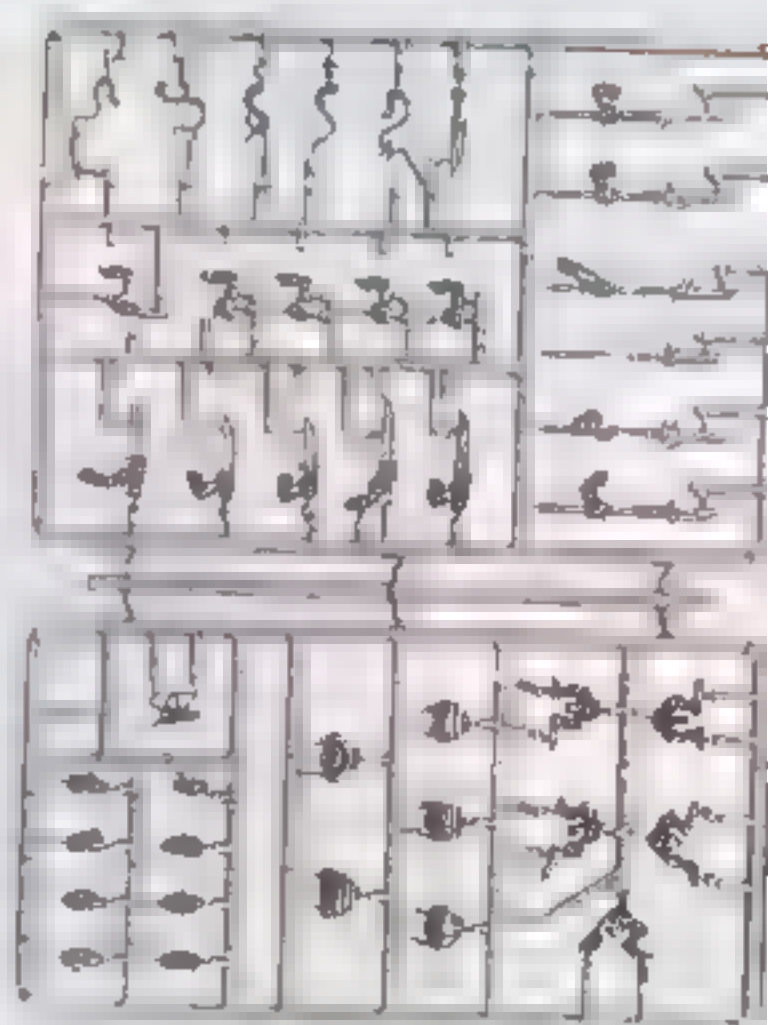
Skaven Clanrat Shield Sprue  
99360299006

Note: Sprue shown at 75% actual size



Skaven Regiment Command Sprue  
99380299001

Note: Sprue shown at 40% actual size



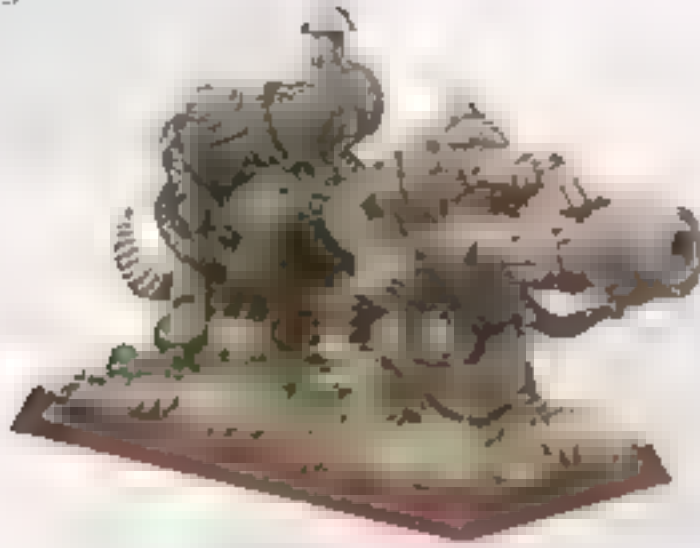
Skaven Regiment Sprue  
99380206001

Note: Sprue shown at 40% actual size



Burn, burn,  
man-thing!

# CORE UNITS



**Warpfire Thrower Team  
Blister (Random 1)**  
90-48



**Warpfire Thrower  
Gunner 1**  
020601301



**Warpfire Thrower  
Fuel Carrier 2**  
020601304



**Warpfire Thrower  
Fuel Carrier 1**  
020601302



**Warpfire Thrower  
Gunner 2**  
020601303



**Ratling Gun  
Gunner 1**  
020605801



**Ratling Gun  
Loader 1**  
020605803



**Ratling Gun Team Blister (Random 1)**  
90-50

*The weapons first burst cut a red swathe through the Dwarfs. The Skryre Engineer started to cackle maniacally, turning wildly on the crank.*



**Ratling Gun  
Gunner 2**  
020605802



**Ratling Gun  
Loader 2**  
020605804

## PAINTING A CLANRAI UNIT

The Skaven are a horde army, with the minimum unit size of your core regiments being 20 Clanrats. Here, we take a look at how to paint a Clanrat for your Skaven army quickly. Don't worry about being too neat. It's more a matter of getting a lot painted. Once you put them all in a unit, you will have an impressive horde of Skaven.

1. After spraying the model with black primer, drybrush the fur with Vermilion Brown.



2. Paint all metal areas with Boltgun Metal. Cloth areas with Catachan Green, straps and leggings with Snakebite Leather, and the face, tail, and hands with Dwarf Flesh.

3. Apply a wash of Flesh Wash over the entire model except for the fur areas.



4. Highlight the edges of all areas painted with the original colors used in Step 2. Finish the base of the model with sand or flock to match the rest of your horde.



*Gotrek vs  
Boneripper. Trauz  
Jakub entered this  
stunning model  
into the Baltimore  
Golden Demon  
2012*





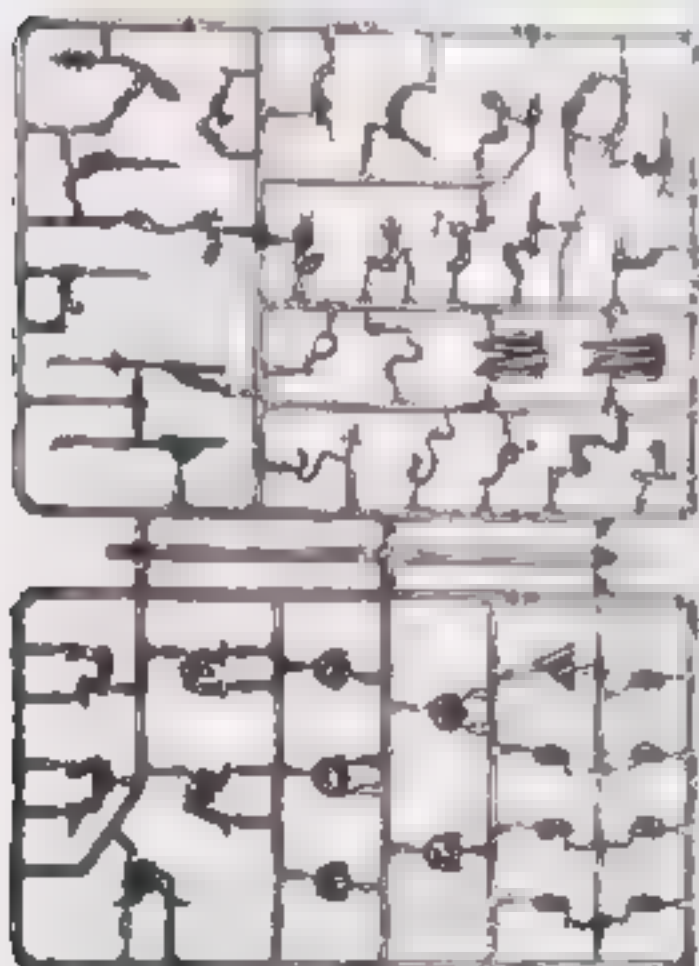
## CORE UNITS



**Skaven Night Runners Regiment Box (20)**  
90-08



Above: These Night Runners are from Brad Dendrich's Chicago GT 2003 Skaven army.



**Skaven Night Runner Sprue**  
99381106001

*Note: Sprue shown at 40% actual size*

*Note: The Skaven Packmaster Blister contains one random Packmaster & three random Giant Rats*



**Packmaster 1**  
020601045



**Packmaster 2**  
020601050



**Skaven Packmaster & Giant Rats Blister**  
(1 Packmaster & 3 Giant Rats)  
90-44



**Giant Rat 1**  
020605701



**Giant Rat 2**  
020605702



**Giant Rat 3**  
020605703



**Giant Rat 4**  
020605704



**Giant Rat 5**  
020605705



**Giant Rat 6**  
020605706

*Rat beasts the size of wolves, a seething mass of stinking fur and sharp fangs, these creatures can overwhelm even the most disciplined enemies.*



## SHOWCASE



*Left: This Classic Grey Seer is the General of Brud Driedrich's Skaven army from the Chicago 2003 GT*



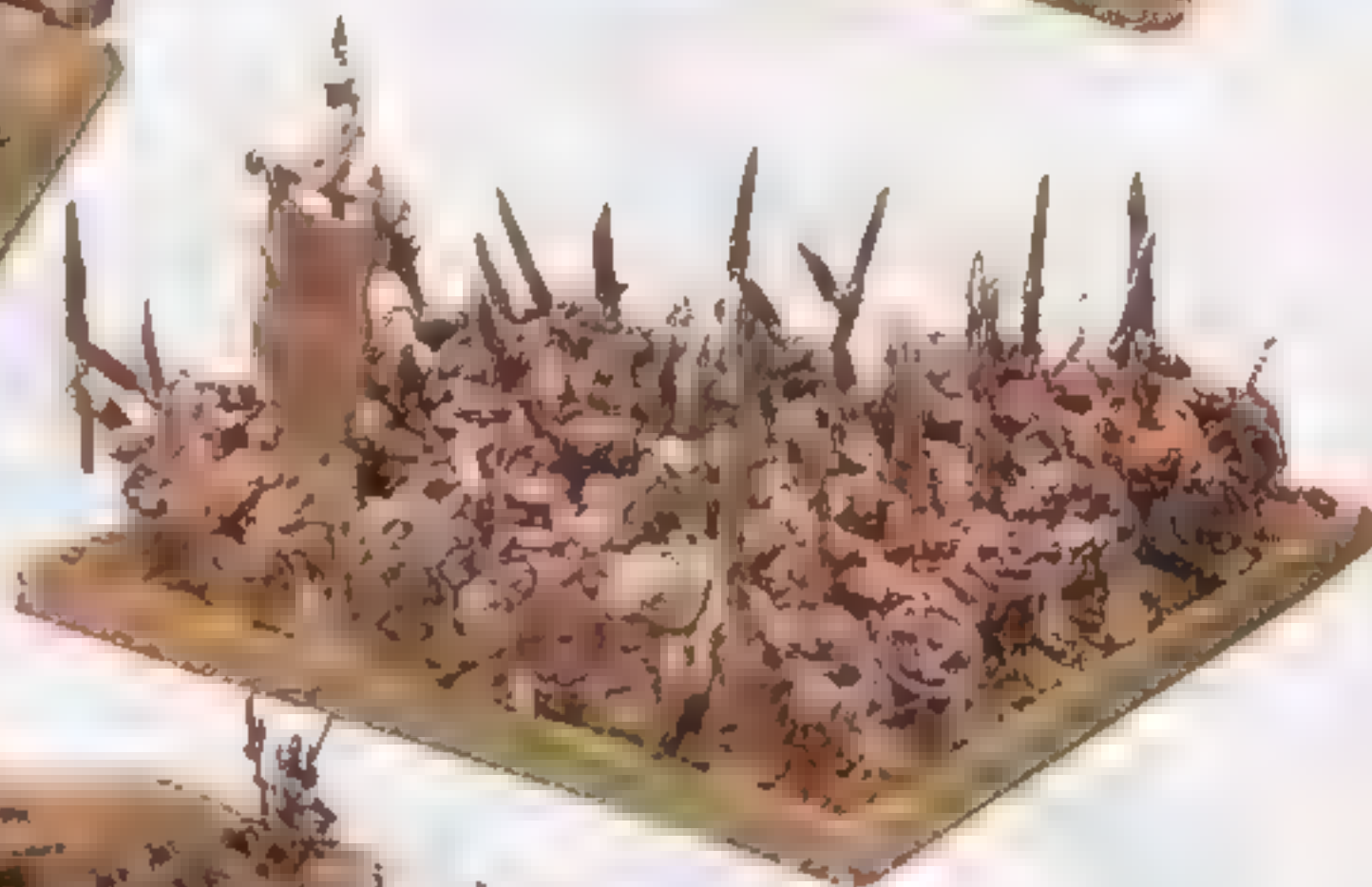
*A selection of units from Brud Driedrich's Skaven army*

*Top Right: A unit of converted Rat Ogres. Most of the conversions were made with minor body and arm swaps.*

*Above: Warp Cannon*

*Right: This large Clanrat regiment is the linchpin of the Skaven battle line.*

*Below Right: Brud Driedrich's complete army is resplendent on its handmade terrain board, which doubles as the carrying tray for the entire army.*





## CORE UNITS

*The Skaven Stormvermin boxed set contains 10 random Stormvermin.*



**Stormvermin  
Champion Body**  
020606001

*The Skaven  
Stormvermin  
command blister  
contains one  
Champion, one  
Standard Bearer &  
one Musician.*



**Stormvermin  
Champion Arm**  
020606004



**Stormvermin  
Standard**  
020606005



**Stormvermin  
Drummer Arm**  
020606006



**Stormvermin  
Musician**  
020606002



**Stormvermin  
Standard Bearer**  
020606003



**Skaven Stormvermin Box (10)**  
90-11

**Skaven Stormvermin  
Command Blister (3)**  
90-37



**Stormvermin 1**  
020606101



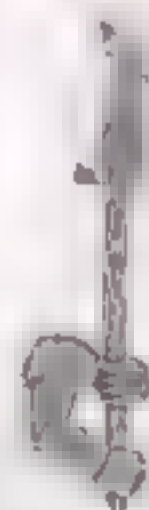
**Stormvermin 2**  
020606102



**Stormvermin 3**  
020606103



**Stormvermin 4**  
020606104



**Stormvermin  
Halberd 1**  
020606105



**Stormvermin  
Halberd 2**  
020606106



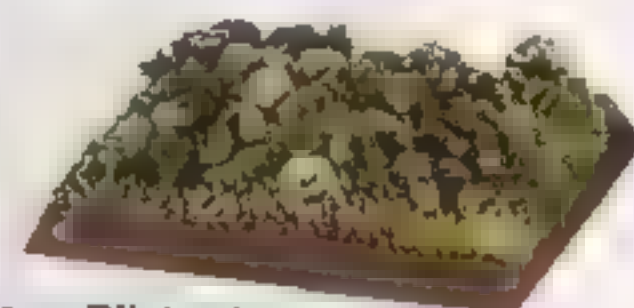
**Stormvermin  
Halberd 3**  
020606107



**Stormvermin  
Halberd 4**  
020606108



**Skaven Rat Swarm Blister (2 Bases)**  
90-45



**Skaven Rat Swarm 1**  
020606501



**Skaven Rat Swarm 2**  
020606502



## CORE UNITS



Skaven Poisoned  
Wind Globadier  
Blister (Random 1)  
90-47



Globadier 1  
020600703



Globadier 2  
020600702



Globadier 3  
020600705



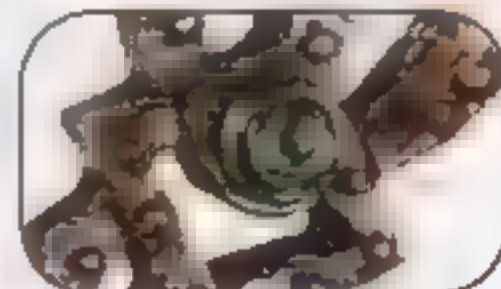
Globadier  
Backpack 1  
020600704



Globadier  
Backpack 2  
020600706

## PAINTING WARPSTONE

A lot of Skaven models in the range feature warpstone. Here is a simple but effective method for painting it. Start with a basecoat of Dark Angels Green and then highlight with Snot Green. Paint on some Scorpion Green in patches as the final highlight. To create a glassy effect, paint some Gloss Varnish on the model as a final step.



## SHOWCASE

*Matt York's stunning Skaven army won Best Overall at the Baltimore 2003 C11*







## SPECIAL UNITS



**Plague Monk  
Champion**  
020602405

*The Skaven Plague  
Monk command blister  
contains one Plague Monk  
Champion, one Plague Monk  
Musician & one Plague  
Monk Standard Bearer*



**Plague Monk  
Musician**  
020602307



**Plague Monk  
Standard**  
020602306



*The Skaven Plague Monk  
blister contains 3 random  
Plague Monks.*

**Skaven Plague Monks Blister (Random 3)**  
90-40

**Skaven Plague Monks Command Blister (3)**  
90-41



**Plague Monk 1**  
020600575



**Plague Monk 2**  
020600576



**Plague Monk 3**  
020600577



**Plague Monk 4**  
020600578

## SHOWCASE



*Above: Phil Kelly's heavily themed Clun Moulder  
army features a host of Rat Ogre conversions*



## SPECIAL UNITS



*The Skaven Rat Ogre blister contains 1 random Rat Ogre & 1 random Skaven Packmaster*

**Skaven Rat Ogre Blister**  
(Random Rat Ogre and Packmaster)  
90-43



**Packmaster 1**  
020601045

**Packmaster 2**  
020601050



**Rat Ogre Head 1**  
020606304



**Rat Ogre Head 2**  
020606305



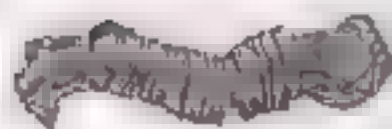
**Rat Ogre Head 3**  
020606306



**Rat Ogre Arm 1**  
020606307



**Rat Ogre Arm 2**  
020606308



**Rat Ogre Arm 3**  
020606309



**Rat Ogre Body 3**  
020606303

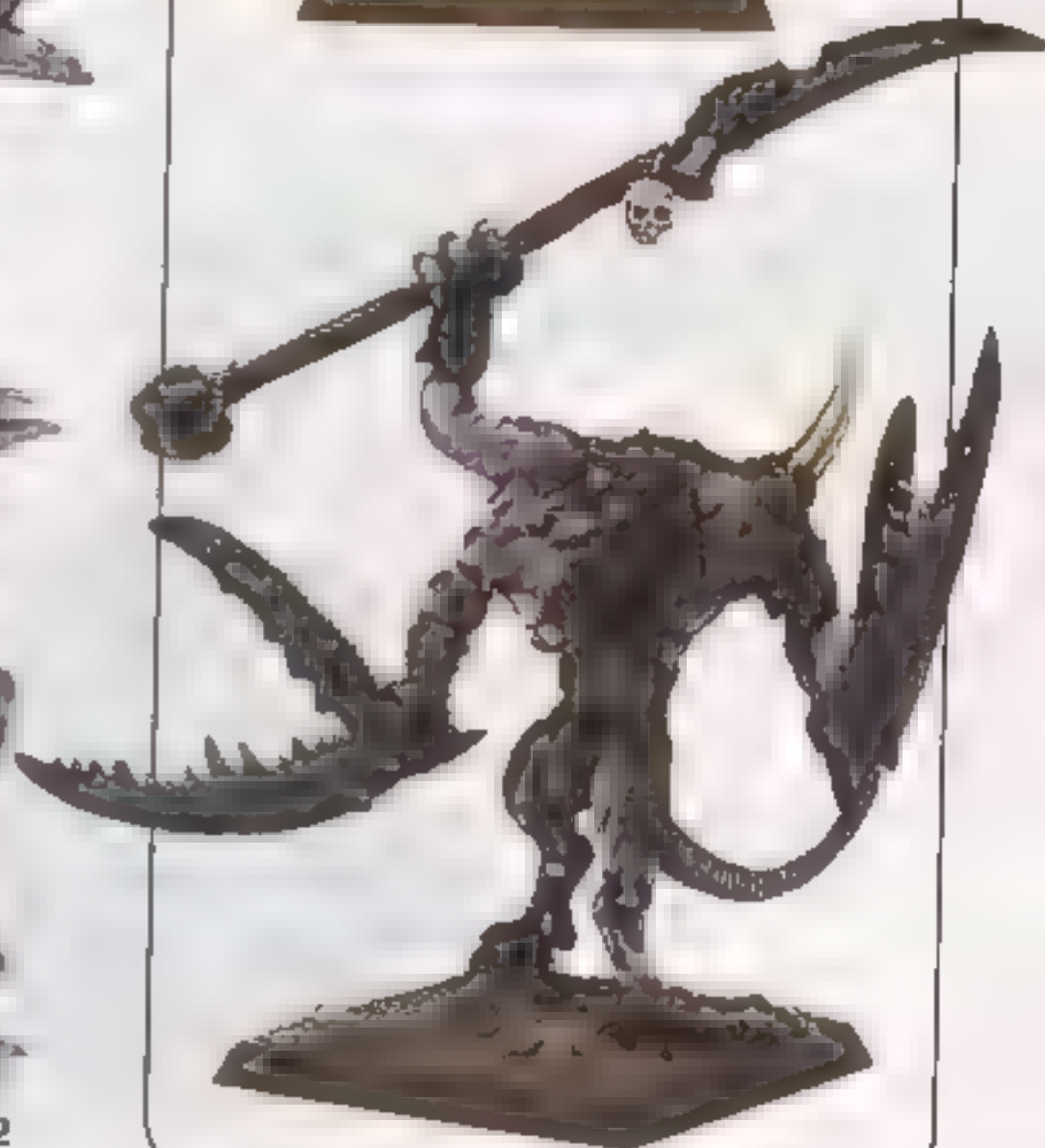


**Rat Ogre Body 1**  
020606301



**Rat Ogre Body 2**  
020606302

*A series of Skaven Rat Ogre conversions by (from top to bottom) Ty Finocchiaro, John Shaffer, and Jeff Hurd*





## SPECIAL UNITS

*The Skaven Gutter Runners blister contains 3 random Gutter Runners.*



**Gutter Runner 1**  
020606701



**Gutter Runner 2**  
020606702



**Gutter Runner 3**  
020606703



**Gutter Runner 4**  
020606704

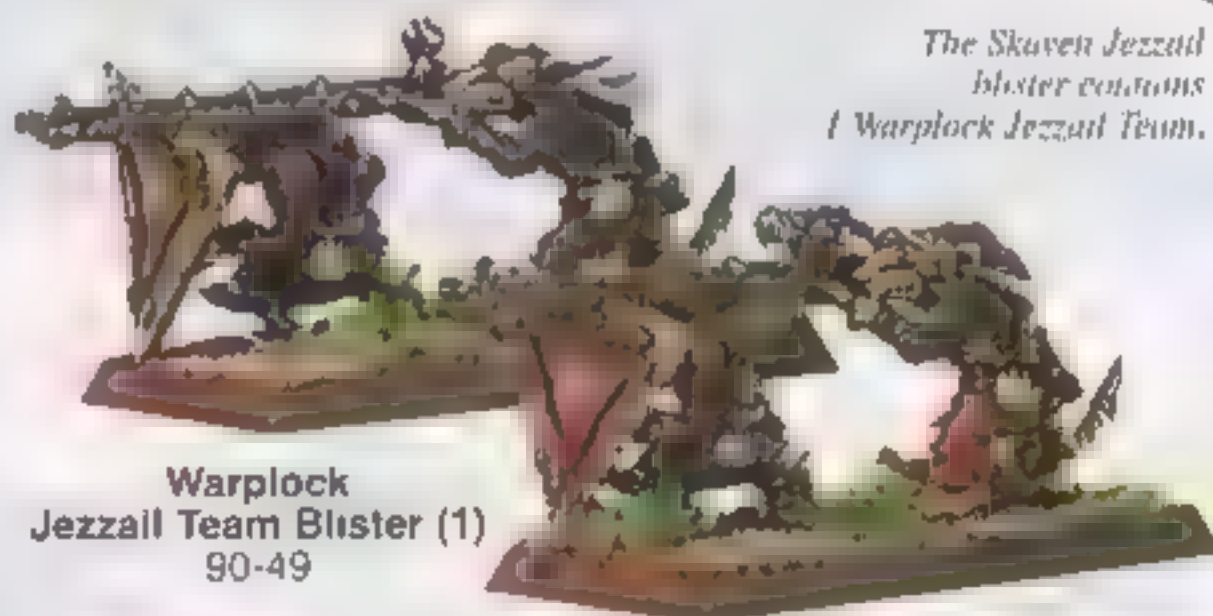
**Skaven Gutter Runners Blister (Random 3 Gutter Runners)**  
90-51



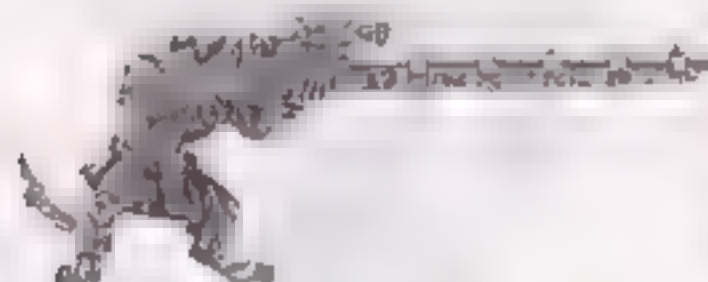
**Jezzail Gunner 1**  
020606401



**Jezzail Shield Bearer 1**  
020606403



**Warlock Jezzail Team Blister (1)**  
90-49



**Jezzail Gunner 2**  
020606402



**Jezzail Shield Bearer 2**  
020606404

*The Jezzail fires bullets of refined warpstone that explode on impact making mockery of even the thickest armor.*



**Jezzail Shield 1**  
020606405



**Jezzail Shield 2**  
020606406



**Jezzail Shield 3**  
020606407

## SHOWCASE

*Left: Clan Skryre Engineer  
Nick Davis built this Skaven Rat Tank from bits from the Classic Empire Steam Tank and the Skaven Doomwheel.*





# RARE UNITS



**Skaven Warp-Lightning Cannon Box (1)**  
90-10



**Lightning Cannon Base**  
020605404



**Lightning Cannon Sight**  
020605401



**Lightning Cannon Barrel**  
020605402



**Lightning Cannon Reactor**  
020605403



**Lightning Cannon Wheels**  
020605405



**Lightning Cannon Gunner**  
020605406



**Lightning Cannon Gunner Arm**  
020605407

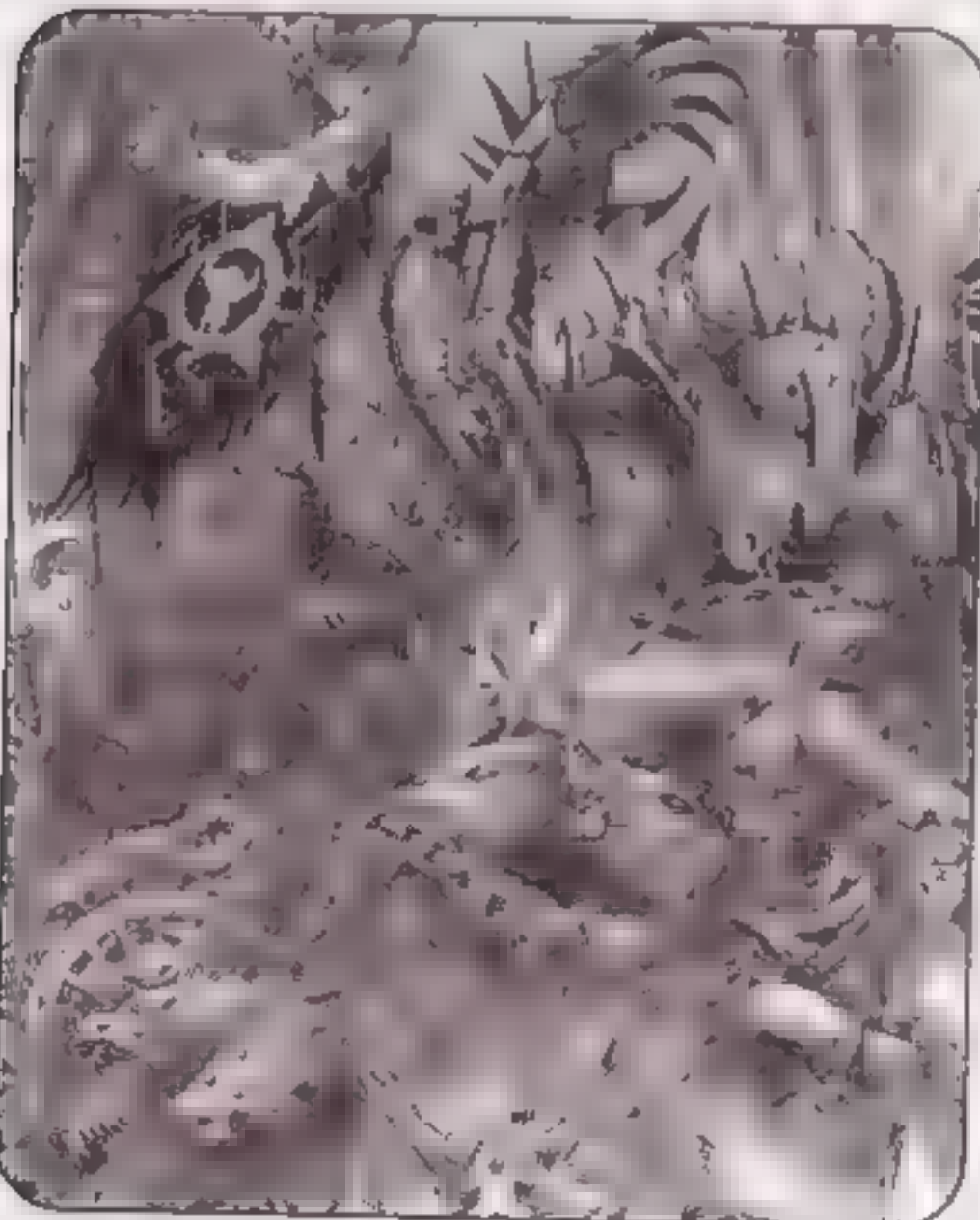


**Lightning Cannon Slave 1**  
020605408



**Lightning Cannon Slave 2**  
020605409

*The most recent addition to Clan Skryre's arsenal is the powerful Warp-Lightning Cannon. This bizarre gun is powered by a huge chunk of raw warpstone. Its raw energy is channeled through a series of lenses that amplify and concentrate it. When the weapon is fired, a bright green bolt of lightning, powerful enough to shatter mountains, surges from the weapon's muzzle.*



**Skaven Plague Censer Bearer Blister (Random 2)**  
90-39



*The Skaven Plague Censer Bearer blister contains 2 random Plague Censer Bearers.*



**Plague Censer Bearer 1**  
020600886



**Plague Censer Bearer 2**  
020600881



**Plague Censer Bearer 3**  
020600887



**Plague Censer Bearer 4**  
020600880





## PRICE LIST

### Getting Started

90-01-60 *Warhammer Armies: Skaven* .....\$20

### Boxed Sets & Blister Packs – Lords & Heroes

90-35 *Skaven Warlord* .....\$9  
Blister includes 1 model

90-38 *Skaven Grey Seer* .....\$9  
Box includes 1 random model

90-42 *Skaven Warlock Engineer* .....\$8  
Box includes 1 random model

90-48 *Skaven Assassin* .....\$9  
Box includes 1 random model

90-07 *Skaven Screaming Bell* .....\$40  
Box includes 1 model

### Special Characters

90-09 *Thanquol & Boneripper* .....\$25  
Box includes 2 models

90-52 *Throt the Unclean* .....\$10  
Blister includes 1 model

### Boxed Sets & Blister Packs – Core

90-06 *Clanrats Regiment* .....\$30  
Box includes 20 models

90-08 *Night Runners Regiment* .....\$30  
Box includes 20 models

90-44 *Packmaster & Three Giant Rats* ...\$10  
Blister includes 4 random models

90-45 *Rat Swarm* .....\$10  
Blister includes 2 models

90-47 *Poisoned Wind Globadiers* .....\$6  
Blister includes 1 random model

90-48 *Warfire Thrower Team* .....\$10  
Blister includes 1 random model

90-50 *Ratling Gun* .....\$10  
Blister includes 1 random model

90-37 *Stormvermin Command* .....\$10  
Blister includes 3 models

90-11 *Stormvermin Regiment* .....\$35  
Box includes 10 random models

### Boxed Sets & Blister Packs – Special

90-51 *Gutter Runners* .....\$9  
Blister includes 3 random models

90-40 *Plague Monk Command* .....\$10  
Blister includes 3 models

90-41 *Plague Monks* .....\$9  
Blister includes 3 random models

90-43 *Rat Ogre with Packmaster* .....\$15  
Blister includes 2 random models

90-49 *Warlock Jezzai Team* .....\$9  
Blister includes 1 model

### Boxed Sets & Blister Packs – Rare

90-39 *Plague Censer Bearers* .....\$7  
Blister includes 2 random models

90-10 *Warp Lightning Cannon* .....\$25  
Box includes 1 model

### Metal Bitz – Lords & Heroes

#### Skaven Warlord

020605601 Warlord Body .....\$4  
020605602 Warlord Weapon .....\$2  
020605603 Warlord Tail .....\$2  
020605604 Warlord Shield .....\$2

#### Skaven Grey Seer

020606901 Grey Seer 1 Body .....\$6.50  
020606902 Grey Seer 1 Head .....\$3  
020606903 Grey Seer 2 .....\$9.50

#### Skaven Warlock Engineer

020606201 Warlock Engineer Body 1 .....\$5  
020606202 Warlock Engineer Body 2 ..\$5  
020606203 Warlock Engineer Arm 1 ....\$2.50  
020606204 Warlock Engineer Arm 2 ....\$2.50  
020606205 Warlock Engineer Backpack 1\$2.50  
020606206 Warlock Engineer Backpack 2\$2.50

#### Skaven Assassin

020606601 Assassin 1 .....\$10  
020606602 Assassin 2 .....\$10

#### Skaven Screaming Bell

020605901 Screaming Bell Right Support\$5.75  
020605902 Screaming Bell Top .....\$4.50  
020605903 Screaming Bell Holder .....\$2.25  
020605904 Screaming Bell .....\$5.75  
020605905 Screaming Bell Left Support ..\$5.75  
020605906 Screaming Bell Right Wheels\$5.75  
020605907 Screaming Bell Base .....\$5.75  
020605908 Screaming Bell Left Wheels ..\$5.75  
020605909 Screaming Bell Grey Seer\$11.25  
020605910 Screaming Bell Striker .....\$3.50

#### Special Characters

##### Thanquol & Boneripper

020601701 Grey Seer Thanquol .....\$9  
020605501 Boneripper Head .....\$2  
020605502 Boneripper Gun Arm .....\$3  
020605503 Boneripper Body .....\$6  
020605504 Boneripper Claw Arm .....\$3  
020605505 Boneripper Legs .....\$3

##### Throt the Unclean

020606801 Throt Body .....\$4  
020606802 Throt Staff .....\$3  
020606803 Throt Sword .....\$2  
020606804 Throt Whip .....\$2

### Metal Bitz & Plastic Bitz – Core

#### Skaven Clanrat Regiment

99380206001 Clanrat Regiment Sprue ...\$6.25  
99360299006 Clanrat Shield Sprue ....\$1.25  
99380299001 Clanrat Command Sprue ..\$5

#### Skaven Night Runners Regiment

99381106001 Night Runners Sprue ....\$8

#### Skaven Packmaster & Giant Rats

020601045 Packmaster 1 .....\$3.75  
020601050 Packmaster 2 .....\$3.75  
020605701 Giant Rat 1 .....\$3  
020605702 Giant Rat 2 .....\$3  
020605703 Giant Rat 3 .....\$3  
020605704 Giant Rat 4 .....\$3  
020605705 Giant Rat 5 .....\$3  
020605706 Giant Rat 6 .....\$3

#### Skaven Poisoned Wind Globadiers

020600702 Globadier 1 .....\$4.50  
020600703 Globadier 2 ....\$4.50  
020600704 Globadier Backpack 1 .....\$2.50  
020600705 Globadier 3 .....\$4.50  
020600706 Globadier Backpack 2 .....\$2.50

#### Skaven Rat Swarm

020606501 Rat Swarm 1 .....\$5.50  
020606502 Rat Swarm 2 .....\$5.50

#### Skaven Warfire Thrower

020601301 Gunner 1 .....\$5.50  
020601302 Fuel Carrier 1 .....\$5.50  
020601303 Gunner 2 .....\$5.50  
020601304 Fuel Carrier 2 .....\$5.50

#### Skaven Ratling Gun

020605801 Ratling Gun Gunner 1 .....\$5.50  
020605802 Ratling Gun Gunner 2 ...\$5.50  
020605803 Ratling Gun Loader 1 .....\$5.50  
020605804 Ratling Gun Loader 2 .....\$5.50

#### Skaven Stormvermin

020606001 Stormvermin Champion 1 .....\$3  
020606002 Stormvermin Standard Bearer\$3  
020606003 Stormvermin Musician .....\$3  
020606004 Stormvermin Champion Arm ..\$1  
020606005 Stormvermin Standard ..\$2  
020606006 Stormvermin Drummer Arm .....\$1  
020606101 Stormvermin Body 1 .....\$3  
020606102 Stormvermin Body 2 ..\$3  
020606103 Stormvermin Body 3 ....\$3  
020606104 Stormvermin Body 4 ..\$3  
020606105 Stormvermin Halberd 1 .....\$2  
020606106 Stormvermin Halberd 2 .....\$2  
020606107 Stormvermin Halberd 3 .....\$2  
020606108 Stormvermin Halberd 4 .....\$2

### Metal Bitz – Special

#### Skaven Gutter Runners

020606701 Gutter Runner 1 .....\$3.50  
020606702 Gutter Runner 2 .....\$3.50  
020606703 Gutter Runner 3 .....\$3.50  
020606704 Gutter Runner 4 .....\$3.50

#### Skaven Plague Monks

020600575 Plague Monk 1 .....\$3.50  
020600576 Plague Monk 2 .....\$3.50  
020600577 Plague Monk 3 .....\$3.50  
020600578 Plague Monk 4 .....\$3.50  
020602306 Plague Monk Standard .....\$4  
020602307 Plague Monk Musician ....\$4  
020602405 Plague Monk Champion ...\$4

#### Skaven Rat Ogres

020606301 Rat Ogre Body 1 .....\$8  
020606302 Rat Ogre Body 2 .....\$8  
020606303 Rat Ogre Body 3 .....\$8  
020606304 Rat Ogre Head 1 .....\$2  
020606305 Rat Ogre Head 2 .....\$2  
020606306 Rat Ogre Head 3 .....\$2  
020606307 Rat Ogre Arm 1 .....\$3  
020606308 Rat Ogre Arm 2 .....\$3  
020606309 Rat Ogre Arm 2 .....\$3

#### Skaven Jezzai

020606401 Jezzai Gunner 1 .....\$4  
020606402 Jezzai Gunner 2 .....\$4  
020606403 Jezzai Shield Bearer 1 .....\$3  
020606404 Jezzai Shield Bearer 2 .....\$3  
020606405 Jezzai Shield 1 .....\$2  
020606406 Jezzai Shield 2 .....\$2  
020606407 Jezzai Shield 3 .....\$2

### Metal Bitz – Rare

#### Skaven Plague Censer Bearers

020600880 Plague Censer Bearer 4 .....\$4.50  
020600881 Plague Censer Bearer 2 .....\$4.50  
020600886 Plague Censer Bearer 1 .....\$4.50  
020600887 Plague Censer Bearer 3 ...\$4.50

#### Skaven Warp-Lightning Cannon

020605401 Lightning Cannon Sight .....\$3  
020605402 Lightning Cannon Barrel .....\$4  
020605403 Lightning Cannon Reactor .....\$6  
020605404 Lightning Cannon Base ..\$4  
020605405 Lightning Cannon Wheels ..\$2  
020605406 Lightning Cannon Gunner ....\$3  
020605407 Lightning Cannon Gunner Arm ..\$1  
020605408 Lightning Cannon Slave 1 .....\$3  
020605409 Lightning Cannon Slave 2 .....\$3



## PRICE LIST

## Classic/Collector's Range

## Metal Blitz – Lords &amp; Heroes

|           |                       |        |
|-----------|-----------------------|--------|
| MO0083    | Classic Vermin Lord   | \$25   |
| 020600101 | Vermin Lord Head      | \$4    |
| 020600102 | Vermin Lord Torso     | \$7    |
| 020600103 | Vermin Lord Legs      | \$5    |
| 020600104 | Vermin Lord Right Arm | \$4    |
| 020600105 | Vermin Lord Left Arm  | \$2.50 |
| 020600106 | Vermin Lord Tail      | \$4    |

## Classic Skaven Master Assassins

|           |                       |     |
|-----------|-----------------------|-----|
| MO0080    | Master Assassin       | \$9 |
| 020602102 | Master Assassin Body  | \$8 |
| 020602103 | Master Assassin Sword | \$2 |

## Classic Skaven Clan Skryre Warlord

|           |                            |     |
|-----------|----------------------------|-----|
| MO0081    | Clan Skryre Warlord        | \$9 |
| 020601901 | Clan Skryre Warlord Body   | \$8 |
| 020601902 | Clan Skryre Warlord Banner | \$2 |

## Classic Skaven Clan Mors Warlord

|           |                               |     |
|-----------|-------------------------------|-----|
| MO0082    | Clan Mors Warlord             | \$9 |
| 020601801 | Clan Mors Warlord Body        | \$7 |
| 020601802 | Clan Mors Warlord Trophy Rack | \$3 |

## Classic Skaven Clan Pestilens Plaguelord

|           |                                |     |
|-----------|--------------------------------|-----|
| 020601601 | Clan Pestilens Plaguelord      | \$9 |
| 020601601 | Clan Pestilens Plaguelord Body | \$9 |

## Classic Screaming Bell

|           |                              |      |
|-----------|------------------------------|------|
| MO0108    | Screaming Bell               | \$40 |
| 020600301 | Screaming Bell Grey Seer     | \$4  |
| 020600302 | Screaming Bell Striker       | \$4  |
| 020600303 | Screaming Bell Platform      | \$5  |
| 020600304 | Screaming Bell Support       | \$5  |
| 020600305 | Screaming Bell Hat           | \$5  |
| 020600306 | Screaming Bell Counterweight | \$5  |
| 020600307 | Screaming Bell Warpstone     | \$5  |
| 020600308 | Screaming Bell Clanger       | \$5  |

## Classic Warlock Engineer

|           |                      |     |
|-----------|----------------------|-----|
| 020601501 | Warlock with Staff 1 | \$3 |
| 020601502 | Warlock with Skull   | \$4 |
| 020601503 | Warlock Back Banner  | \$5 |
| 020601504 | Warlock with Staff 2 | \$2 |

## Classic Warlord

|           |                     |     |
|-----------|---------------------|-----|
| 020604901 | Warlord Body        | \$5 |
| 020604902 | Warlord Head        | \$5 |
| 020604903 | Warlord Back Banner | \$5 |
| 020604904 | Warlord Shield      | \$5 |

## Classic Assassins

|           |            |     |
|-----------|------------|-----|
| 020601401 | Assassin 1 | \$5 |
| 020601402 | Assassin 2 | \$5 |
| 020601403 | Assassin 3 | \$5 |

## Classic Boneripper

|           |                     |     |
|-----------|---------------------|-----|
| 020602001 | Boneripper Head     | \$5 |
| 020602002 | Boneripper Torso    | \$5 |
| 020602003 | Boneripper Left Arm | \$5 |
| 020602004 | Boneripper Legs     | \$5 |

## Metal Blitz – Core

## Classic Skaven Clanrats

|           |                      |     |
|-----------|----------------------|-----|
| 020604001 | Clanrat w/ Spear 1   | \$3 |
| 020604002 | Clanrat w/ Spear 2   | \$3 |
| 020604003 | Clanrat w/ Spear 3   | \$3 |
| 020604004 | Clanrat w/ Spear 4   | \$3 |
| 020604005 | Clanrat w/ Spear 5   | \$3 |
| 020604006 | Clanrat w/ Spear 6   | \$3 |
| 020604007 | Clanrat w/ Spear 7   | \$3 |
| 020604008 | Clanrat w/ Spear 8   | \$3 |
| 020604009 | Clanrat w/ Spear 9   | \$3 |
| 020604010 | Clanrat w/ Spear 10  | \$3 |
| 020604011 | Clanrat w/ Spear 11  | \$3 |
| 020604012 | Clanrat w/ Spear 12  | \$3 |
| 020604013 | Clanrat w/ Spear 13  | \$3 |
| 020604014 | Clanrat w/ Spear 14  | \$3 |
| 020604015 | Clanrat w/ Spear 15  | \$3 |
| 020604016 | Clanrat w/ Spear 16  | \$3 |
| 020604017 | Clanrat w/ Spear 17  | \$3 |
| 020604018 | Clanrat w/ Spear 18  | \$3 |
| 020604019 | Clanrat w/ Spear 19  | \$3 |
| 020604020 | Clanrat w/ Spear 20  | \$3 |
| 020604021 | Clanrat w/ Spear 21  | \$3 |
| 020604022 | Clanrat w/ Spear 22  | \$3 |
| 020604023 | Clanrat w/ Spear 23  | \$3 |
| 020604024 | Clanrat w/ Spear 24  | \$3 |
| 020604025 | Clanrat w/ Spear 25  | \$3 |
| 020604026 | Clanrat w/ Spear 26  | \$3 |
| 020604027 | Clanrat w/ Spear 27  | \$3 |
| 020604028 | Clanrat w/ Spear 28  | \$3 |
| 020604029 | Clanrat w/ Spear 29  | \$3 |
| 020604030 | Clanrat w/ Spear 30  | \$3 |
| 020604031 | Clanrat w/ Spear 31  | \$3 |
| 020604032 | Clanrat w/ Spear 32  | \$3 |
| 020604033 | Clanrat w/ Spear 33  | \$3 |
| 020604034 | Clanrat w/ Spear 34  | \$3 |
| 020604035 | Clanrat w/ Spear 35  | \$3 |
| 020604036 | Clanrat w/ Spear 36  | \$3 |
| 020604037 | Clanrat w/ Spear 37  | \$3 |
| 020604038 | Clanrat w/ Spear 38  | \$3 |
| 020604039 | Clanrat w/ Spear 39  | \$3 |
| 020604040 | Clanrat w/ Spear 40  | \$3 |
| 020604041 | Clanrat w/ Spear 41  | \$3 |
| 020604042 | Clanrat w/ Spear 42  | \$3 |
| 020604043 | Clanrat w/ Spear 43  | \$3 |
| 020604044 | Clanrat w/ Spear 44  | \$3 |
| 020604045 | Clanrat w/ Spear 45  | \$3 |
| 020604046 | Clanrat w/ Spear 46  | \$3 |
| 020604047 | Clanrat w/ Spear 47  | \$3 |
| 020604048 | Clanrat w/ Spear 48  | \$3 |
| 020604049 | Clanrat w/ Spear 49  | \$3 |
| 020604050 | Clanrat w/ Spear 50  | \$3 |
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| 020604069 | Clanrat w/ Spear 69  | \$3 |
| 020604070 | Clanrat w/ Spear 70  | \$3 |
| 020604071 | Clanrat w/ Spear 71  | \$3 |
| 020604072 | Clanrat w/ Spear 72  | \$3 |
| 020604073 | Clanrat w/ Spear 73  | \$3 |
| 020604074 | Clanrat w/ Spear 74  | \$3 |
| 020604075 | Clanrat w/ Spear 75  | \$3 |
| 020604076 | Clanrat w/ Spear 76  | \$3 |
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| 020604100 | Clanrat w/ Spear 100 | \$3 |
| 020604101 | Clanrat w/ Spear 101 | \$3 |
| 020604102 | Clanrat w/ Spear 102 | \$3 |
| 020604103 | Clanrat w/ Spear 103 | \$3 |
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| 020604110 | Clanrat w/ Spear 110 | \$3 |
| 020604111 | Clanrat w/ Spear 111 | \$3 |
| 020604112 | Clanrat w/ Spear 112 | \$3 |
| 020604113 | Clanrat w/ Spear 113 | \$3 |
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| 020604119 | Clanrat w/ Spear 119 | \$3 |
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| 020604210 | Clanrat w/ Spear 210 | \$3 |
| 020604211 | Clanrat w/ Spear 211 | \$3 |
| 020604212 | Clanrat w/ Spear 212 | \$3 |
| 020604213 | Clanrat w/ Spear 213 | \$3 |
| 020604214 | Clanrat w/ Spear 214 | \$3 |
| 020604215 | Clanrat w/ Spear 215 | \$3 |
| 020604216 | Clanrat w/ Spear 216 | \$3 |
| 020604217 | Clanrat w/ Spear 217 | \$3 |
| 020604218 | Clanrat w/ Spear 218 | \$3 |
| 020604219 | Clanrat w/ Spear 219 | \$3 |
| 020604220 | Clanrat w/ Spear 220 | \$3 |
| 020604221 | Clanrat w/ Spear 221 | \$3 |
| 020604222 | Clanrat w/ Spear 222 | \$3 |
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| 020604320 | Clanrat w/ Spear 320 | \$3 |
| 020604    |                      |     |





## CLASSIC RANGE

*A great claw sliced through the curtain of reality, and the majestic form of the Vermin Lord stepped into the material world*



**Skaven Vermin Lord**  
MO 0083



**Vermin Lord Head**  
020600101



**Vermin Lord Torso**  
020600102



**Vermin Lord Legs**  
020600103



**Vermin Lord Tail**  
020600106



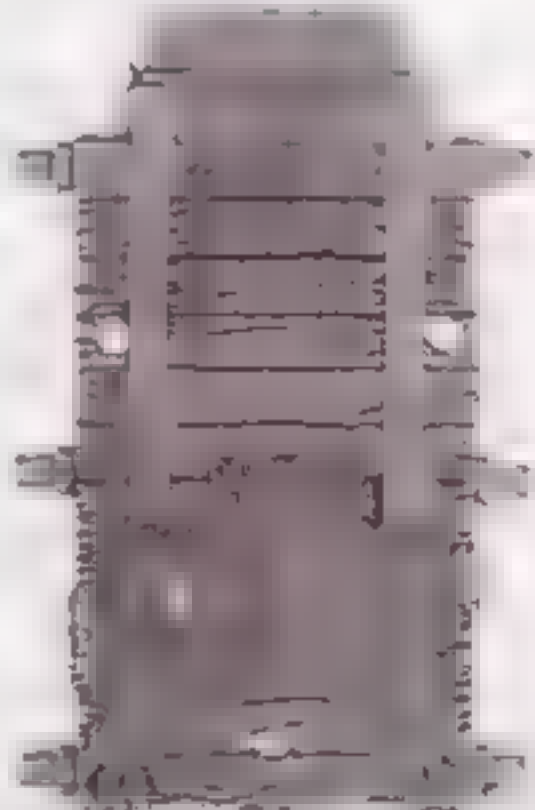
**Vermin Lord Left Arm**  
020600105



**Vermin Lord Halberd**  
020600104



**Screaming Bell Support**  
020600304



**Screaming Bell Base**  
020600303



**Screaming Bell Striker**  
020600302



**Screaming Bell Grey Seer**  
020600301



**Screaming Bell Clanger**  
020600305



**Screaming Bell Warpstone Brazier**  
020600307



**Screaming Bell Counterweight**  
020600306



**Screaming Bell Clanger**  
020600308

*You also need the solid plastic wheel sprue (903994940581) to complete your Classic Screaming Bell*



**Skaven Screaming Bell**  
MO 0106



Clan Skryre Warlocks are responsible for inventing, building, and maintaining the destructive (to both friend and foe) war machines that Skaven armies field.

# CLASSIC RANGE



Painted example of a completed Classic Skaven Warlock



Warlock w/ Staff 1  
020601501



Warlock w/ Staff 2  
020601504

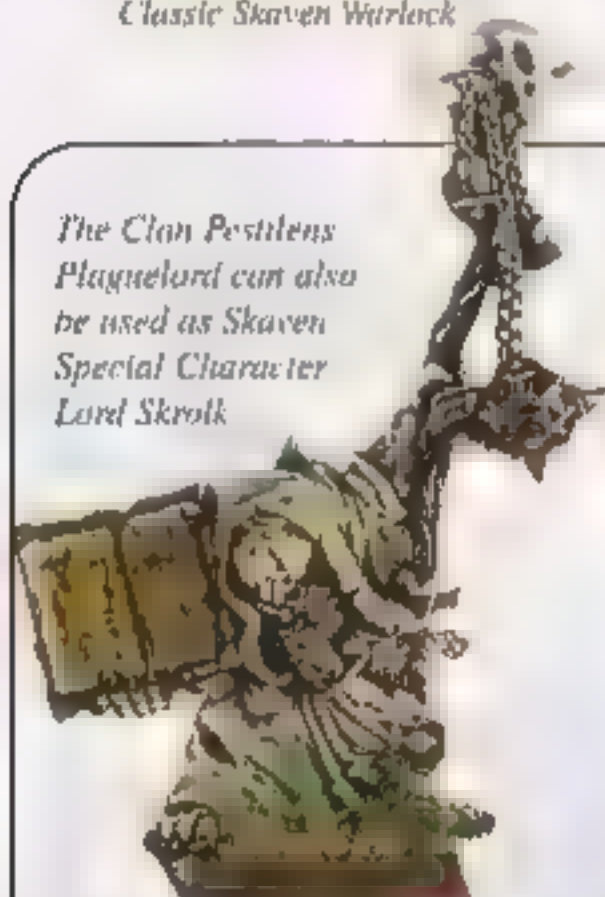


Warlock Back Banner  
020601503



Warlock w/ Skull  
020601502

The Clan Pestilens Plaguelord can also be used as Skaven Special Character Lord Skrokk



Clan Pestilens Plaguelord  
020601601



Clan Mor Warlord  
MO 0082

The Clan Mor Warlord can also be used as Skaven Special Character Queek Head-faker



Clan Mor Warlord Body  
020601801



Clan Mor Warlord Trophy Rack  
020601802

The Clan Skryre Warlord can also be used as Skaven Special Character Ikt Clan



Clan Skryre Warlord  
MO 0081



Clan Skryre Warlord Body  
020601901



Clan Skryre Warlord Banner  
020601902



Master Assassin Body  
020602102



Master Assassin  
MO 0080

The Master Assassin can also be used as Skaven Special Character Deathmaster Snikch



Master Assassin Sword  
020602103



## CLASSIC RANGE

*Run, run, man-thing, for  
we are SKAVEN!*



**Skaven Assassin 1**  
020601401



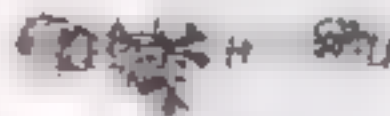
**Warlord Body**  
020604901



**Warlord Head**  
020604902



**Warlord Shield**  
020604904



**Warlord Back Banner**  
020604903



*Painted example of completed  
Classic Skaven Warlord*



**Skaven Assassin 3**  
020601403



**Skaven Assassin 2**  
020601402



**Skaven Champion 2**  
020602457



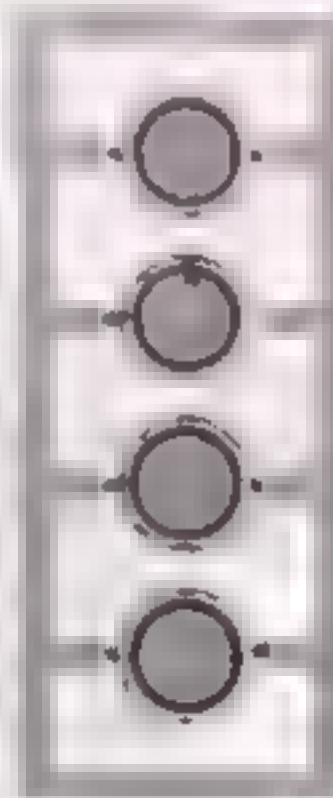
**Skaven Standard 1**  
020602304



**Skaven Standard 2**  
020602360



**Skaven Musician 2**  
020602363



**Small Round  
Shield Sprue**  
99369999004



**Skaven Clanrat w/  
Spear 1**  
020602225



**Skaven Clanrat w/  
Spear**  
020602915



**Skaven Clanrat w/  
Spear**  
020602967



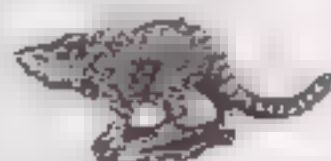
**Skaven Clanrat 1**  
020602229



**Skaven Clanrat 2**  
020602253



**Skaven Giant Rat 5**  
020601005



**Skaven Giant Rat 6**  
020601002



**Skaven Giant Rat 7**  
020601001



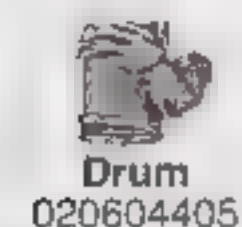
**Skaven Giant Rat 8**  
020601004



**Skaven Giant Rat 9**  
020601003



## CLASSIC RANGE



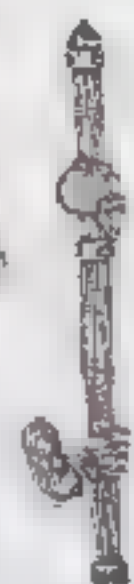
Drum

020604405



Drum Arm

020604406



Standard Pole

020604403

Champion Head

020604401

Sword Arm

020604402

Standard Top

020604404

Above: Classic Skaven necessities for the plastic Skaven regiment Clanrat sprue. These bits also make great conversion pieces



Painted example of a completed Classic Boneripper



Boneripper Arm

020602003



Boneripper Torso

020602002



Boneripper Head

020602001

Boneripper Legs

020602004



Skaven Slave w/ Spear 1

020604501



Skaven Slave w/ Spear 2

020604502



Skaven Slave w/ Spear 3

020604503



Skaven Slave w/ Spear 4

020604504



Skaven Slave Standard Icon

020604806



Skaven Slave Musician

020604805



Skaven Slave Standard

020604807



Painted examples of completed Classic Skaven Slaves



Skaven Slave w/ Hand Weapon 1

020604601



Skaven Slave w/ Hand Weapon 2

020604602



Skaven Slave w/ Hand Weapon 3

020604603



Skaven Slave w/ Hand Weapon 4

020604604



Skaven Slave w/ Sling 1

020604701



Skaven Slave w/ Sling 2

020604702



Skaven Slave w/ Sling 3

020604703



Skaven Slave w/ Sling 4

020604704



# SHOWCASE



*Left: The Gutter Runners' Assassin is represented by Deathmaster Snikch.*

*Right: Gareth has just added this unit of the new, plastic Skaven Clanrats to his existing army.*



*Below: Gutter Runners scurry through the woods.*



*Left: The Plague Monks of Basilus Rubomus.*





# SHOWCASE

*This army showcase features the Clan Rat-Fink, the Skaven Horde painted by Gareth Hamilton.*

*Note that Gareth uses a number of Classic Skaven miniatures in this army.*

*Below: Notice how Gareth has used the Necromunda Giant Rats to good effect in his Puckmaster's Giant Rat unit.*

*Below: Gareth Hamilton's stunningly painted Classic Skaven Screaming Bel.*



*Left: This main Clanrat unit is made up of the original metal Skaven Clanrat figures and led by Warlord Ratuxed himself.*



*Left: Clan Skryre agent Mulder in the safe company of 70 Stormvermin.*



## CLASSIC RANGE



*Classic Skaven Stormvermin come complete with the Small Round Shield sprue*

*Painted examples of completed Classic Skaven Stormvermin*



**Stormvermin Standard**  
020602309

**Stormvermin Champion**  
020602508

**Stormvermin Musician**  
020602310



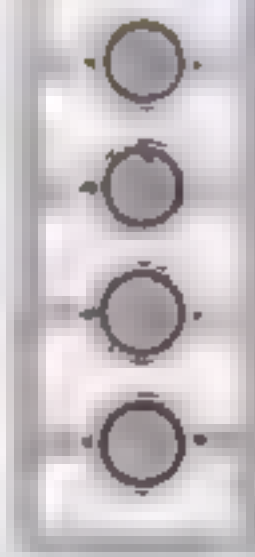
**Stormvermin 1**  
020600402



**Stormvermin 2**  
020600404



**Stormvermin 3**  
020600401



**Small Round Shield Sprue**  
99369999004  
*Note: Sprue shown at 75% actual size*



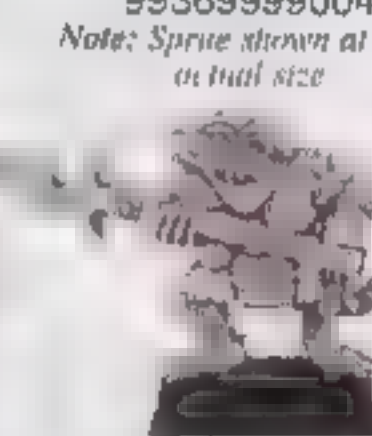
**Stormvermin 6**  
020600472



**Stormvermin 4**  
020600471



**Stormvermin 5**  
020600473



**Stormvermin 7**  
020600474

Throtvile gave the command to fire, and the four Jezzails rang out in unison. Waving a paw to clear the foul-smelling smoke, he could see their target. A unit of Knights had lost two of their number, and the rest had driven to a confused halt and struggled to bring their horses under control.



*Painted examples of completed Classic Skaven Jezzail Teams*



**Skaven Jezzail 1**  
020601201



**Skaven Jezzail 2**  
020601203



**Skaven Jezzail Rest 1**  
020601202



**Skaven Jezzail Rest 2**  
020601204

Chittering with excitement, the Jezzail crews reloaded and prepared to fire again. Throtvile's whiskers bristled with pride as the next volley of shots downed another Knight. The other wheeled around and fled. How Throtvile would be remembered for this glorious day! He had single-handedly (well almost) routed that huge regiment of enemy cavalry!



# CLASSIC RANGE



**Gutter Runner 1**  
020600688



**Gutter Runner 2**  
020600689



**Gutter Runner 3**  
020600690



**Gutter Runner 4**  
020600691



**Gutter Runner 5**  
020600601



**Gutter Runner 6**  
020600602



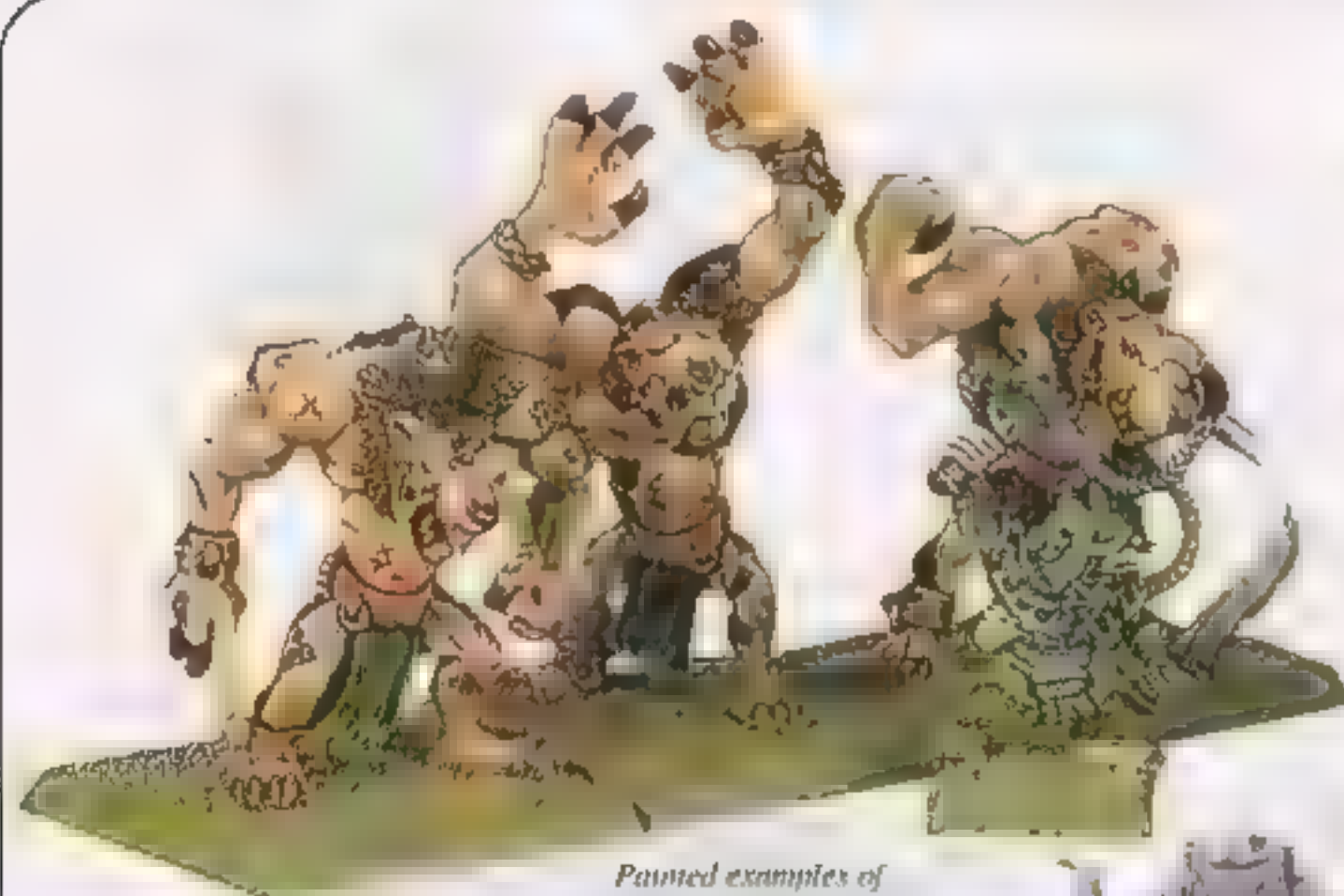
**Gutter Runner 7**  
020600603



**Gutter Runner 8**  
020600604



*Painted examples of  
more than 100  
Gutter Runners*



*Painted examples of  
completed Classic Rat Ogres*



**Rat Ogre Head 1**  
020600902



**Rat Ogre Head 2**  
020600903



**Rat Ogre Head 3**  
020600901



**Rat Ogre Torso 2**  
020600904



**Rat Ogre Torso 3**  
020600905



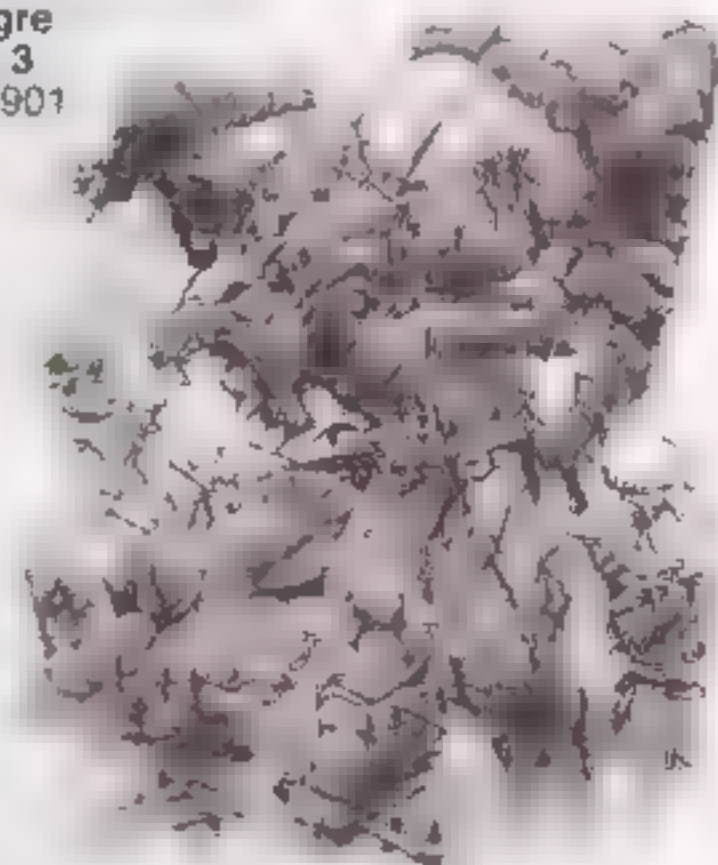
**Rat Ogre Torso 1**  
020600906



**Rat Ogre Legs 1**  
020600907



**Rat Ogre Legs 2**  
020600908





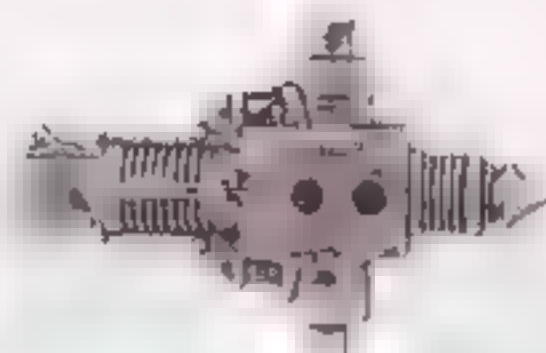
## CLASSIC RANGE



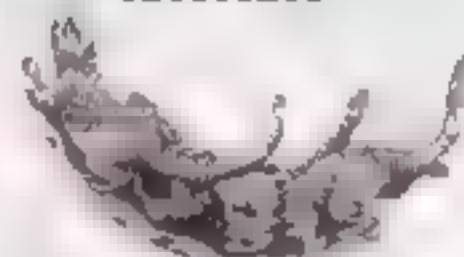
**Skaven Doomwheel**  
MO 0236



**Doomwheel Wheel**  
020600204



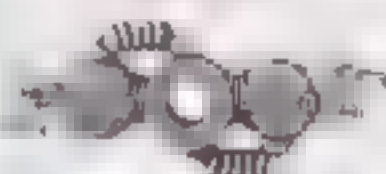
**Doomwheel Generator Hub**  
020600206



**Doomwheel Rats**  
020600205



**Doomwheel Stern Axle**  
020600207



**Doomwheel Warpetone Generator**  
020600208

*You also need the solid plastic wheel sprue (99399999058) to complete your Classic Skaven Doomwheel.*



**Doomwheel Warlock Engineer Body**  
020600201



**Doomwheel Warlock Engineer Bottom**  
020600202



**Doomwheel Chair Back**  
020600203



**Doomwheel Fwd Lightning Projector**  
020600209



**Doomwheel Lightning Projector**  
020600210

*Below: This Skaven Doomwheel was painted by Skaven Master Gareth Hamilton for his Warhammer Grand Tournament army.*





# COLLECTOR'S RANGE



**Throt the  
Unclean**  
74461-19



**Skaven Champion  
w/ Handgun**  
74457-79



**Skaven Champion  
w/ Handgun**  
74451-3



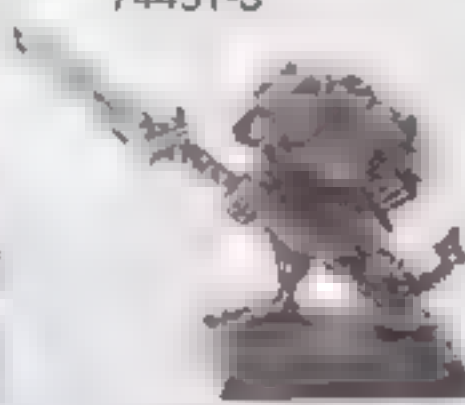
**Skaven  
Clanrat 4**  
74450-20



**Skaven Clanrat w/  
Pick**  
74450-27



**Skaven Clanrat w/  
Spear 7**  
74452-28



**Skaven Clanrat w/  
Spear 8**  
74452-65



**Skaven  
Slave w/ Sling**  
74406-13



**Skaven Slave 1**  
74452-18



**Skaven Slave 2**  
74452-69



**Skaven Slave 3**  
74452-64



**Skaven  
Slave w/ Club**  
74452-16



**Skaven Slave w/  
Staff Sling**  
74450-55



**Skaven  
Giant Rat 1**  
74406-46



**Skaven  
Giant Rat 2**  
74406-48



**Skaven  
Giant Rat 3**  
74406-49



**Warlock  
w/ Poison Wind Globe**  
74458-33



**Clanrat  
w/ Poison Wind Globe**  
74458-40



**Poisoned  
Wind Globadier 1**  
74458-1



**Poisoned  
Wind Globadier 2**  
74458-37



## COLORS OF WAR

Skaven are scavengers, and their clothing and weapons reflect their nature. Army colors tend to lean toward muted browns & greens with a deep reds added here and there to add contrast and color to the horde.



Codex Grey, Brzen Brass & Bronzed Flesh



Chaos Black, Tin Bitz & Chainmail



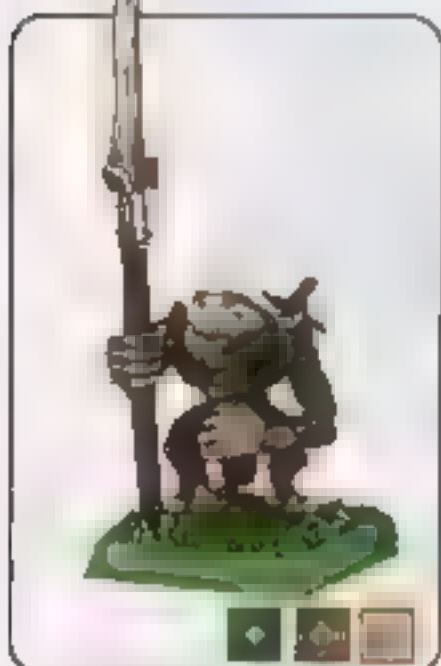
Dark Angels Green, Scab Red & Chainmail



Red Gore, Brzen Brass & Chainmail



Chaos Black, Codex Grey & Bleached Bone



Dark Angels Green, Bestiar Brown & Bronzed Flesh



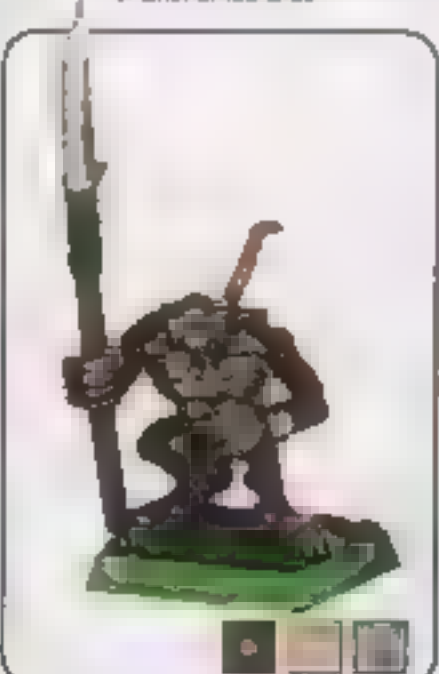
Bronzed Flesh, Snakebite Leather & Enchanted Blue



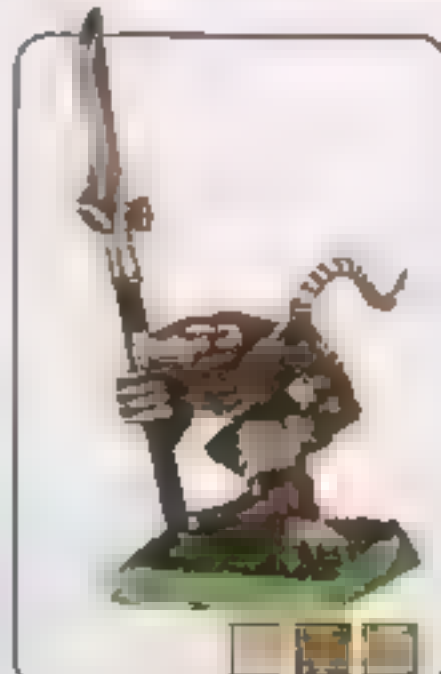
Bronzed Flesh, Snakebite Leather & Bubonic Brown



Bleached Bone, Bestiar Brown & Red Gore



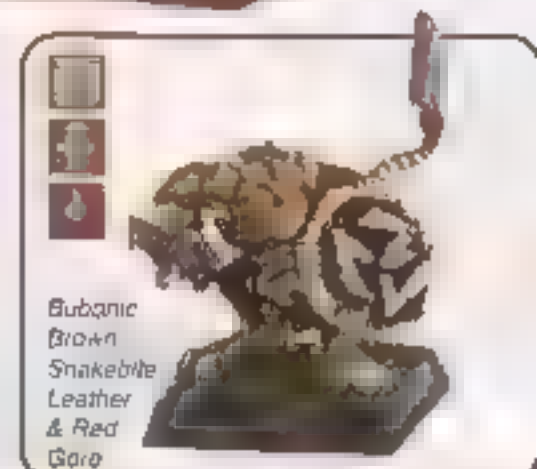
Scorchad Brown, Bronzed Flesh & Chainmail



Elf Flesh, Snakebite Leather & Bubonic Brown



Bestiar Brown, Tin Bitz & Chainmail



Bubonic Brown, Snakebite Leather & Red Gore



Elf Flesh, Bleached Bone & Vermin Brown



# COLORS OF WAR

Snakebite Leather,  
Brazen Brass,  
Codex Grey,  
Chainmail, Tin Bliz  
& Chaos Black



Bronzed Flesh,  
Codex Grey &  
Rotting Flesh



Skull White, Rotting Flesh  
& Elf Flesh



Chaos Black, Bronzed Flesh  
& Codex Grey

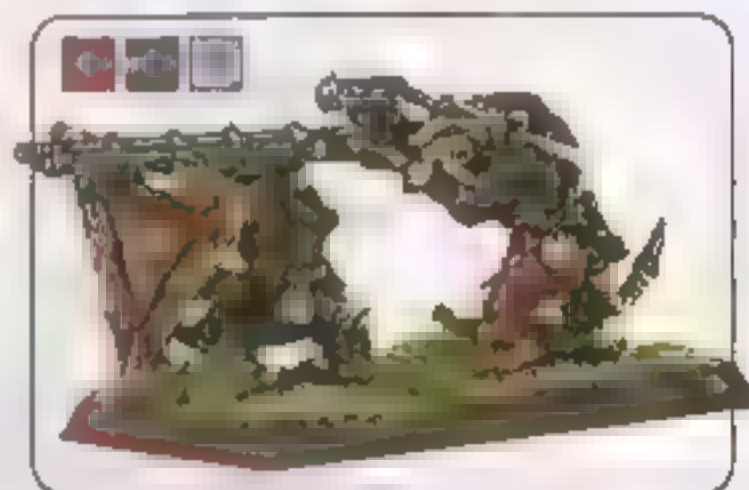


Red Gore, Tin Bliz  
& Chainmail

Skull White,  
Bleached Bone,  
Snakebite Leather,  
Chaos Black,  
Tin Bliz &  
Chainmail



Dark Angel Green, Brazen Brass & Bestial Brown



Red Gore, Tin Bliz & Chainmail

Tin Bliz, Brazen Brass, Chainmail,  
Snakebite Leather & Elf Flesh





# TOMB KINGS

- *When the Bretonnian merchant caravan first spotted the dust cloud of travelers out in the open desert, there was much speculation. The exciting prospect of meeting fellow merchants along these desolate trade routes slowly evolved to worrisome rumors. The native guides had spread stories of long buried evils and an ancient power that remained in these desert lands. Gradually, everyone in the party realized that the dust cloud would intersect the course of the caravan.*

*As the oncoming dust cloud closed the distance and crested the last sand dune, the ghastly nature of the approaching forces was revealed. Columns of the skeletal remains of warriors from some ancient civilization were marching upon the caravan. High overhead, the hungry desert vultures began circling lower and lower, anticipating the feast.*

Many thousands of years ago, the ancient realm of Nehekara was a vibrant civilization of Men that rose like an oasis of life in the vast deserts of the Warhammer world. But long ago, dark necromantic magic tainted and destroyed the realm and left only corpses and the remains of ruined cities and mighty tombs. The land was cursed, but soon the dead rose up and reclaimed their kingdom.

## Fighting Style

No force in the Warhammer world relies as heavily on its characters as the Tomb Kings army. After all, the soldiers have risen out of their sandy graves only because of the

incantations of the Liche Priests and the indomitable will of the Tomb Kings and Princes. While Tomb Kings units are solid and never rout, they are not the hardest-hitting or most skillful troops in the game. There are some fearsome combatants in the army list (Bone Giants and Ushabti for instance), but what makes the Tomb Kings so deadly is their ability to use incantations to gain extra movement, shooting, and fighting from their Undead legions. Additionally, the character models can always resurrect any casualties and continually bring back models their foes have destroyed. Like the very sands of their desert home, the Tomb Kings numbers can seem limitless to a dismayed opponent.

Tomb Kings players can use their powerful characters and ability to control the Undead to make an army with a lot of missile weapons, a fast attack force of hard-hitting Chariots and Bone Giants, or a fearsome frontal assault force with outflanking possibilities. With its myriad of spell casters and special deploying creatures like Tomb Swarms and Tomb Scorpions, a wizened and veteran Tomb Kings player can keep his foe guessing until the final (and fatal) attack is launched.

## Collecting a Tomb Kings Army

The best two things to begin a Tomb Kings army with are Skeletons and some character models. In order to raise a mighty Undead host, you must have Skeletons. There are a variety of options and equipment (Skeleton Light Horsemen, Skeletons with spears and shields, Skeletons with bows, and more), and a player would be wise to consider how he intends to use each unit before starting in with the painting and assembling. An army must also contain at least one Tomb King or Prince to be its General and at least one Liche Priest or Liche High Priest to be the army's Hierophant (the one responsible for waking the entire force from slumber).

When expanding a Tomb Kings army, it is always advisable to take every character model that you can to ensure plenty of incantations to drive the legions. Once



*Bryan Shaw caught the judges' eyes with these Ushabti at the 2003 Golden Demon Painting competition in Chicago.*





*The rich imagery of the Tomb Kings inspired the construction of this seafaring vessel powered by two hulking Bone Giants manning the oars*

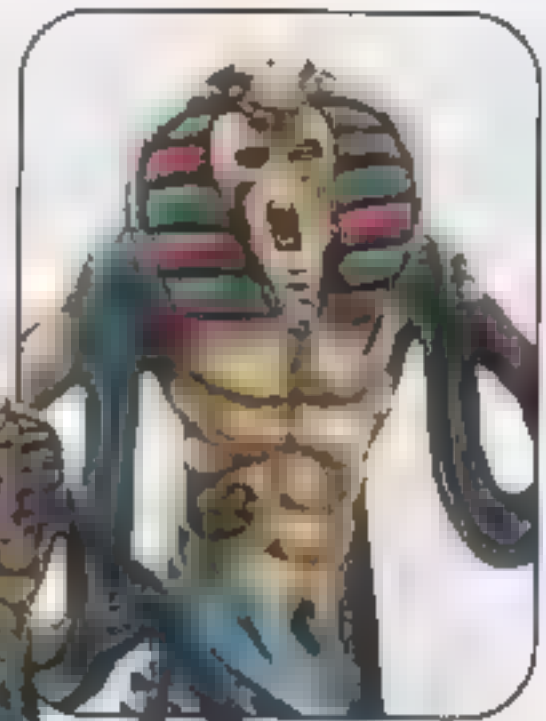
characters are assembled, players can fill their army out with not only rank after rank of Undead warriors but also things like the powerful Screaming Skull Catapult, flying Carrion, elite Tomb Guard, or Undead Constructs like the guardian statues known as Jshabti, the terrifying Bone Giant, or the Tomb Scorpions. Tomb Swarms are ideal to burst out of the sand and tie up enemy units. It is next to impossible to have too many Skeletons, and luckily they are fast to paint up and will look great in your army.

With so many choices, Tomb King players are well equipped to raise their own Army of Eternity and reclaim their ancient kingdoms.

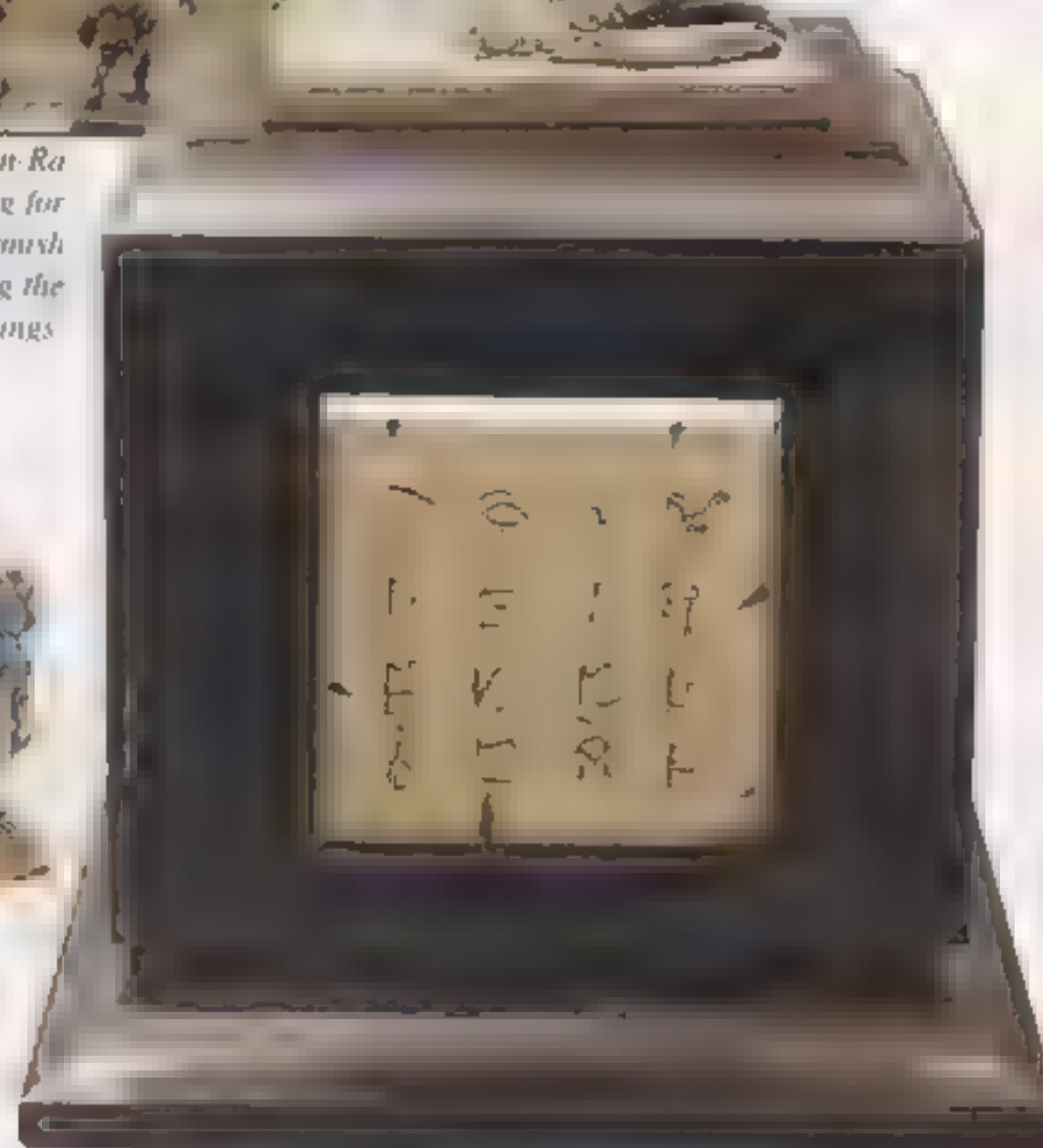
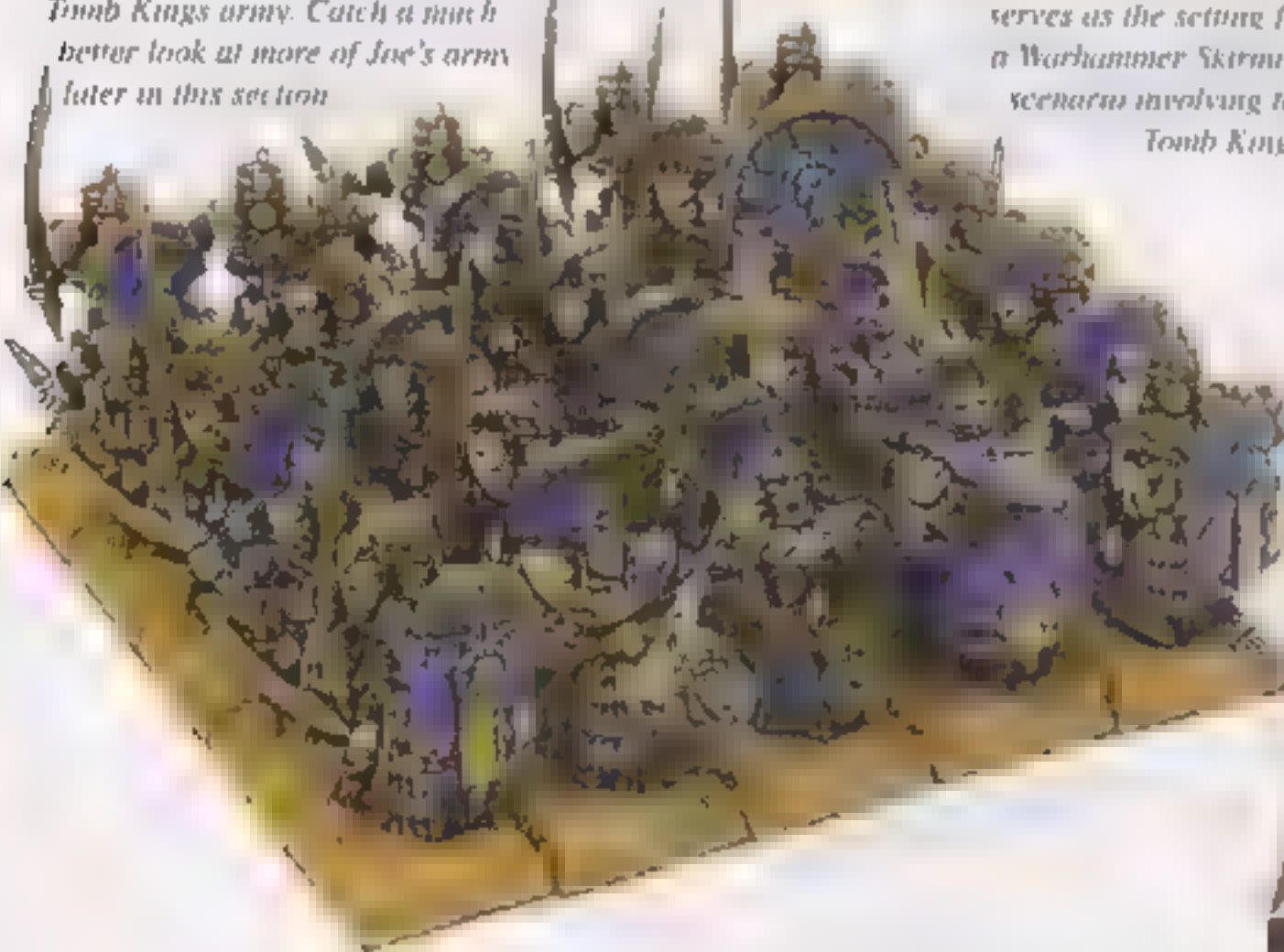
*This regiment of Tomb Guard offers just a taste of Joe Sleboda's unique Tomb Kings army. Catch a much better look at more of Joe's army later in this section*



*The Tomb of Hemon-Ra serves as the setting for a Warhammer Skirmish scenario involving the Tomb Kings*



*Finn Kisch took second place in the Warhammer Large Monster Category at the 2003 Golden Demon Painting competition in Los Angeles. This fabulous piece was heavily converted with pieces from the C'ton Deathbringer*





## GETTING STARTED

### Tomb Kings Battalion (94-14)

- 2 Regiments of 16 Skeleton Warriors
- 3 Chariots
- 8 Skeleton Horsemen

*This boxed set contains the perfect foundation for a new Tomb Kings army. Simply add a character model or two and you're almost there!*



### Warhammer Armies: Tomb Kings



This book contains all of the information you need to build a Tomb Kings army and includes full rules, the army list, collecting and hobby tips, and colorful, in-depth background information.

**Warhammer Armies: Tomb Kings**  
94-01-60

### Skeleton Warriors Regiment Boxed Set

As with most Warhammer armies, the best place to start recruiting your forces is with a plastic regiment boxed set. In the case of the Tomb Kings, the Skeleton Warriors boxed set is the obvious choice.



With the contents of this boxed set, you can assemble a regiment of 16 plastic Skeleton Warriors, including command to take to battle on the sands of Khemri. You also have the option of arming them one of three different ways. Your Skeletons can have hand weapons, spears, or bows (all three of which are shown here).

While there are plenty of other troop types to choose from, the foundation of any good Tomb Kings army consists of plenty of animated skeletal remains.



*Skeleton Warriors with Bows*



*Skeleton Warriors with Spears and Shields*

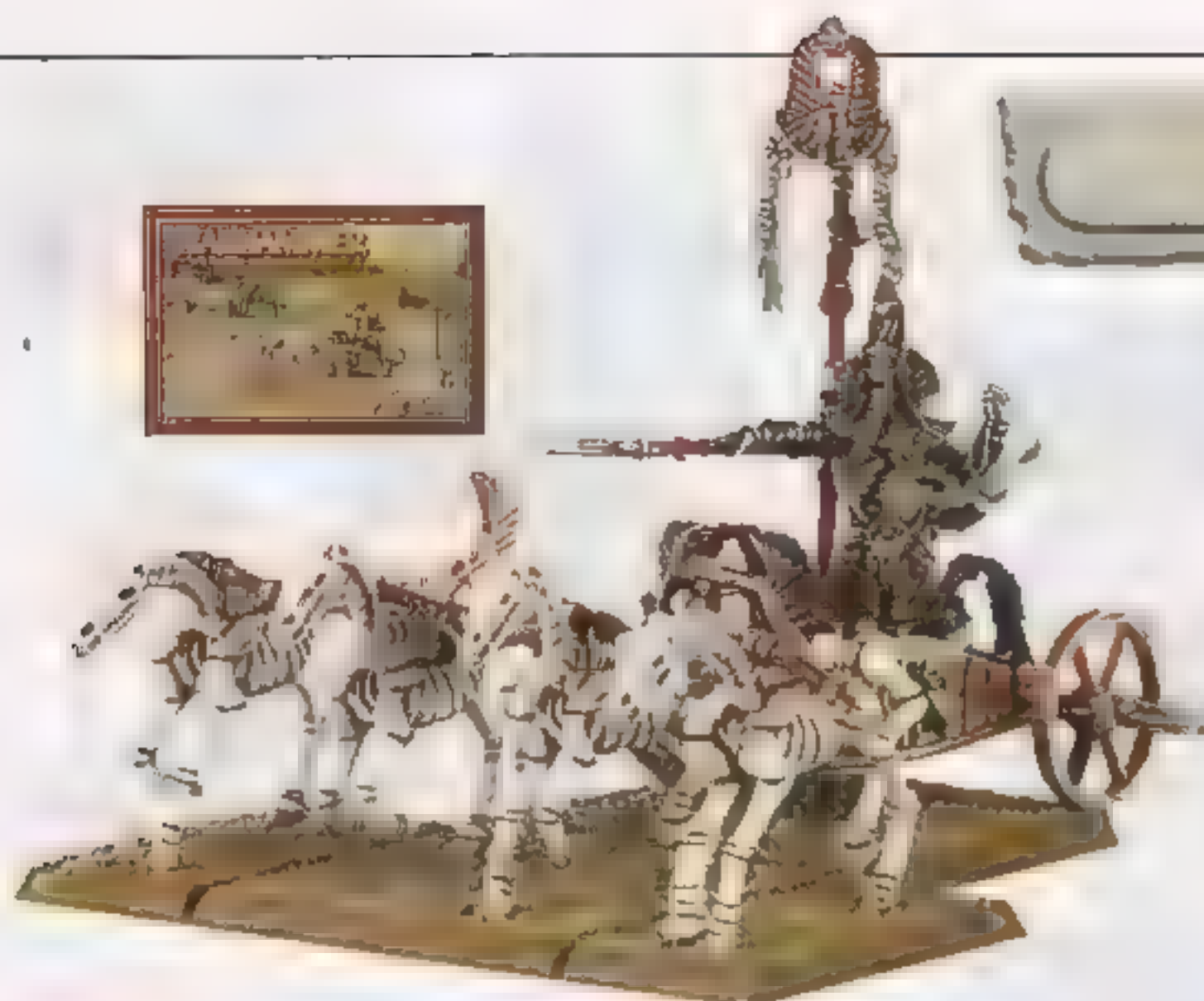
*These Skeletons are shown approximately 75% actual size.*



*Skeleton Warriors with Hand Weapons and Shields*



## LORDS &amp; HEROES



**Settra the Imperishable Box (1)**  
94-09



**Settra Right Weapon Arm**  
020711003



**Settra Chariot Haft**  
020711008



**Settra Chariot Banner Pole**  
020711010



**Settra Chariot Yoke**  
020711005



**Settra Left Arm Sprue**  
020711001



**Settra Body**  
020711002



**Settra Cloak**  
020711004



**Settra Chariot Standard Top**  
020711006



**Settra Chariot Skeleton Icon**  
020711007



**Settra Chariot Front**  
020711009



**Settra Chariot Wheel**  
020711015



**Settra Chariot Scythe**  
020711011



**Settra Chariot Right Side**  
020711014



**Settra Chariot Left Side**  
020711012



**Settra Chariot Base**  
020711013

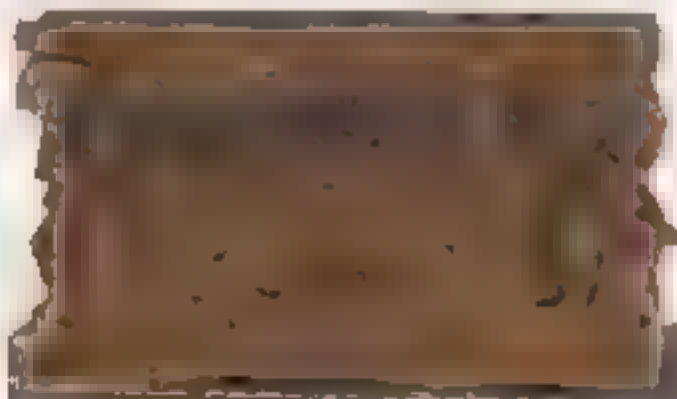


**Skeleton Horse**  
99389999007



## TOMB KINGS GOLD

The gold on most of the weapons, equipment, and other accouterments that the Tomb Kings possess generally has a distinctly aged look to it, as you might expect since these items have been entombed with their owners for centuries. Here's our method for achieving that "died-in" look.



1. Undercoat with black and basecoat with a mix of one part Shining Gold and one part Vermin Brown.



2. Give the entire gold area a thinned wash with Scorched Brown.



3. Highlight with a mix of three parts Shining Gold to one part Vermin Brown.



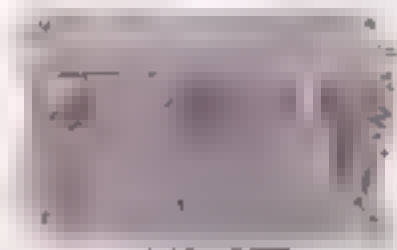
4. Add the final level of highlight with unmixed Shining Gold.

More tips on painting gold can be found in the Dark Elf and Necron sections in this very catalog.

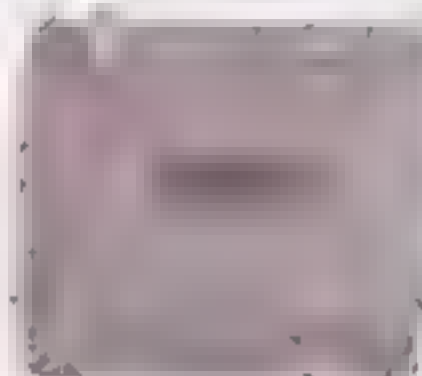
## LORDS & HEROES



Altar Rear  
020711607



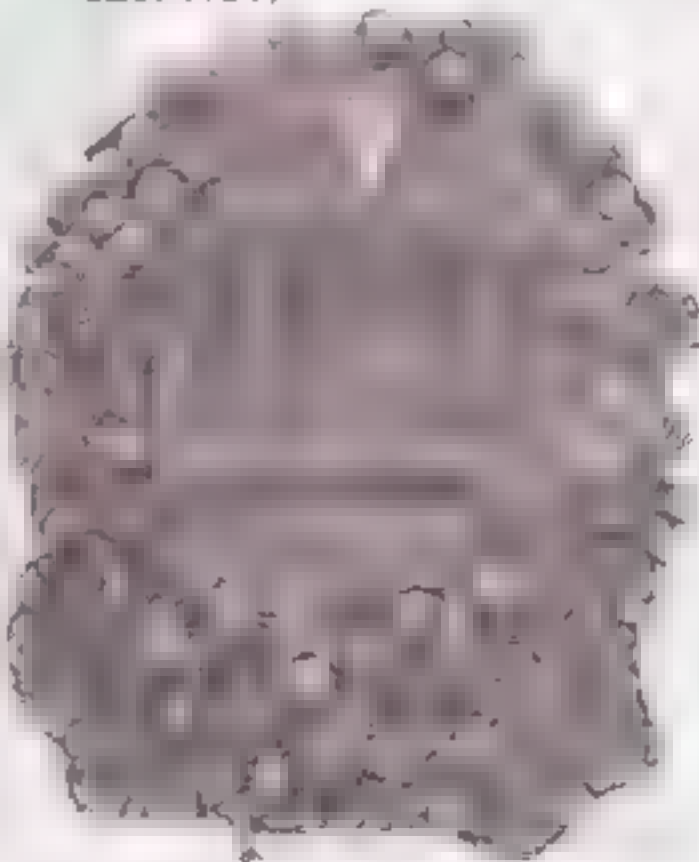
Casket of Souls  
020711604



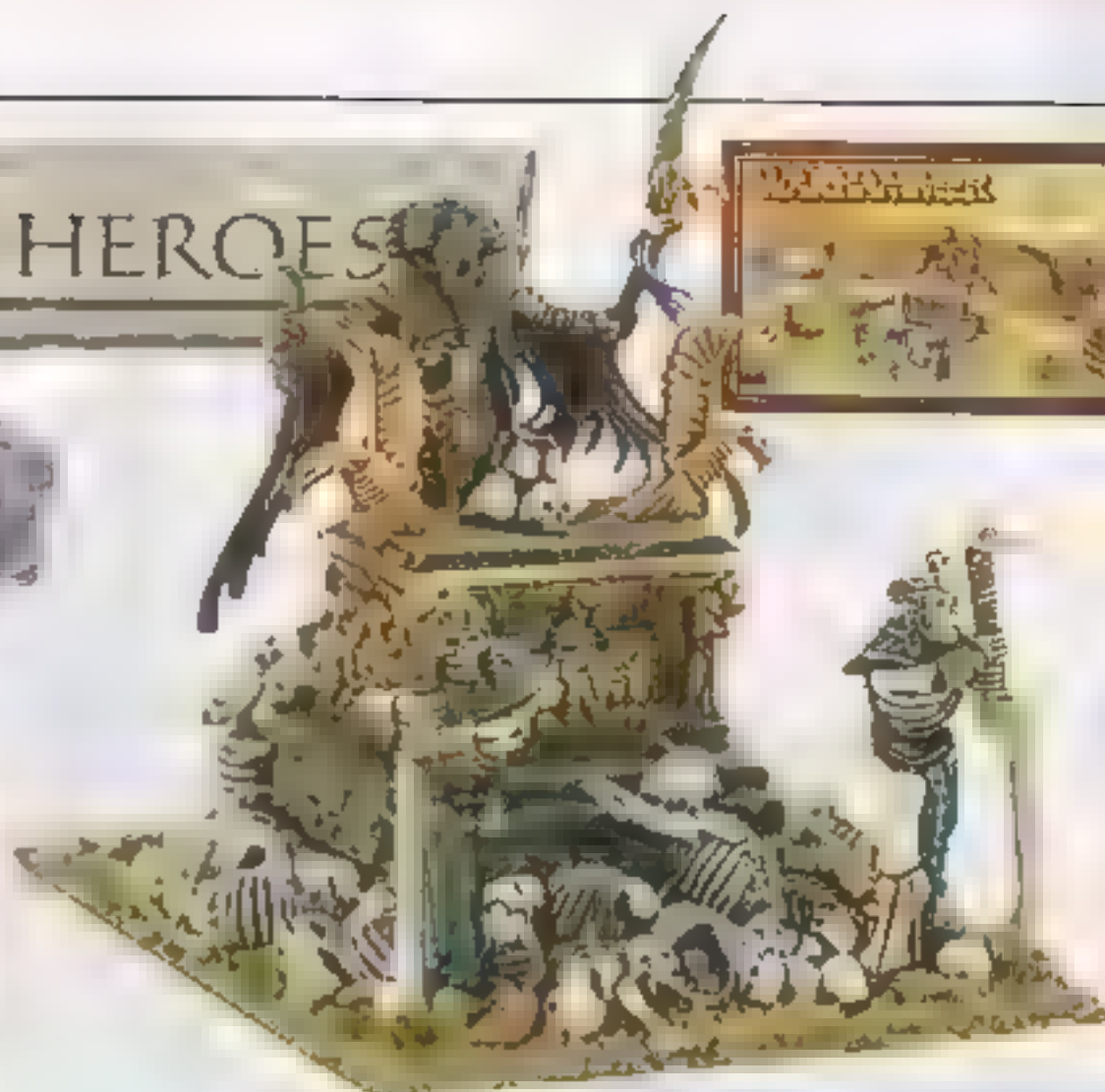
Altar Front  
020711606



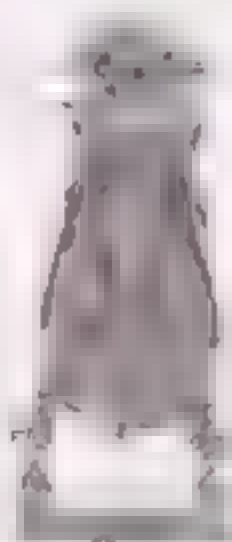
Vulture Sprue  
020711611



Casket Base  
020711605



The Casket of Souls Box (1)  
94-11



Liche Priest  
Body  
020711602



Liche Priest  
Right Arm  
020711601



Liche Priest  
Left Arm  
020711603



Skeleton Torso Sprue  
020711610



Guard  
Body 1  
020711608

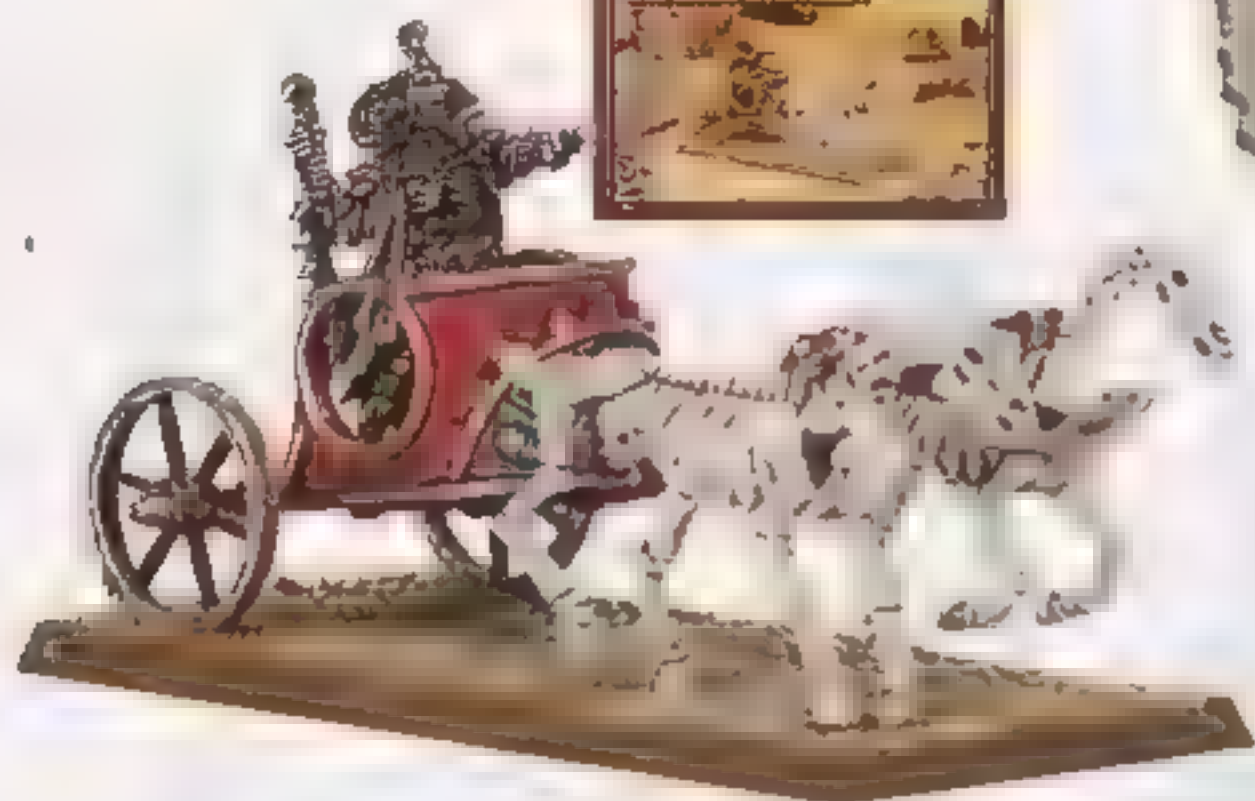
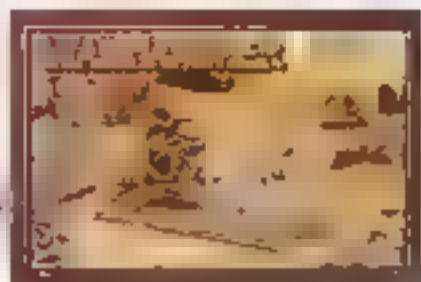


Guard  
Body 2  
020711612



Guard  
Swords Sprue  
020711609





**Tomb King in Chariot Box (1)**  
94-15

## LORDS & HEROES

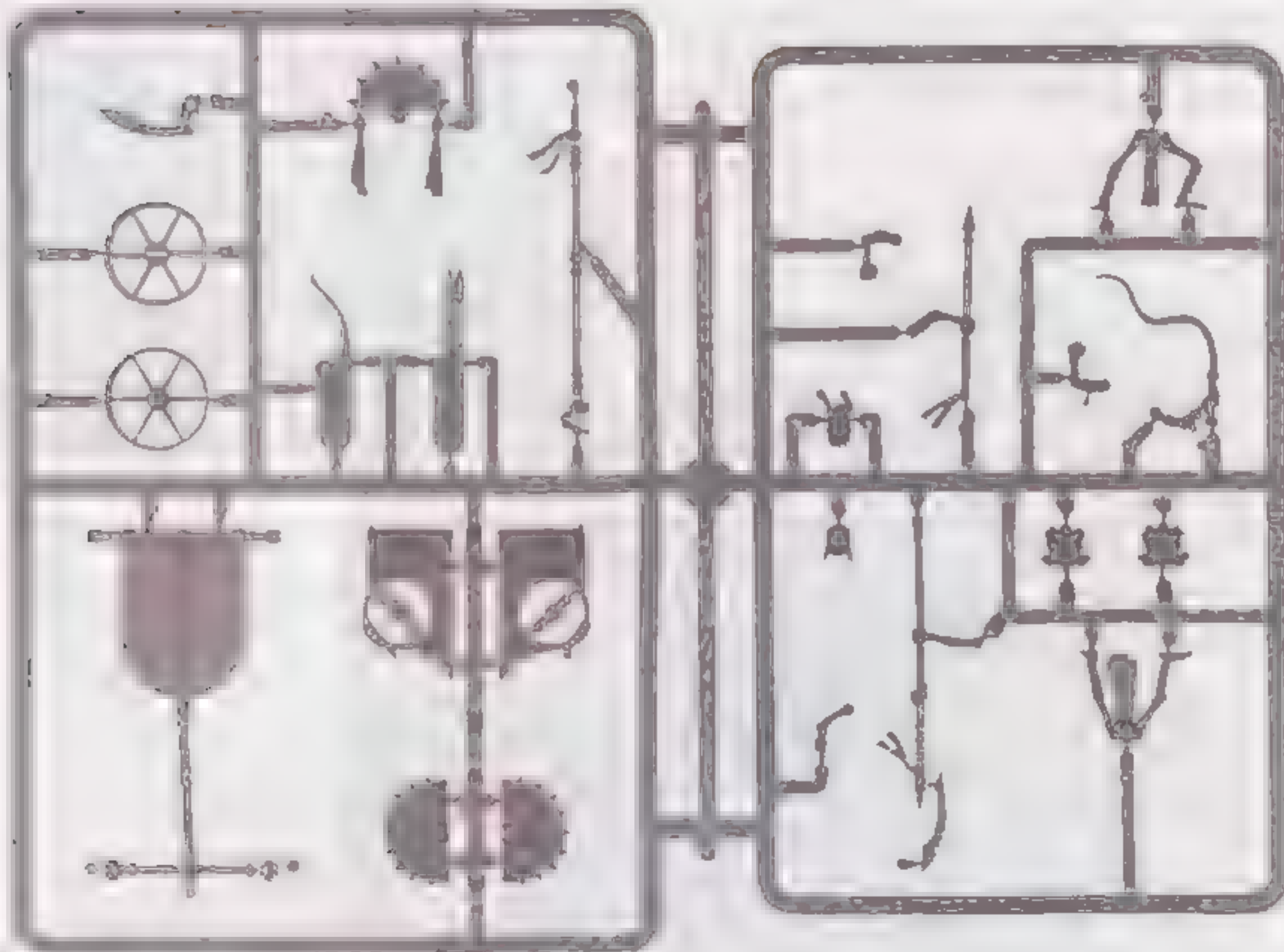
*Note: The Tomb King in Chariot boxed set also contains the Skeleton Horse Sprue (99389999007) and the Tomb King 2 Left Arm metal bit (020711705) – both shown on p. 814*



**Tomb King 3 Body**  
020712402



**Tomb King 3 Right Arm**  
020712401



**Tomb Kings Chariot Sprue**  
99380207005 (Shown 85% Act. Size)



## LORDS & HEROES



**Tomb King Blister (Random 1)**  
94-35



**Tomb King Body 1**  
020711701



**Tomb King 1  
Shield**  
020711702



**Tomb King 2  
Left Arm**  
020711705



**Tomb King  
Body 2**  
020711703



**Tomb King 2 Glaive**  
020711704

## SHOWCASE



The basis for this magnificent piece was simply three blocks of polystyrene, each three layers thick. The entrance and archways were carved from each layer before the whole assembly was glued together. The columns at the top and sides of the piece were wedding cake decorations, which were snapped into pieces with a metal ruler. The skull was, again from an old resin model found deep within the bowels of the Games Workshop Studio. A large-scale version of the standard from the Tomb Kings plastic sprues was used to decorate the skull. Finally, some Skeeton heads from the sprues were cut off to decorate the temple here and there.



*Note: The Liche Priests blister pack also contains the Skeleton Horse Sprue (99389999(X)7) shown earlier*



**Liche Priests Blister (2)**  
94-36

## LORDS & HEROES



**Mounted Liche Priest**  
020711302



**Liche Priest on Foot**  
020711301

*Note: The Icon Bearers blister pack also contains the Skeleton Horse Sprue (99389999(X)7) shown earlier*



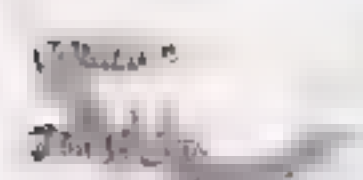
**Icon Bearers Blister (2)**  
94-39



**Icon Bearer Arm 2**  
020712304



**High Queen Khalida  
Neferher Blister (1)**  
020712001 (Bit)  
94-37 (Blister)



**Icon Bearer Arm 1**  
020712302



**Icon Bearer Arm 2**  
020712303



**Icon Bearer Body**  
020711201



**Mounted Icon  
Bearer Body**  
020712301

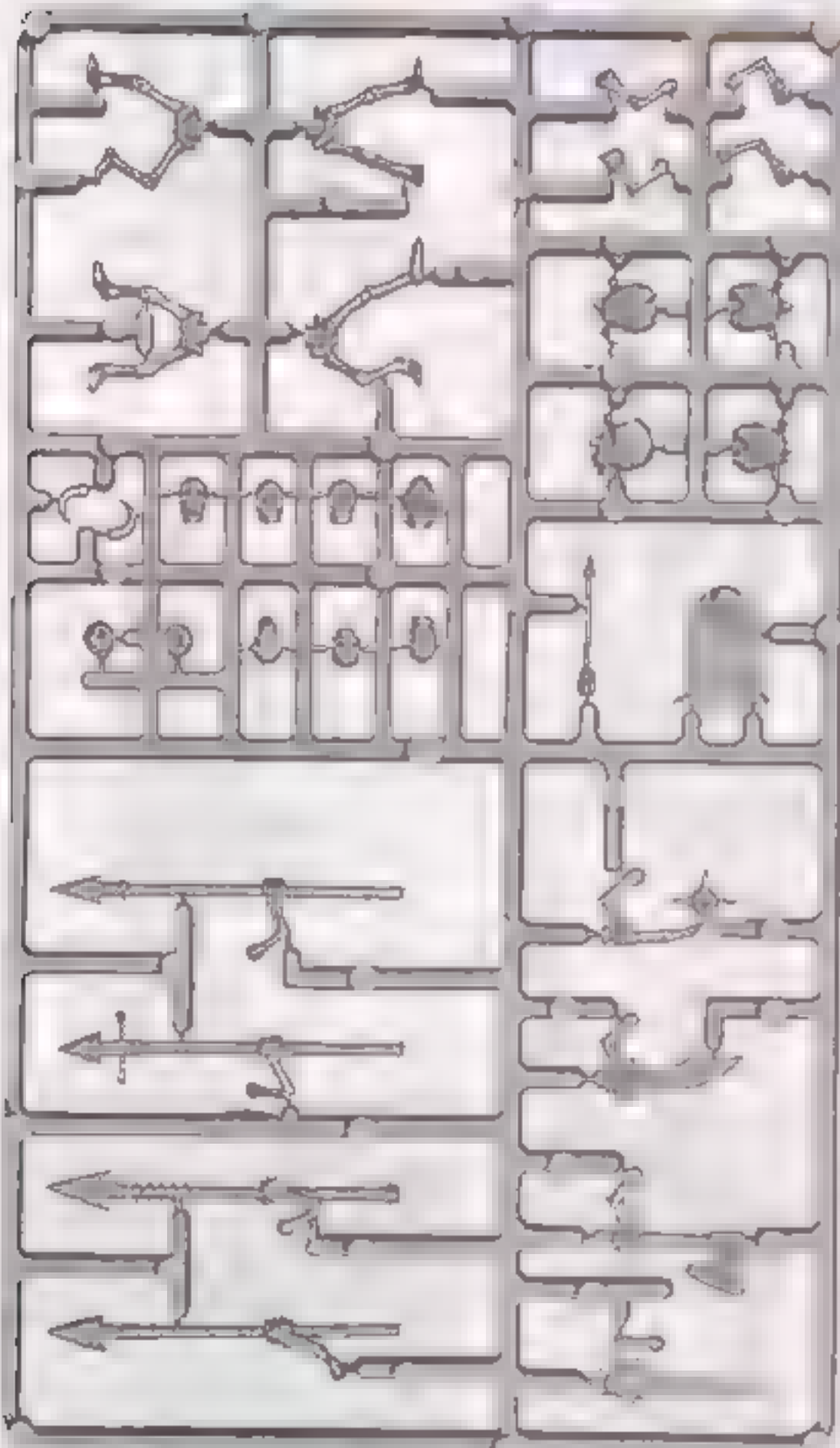




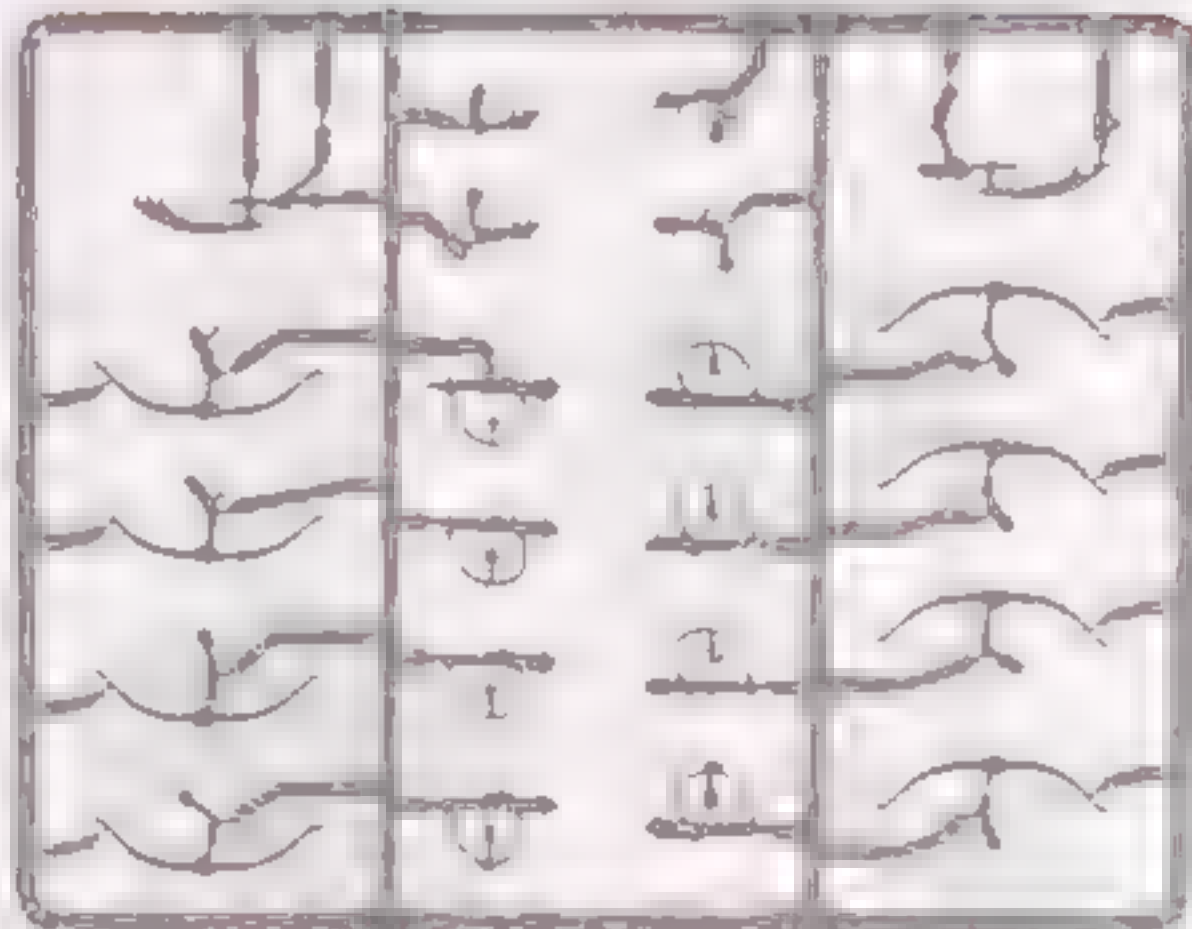
# CORE UNIT



Skeleton Warrior Regiment Box (16)  
94-06



Skeleton Warrior Sprue  
99380207001 (Shown 75% Act. Size)



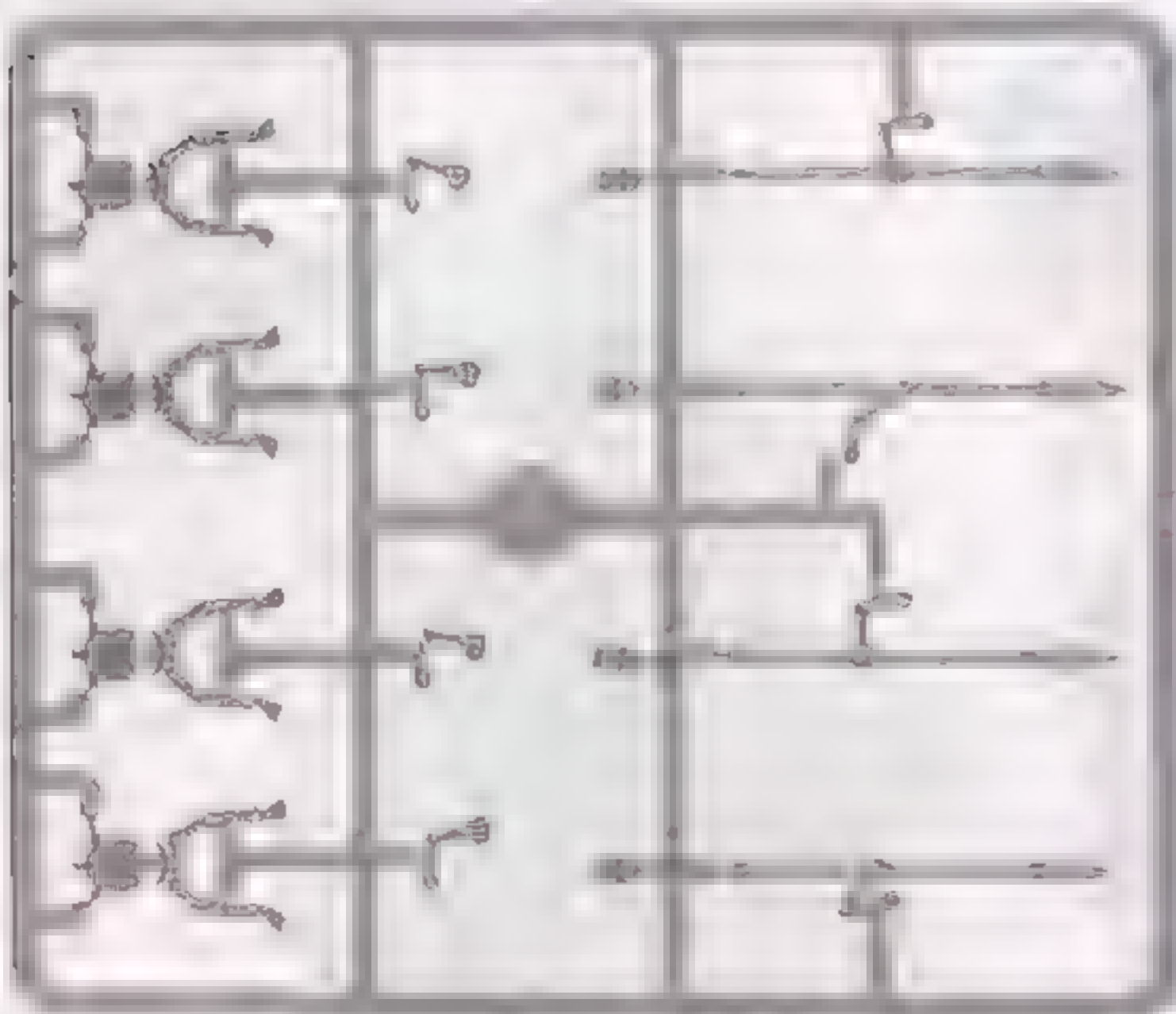
Tomb King Infantry Sprue  
99380207003 (Shown 75% Act. Size)





**Skeleton Horsemen Regiment Box (8)**  
94-07

*Note: The Skeleton Horsemen Regiment boxed set also contains the Skeleton Horse Sprue (99380999007) and the Tomb Kings Infantry Sprue (99380207003) – both shown earlier.*

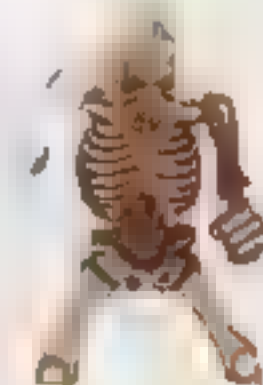


**Tomb King Cavalry Sprue**  
99380207004 (Shown 75% Act. Size)

### STEP-BY-STEP SKELETONS

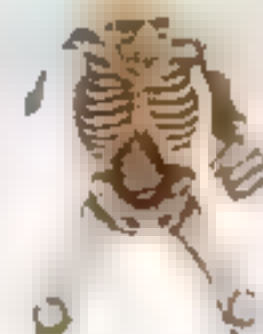
Here are a couple of relatively quick and easy methods for painting Skeletons in a hurry without sacrificing painting quality. After a few rounds of either method, your legions of undead will become too numerous for opponents to withstand.

Here is the simplest method for painting a Skeleton in a hurry.



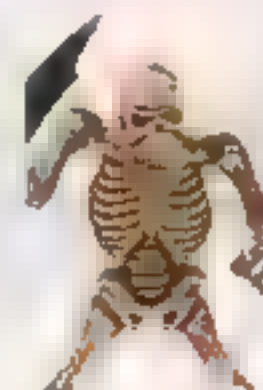
Undercoat the model with Skull White spray.

Apply a wash of Brown Ink thinned with an equal amount of water.



Drybrush the entire model with Bleached Bone.

Here's a more detailed method used by the 'Eavy Metal team to paint the UK Studio army featured in *White Dwarf*.



Undercoat the model with Skull White.

Apply a wash of Brown Ink thinned with an equal quantity of water.

Give the weapon an undercoat of Chaos Black after the ink dries.



Drybrush Bleached Bone across the body of the model.

Paint the weapon with a basecoat of Brazen Brass and then give it a thin wash of Chestnut Ink.



Apply highlights of Skull White to raised sections and ridges of bone. Pay particular attention to the highlights on the face.

Highlight the weapon with an equal mix of Brazen Brass and Mithril Silver.



# CORE UNITS



*Note. The Skeleton Chariot Regiment boxed set contains the Skeleton Horse Sprue (99389999007, the Tomb Kings Chariot Sprue (99380207005, and the Tomb Kings Infantry Sprue (99380207003, - all shown earlier*

**Skeleton Chariot Regiment Box (3)**  
94-08

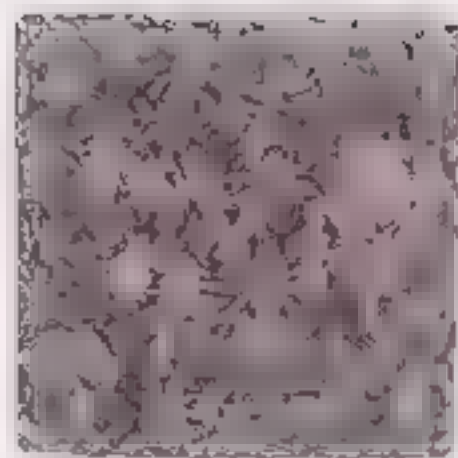


**Tomb Swarm 1**  
020711401



**Tomb Swarm 2**  
020711402

**Tomb Swarm Blister (2)**  
94-41



**Tomb Swarm 1**  
020711401



**Tomb Swarm 2**  
020711402

# SHOWCASE



*Ben Bishop entered this stunning Tomb Queen in the 2003 Canadian Golden Demon Painting competition and came home with a first place trophy for his efforts*



## SPECIAL UNITS



**Tomb Scorpion Blister (1)**  
94-43



**Tomb Scorpion  
Left Claw**  
020711501

**Tomb Scorpion  
Right Claw**  
020711503



**Tomb Scorpion  
Body**  
020711502

**Tomb Scorpion  
Legs Sprue**  
020711505

**Tomb  
Scorpion Tail**  
020711504



**Carrion Blister (Random 1)**  
94-42



**Carrion Head 1**  
020711903



**Carrion Head 2**  
020711901



**Carrion Head 3**  
020711902



**Carrion Body 2**  
020711904



**Carrion Wings 2**  
020711906



**Carrion Wings 1**  
020711905

## DIPLOMA

At first glance, all the sand upon which the armies of the Tomb Kings trod to war may look the same. However, on closer inspection, one sees a number of variations in the color, texture, and other features. Below, we describe a few different ways to base your army. All of the bases below were undercoated white.



Basecoat with Vomit Brown. Drybrush progressively lighter highlights of Subotic Brown, Bleached Bone, and Skull White.



Basecoat with Desert Yellow. Drybrush progressively lighter highlights of Kommando Khaki, Bleached Bone and Skull White.



You can also add extra character to your bases by using spare bits from the Skeleton sprue or meta bits like the horned skull or the classic Tomb Swarm scorpion shown. Try out different bits and see what works for you.



# SPECIAL UNITS



**Ushabti Bilster (Random 1)**  
94-38



**Ushabti Body 1**  
020711801



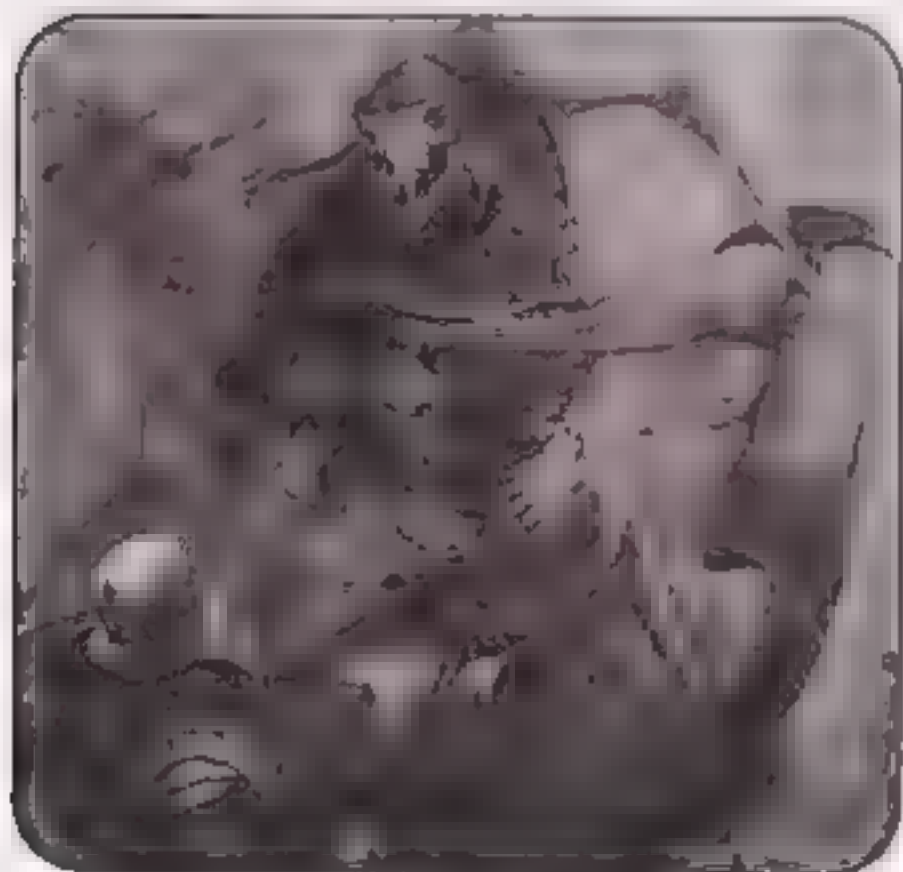
**Ushabti Body 2**  
020711802



**Ushabti Body 3**  
020711803



**Ushabti Body 4**  
020711804



**Ushabti Ritual Blade 1**  
020711805



**Ushabti Ritual Blade 3**  
020711807



**Ushabti Ritual Blade 2**  
020711806



**Ushabti Ritual Blade 4**  
020711808





**Tomb Guard Regiment Box (Random 10) & Command Blister (3)**  
94-13 94-45

*Note: The Tomb Guard Regiment box (94-13) comes with 10 random Tomb Guard models and 10 random Tomb Guard shields.*



**Tomb Guard 2**  
020712202



**Tomb Guard 4**  
020712204



**Tomb Guard 3**  
020712203



**Tomb Guard 1**  
020712201



**Tomb Guard Shield 1**  
020712205

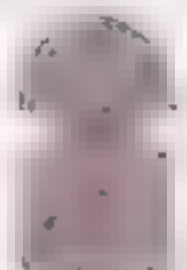


**Tomb Guard Shield 2**  
020712206

*Note: The Tomb Guard Command blister (94-45) comes with 2 random Tomb Guard shields.*



**Tomb Guard Shield 3**  
020712207



**Tomb Guard Shield 4**  
020712208



**Tomb Guard Champion**  
020712101



**Tomb Guard Musician**  
020712102



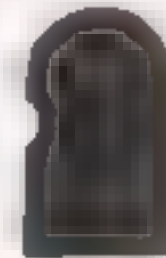
**Tomb Guard Standard Bearer**  
020712103



**Tomb Guard Standard Top**  
020712104

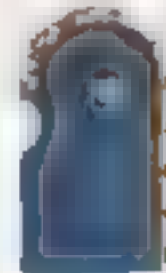
## PAINTING SHIELDS

As you'll notice in the *Colors of War* section later on, shields are a prominent part of the Tomb Kings army, can be used to make your army look unique, and will help differentiate between units. Using colors that contrast with the bone that makes up most of the force will help your models stand out on the battlefield. We have used a simple color scheme for our army and this example here, but as the examples in the *Colors of War* section show, you can use more complex patterns to personalize your shields. The shield in the example below is shown separate from the sprue, but shields can be painted more easily and quickly if they're left on the sprue. Try it each way and see which works best for you.



### Step 1

Undercoat the shield black or white (the colors in this instance dictate the use of a black undercoat).



### Step 2

Basecoat the shield with your chosen colors.



### Step 3

Shade the colors in the recesses of the shield and put an ink wash on any areas painted with metallic colors.



### Step 4

Highlight the edges and other raised surfaces with lighter shades of color and paint the original metallic color over the inked areas.





## THE DIP

"The dip" is an alternate way of painting models. It allows you to paint loads of miniatures quickly. In fact, whole units can be painted in an evening, an army in a week. The basic idea behind it is a complete model wash. The process is to basecoat the miniature entirely, dip it, let it dry, and then finish the base on the model. The "dip" itself is a stain or a colored varnish (found at a hardware store). In this example, we've used Behr EuroColour Water Base Wood Stain Victorian Mahogany. Some water-based products can be diluted to get the right color consistency for your particular projects. Dark stains work best. Some varnishes, like Minwax, also provide a protective coating when finished.



Undercoat the models with white. You can either paint the body with Bleached Bone or leave it white. Basecoat the rest of the model before dipping.



Fill a large-mouthed cup with your varnish/stain mixture and dip the entire model into it. Use a brush to pull the excess material off of the base of the model.

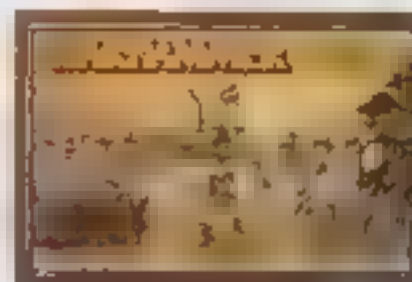
Be sure to put down plenty of paper to soak up any spills or drips as you're dipping. Let the model dry overnight.



Finish the model's bases to match your army, and you're well on your way.

You can use this method on any number of armies, but you might have to practice with some test models to see what the colors will do and how you like the effect.

## RARE UNITS



**Bone Giant Base**  
020710909

**Bone Giant Box (1)**  
94-10



**Bone Giant Head 1 (Skeletons)**  
020710901



**Bone Giant Head 2 (Bare)**  
020710902



**Bone Giant Torso**  
020710904



**Bone Giant Right Arm**  
020710903



**Bone Giant Hips**  
020710907



**Bone Giant Left Arm**  
020710905



**Bone Giant Right Leg**  
020710906



**Bone Giant Left Leg**  
020710908



## RARE UNITS



**Screaming Skull Catapult Box (1)**  
94-12



**Catapult Pole 2**  
020711108



**Catapult Pole 1**  
020711106



**Catapult Arm**  
020711107



**Catapult Crew 1**  
020711101



**Catapult Crew 2**  
020711102



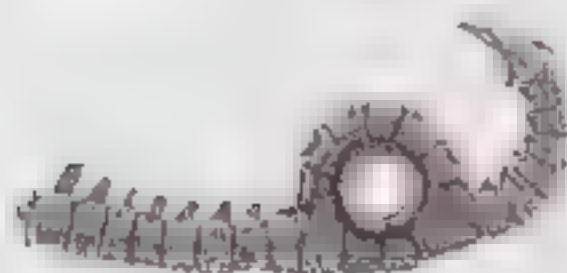
**Catapult Crew 3**  
020711103



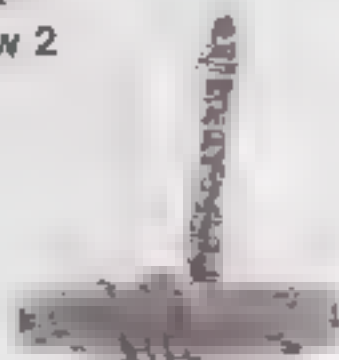
**Catapult Sprue 1**  
020711114



**Catapult Sprue 2**  
020711115



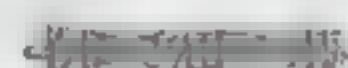
**Catapult Tail 1**  
020711105



**Catapult Winch**  
020711109



**Catapult Lever**  
020711112



**Catapult Cross Beam**  
020711113



**Catapult Skulls**  
020711116



**Catapult Tail 2**  
020711111



**Catapult Left Side**  
020711104



**Catapult Right Side**  
020711110

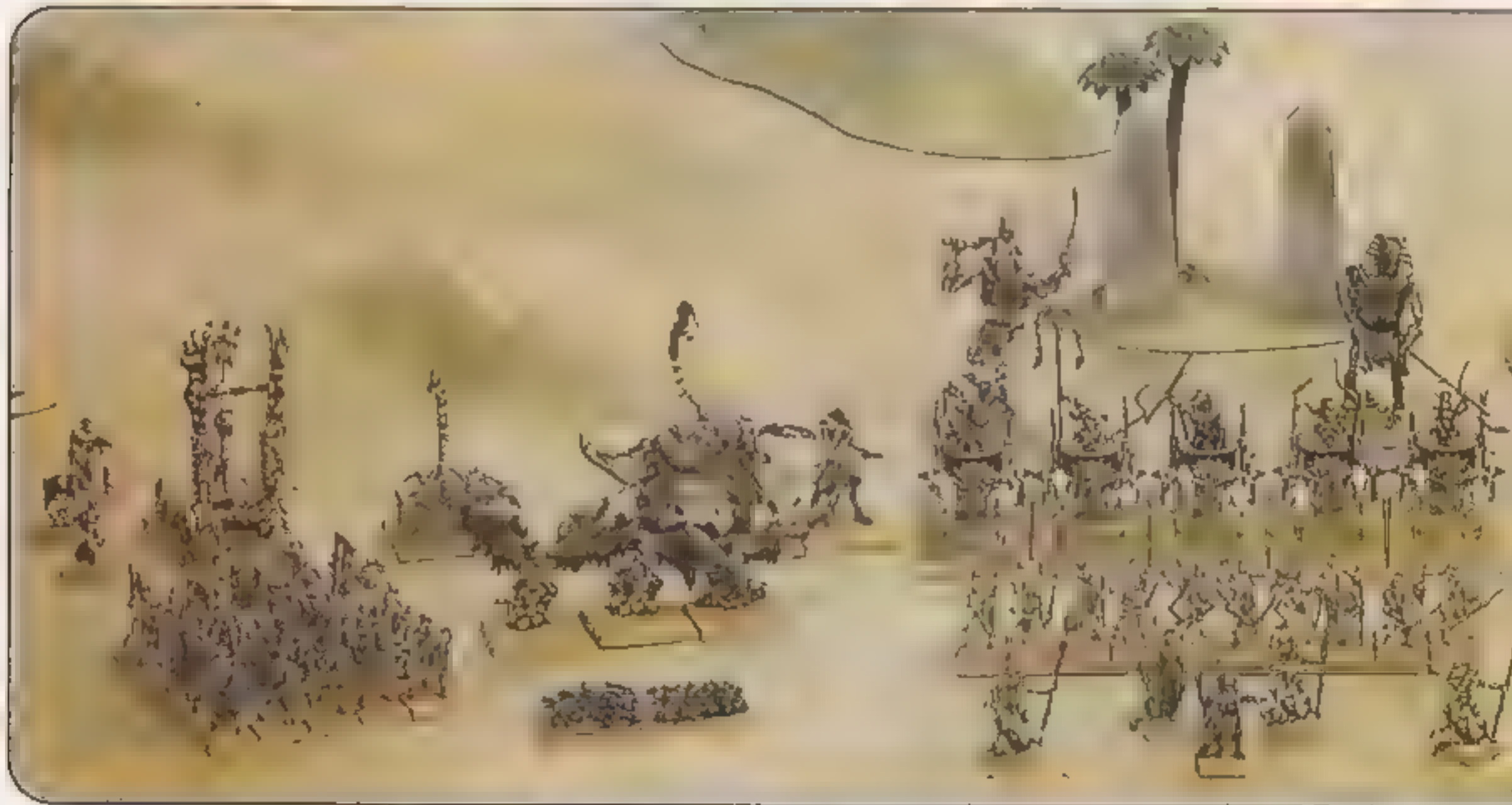
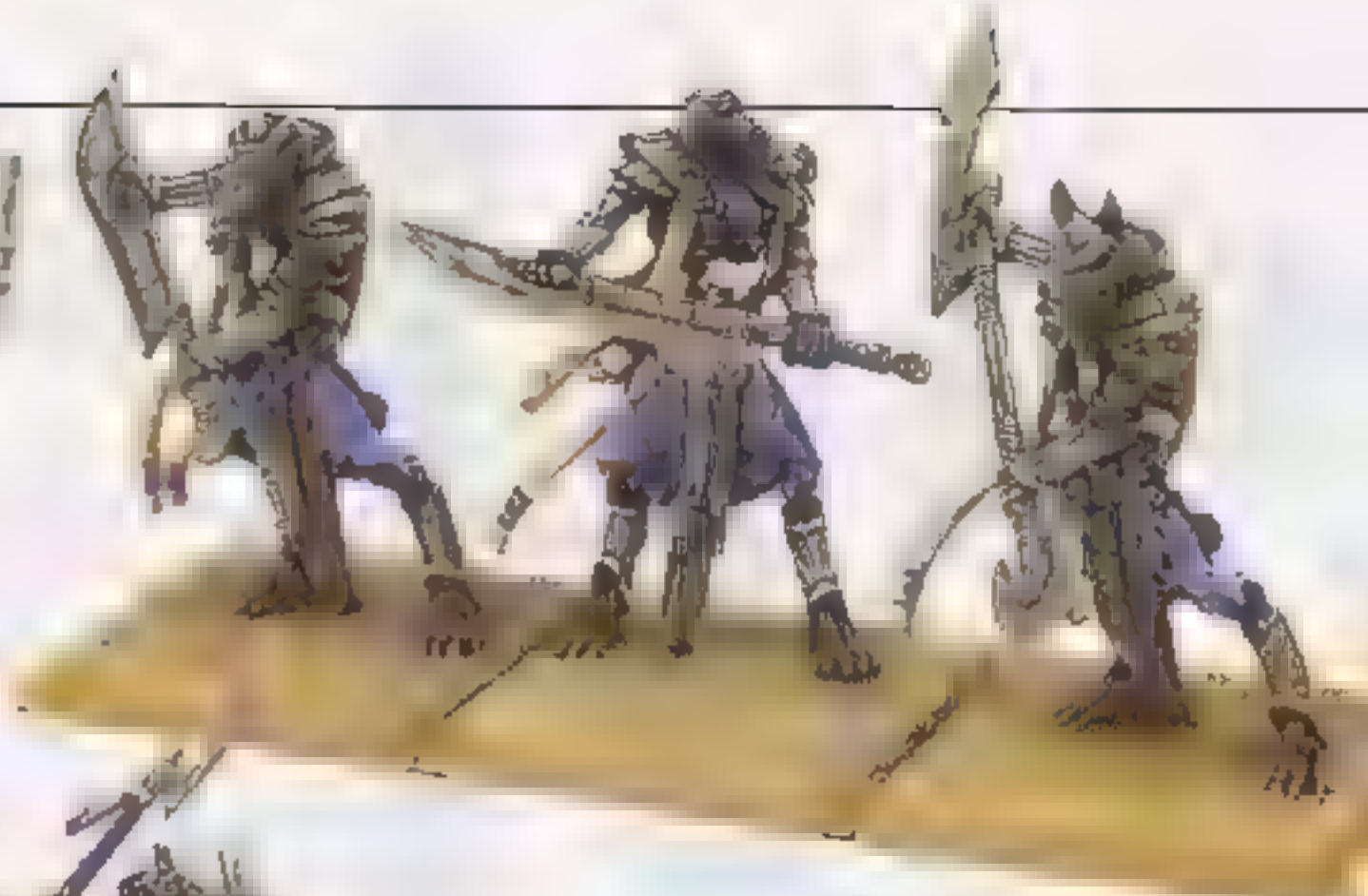


**Catapult Vulture**  
020711117



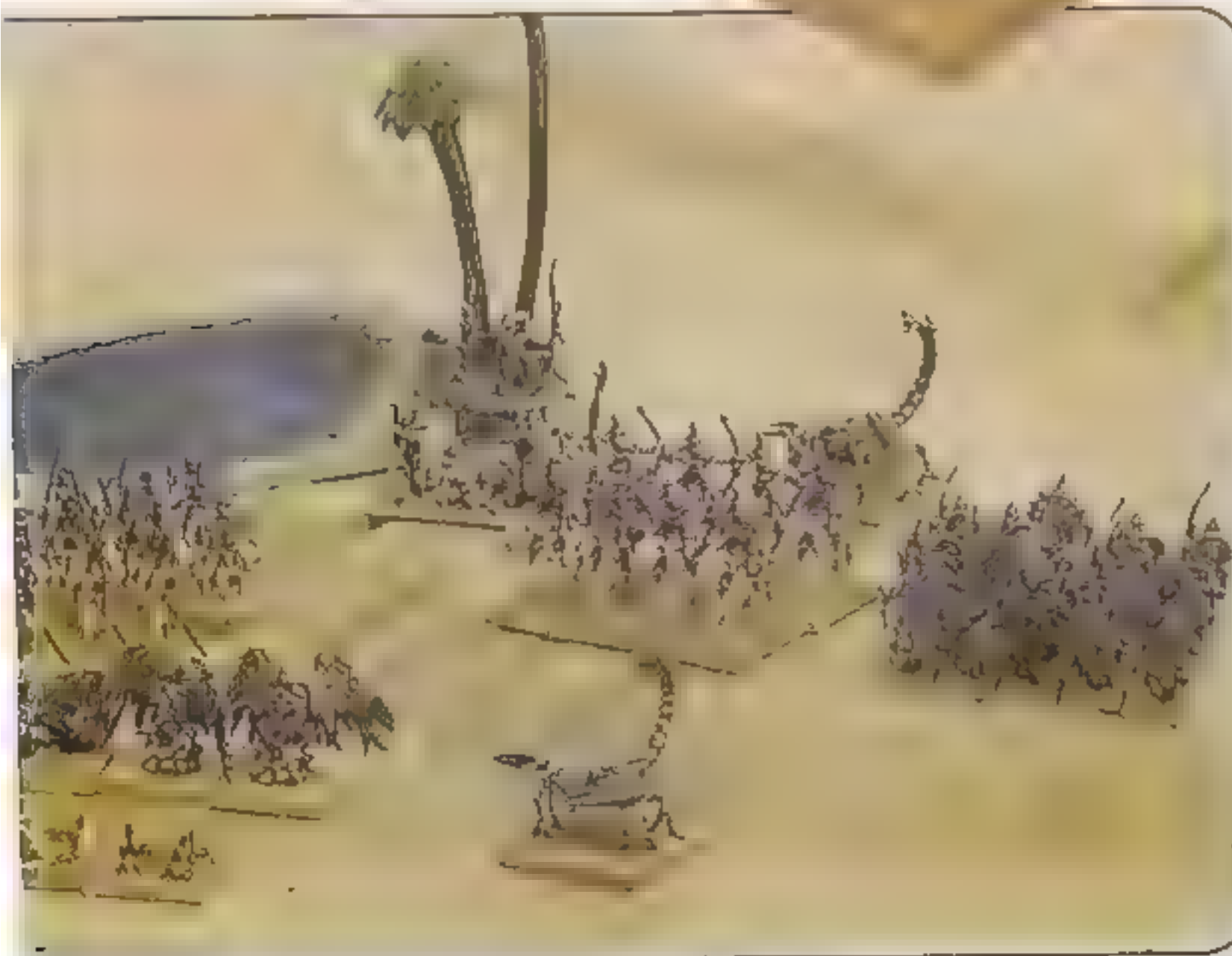
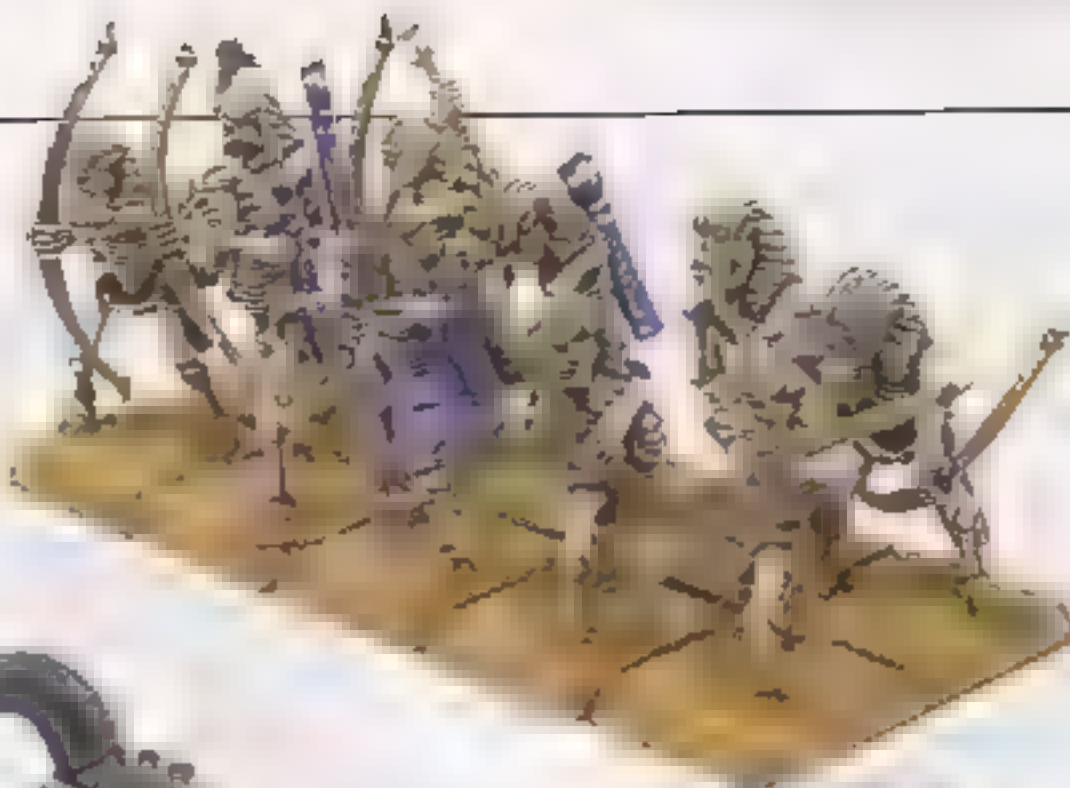


## SHOWCASE





Joe Sleboda's Tomb Kings army contains a large number of converted and otherwise customized touches – from something as simple as the turned blade on his Liche Priest and a tail bit swap on the Tomb Scorpions, to the custom head wraps on his archers, to even a scratch-made head for his Bone Gant. Joe's army stands out from the rest no matter where it winds up on a tabletop.



### SCULPTING HEAD WRAPS

As you may have noticed, Joe's regiment of archers is adorned with custom-sculpted head wraps. Here's how you can do the same thing for your troops.

Mix up some green putty and roll it into hunks about 1/8" thick and cut it into 1" long cylinders.



Put a length of putty over the top of the head so it rests on each shoulder.

Wet your fingers and pinch the putty along the back of the head while holding the top of the putty (on the top of the head) in place. Use a sculpting tool to press the putty toward the sides and back of the head. Press it from about the top of the jaw to the top of the head. You will create a little shell of putty from the jaw down. Press the putty flat from the top. The one side shows the headdress after pressing; the other shows the putty before pressing.



Keeping your tool and fingers wet, shape the putty to its final look. As you press sections into place, you will distort other sections slightly. Just keep reworking sections as you go. The biggest distortion comes as you press the outer edge of the head wrap to create the 45° angle. This step tends to bunch the putty around the shoulders and around the front of the face as you see in the second Skeleton.



Press and adjust to get the shape to come together. When you do a bunch of them, it will get much easier as you go.

If you leave the edges of the headdress slightly rounded it will look more like fabric. You can wait for the putty to dry and cut/shave the edges a little to get crisper edges if you want a more starched or sculpted look.





## PRICE LIST

### Getting Started

|   |                                 |      |
|---|---------------------------------|------|
| 94-01-80  | Warhammer Armies: Tomb Kings .. | \$20 |
| 94-14   | Tomb Kings Battalion ..         | \$90 |
| Contents: 32 Skeleton Warriors, 3 Chariots, 8 Skeleton Horsemen |                                 |      |

### Boxed Sets & Blister Packs - Lords & Heroes

|                           |                               |      |
|---------------------------|-------------------------------|------|
| 94-11                     | Casket of Souls ..            | \$35 |
| Box includes 1 model      |                               |      |
| 94-15                     | Tomb King in Chariot ..       | \$25 |
| Box includes 1 model      |                               |      |
| 94-35                     | Tomb King ..                  | \$9  |
| Blister includes 1 model  |                               |      |
| 94-36                     | Liche Priests ..              | \$15 |
| Blister includes 2 models |                               |      |
| 94-39                     | Tomb King Army Icon Bearer .. | \$13 |
| Blister includes 2 models |                               |      |

### Special Characters

|                          |                                |      |
|--------------------------|--------------------------------|------|
| 94-09                    | Settra the Imperishable ..     | \$35 |
| Box includes 1 model     |                                |      |
| 94-37                    | High Queen Khalida Nelecher .. | \$9  |
| Blister includes 1 model |                                |      |

### Boxed Sets & Blister Packs - Core

|                           |                               |      |
|---------------------------|-------------------------------|------|
| 94-06                     | Skeleton Warrior Regiment ..  | \$30 |
| Box includes 16 models    |                               |      |
| 94-07                     | Skeleton Horsemen Regiment .. | \$30 |
| Box includes 8 models     |                               |      |
| 94-08                     | Chariot Regiment ..           | \$30 |
| Box includes 3 models     |                               |      |
| 94-41                     | Tomb Swarm ..                 | \$10 |
| Blister includes 2 models |                               |      |

### Boxed Sets & Blister Packs - Special

|                           |                        |      |
|---------------------------|------------------------|------|
| 94-13                     | Tomb Guard Regiment .. | \$35 |
| Box includes 10 models    |                        |      |
| 94-38                     | Ushabti ..             | \$15 |
| Blister includes 1 model  |                        |      |
| 94-42                     | Carrion ..             | \$8  |
| Blister includes 1 model  |                        |      |
| 94-43                     | Tomb Scorpion ..       | \$15 |
| Blister includes 1 model  |                        |      |
| 94-45                     | Tomb Guard Command ..  | \$10 |
| Blister includes 3 models |                        |      |

### Boxed Sets & Blister Packs - Rare

|                      |                             |      |
|----------------------|-----------------------------|------|
| 94-10                | Bone Giant ..               | \$40 |
| Box includes 1 model |                             |      |
| 94-12                | Screaming Skull Catapult .. | \$35 |
| Box includes 1 model |                             |      |

### Metal Bitz & Plastic Sprues - Lords & Heroes

#### Casket of Souls Bitz

|           |                           |        |
|-----------|---------------------------|--------|
| 020711601 | Liche Priest Right Arm .. | \$1.50 |
| 020711602 | Liche Priest Body ..      | \$8    |
| 020711603 | Liche Priest Left Arm ..  | \$1.50 |
| 020711604 | Casket of Souls ..        | \$5    |
| 020711605 | Casket Base ..            | \$8    |
| 020711606 | Altar Front ..            | \$2    |
| 020711607 | Casket Rear ..            | \$2    |
| 020711608 | Guard Body 1 ..           | \$5    |
| 020711609 | Guard Swords Sprue ..     | \$2.50 |
| 020711610 | Skeleton Torso Sprue ..   | \$2    |
| 020711611 | Vulture Sprue ..          | \$2    |
| 020711612 | Guard Body 2 ..           | \$5    |

#### Tomb King in Chariot

|             |                             |      |
|-------------|-----------------------------|------|
| 99380207005 | Tomb Kings Chariot Sprue .. | \$15 |
| 020711705   | Tomb King 2 Left Arm ..     | \$2  |
| 020712401   | Tomb King 3 Right Arm ..    | \$2  |
| 020712402   | Tomb King 3 Body ..         | \$8  |
| 99389999007 | Skeleton Horse Sprue ..     | \$6  |

#### Tomb King

|           |                         |     |
|-----------|-------------------------|-----|
| 020711701 | Tomb King Body 1 ..     | \$8 |
| 020711702 | Tomb King 1 Shield ..   | \$1 |
| 020711703 | Tomb King Body 2 ..     | \$8 |
| 020711704 | Tomb King 2 Glaive ..   | \$2 |
| 020711705 | Tomb King 2 Left Arm .. | \$2 |

#### Liche Priest

|             |                              |     |
|-------------|------------------------------|-----|
| 020711301   | Liche Priest on Foot ..      | \$6 |
| 020711302   | Mounted Liche Priest Body .. | \$6 |
| 99389999007 | Skeleton Horse ..            | \$6 |

### Special Characters

#### Settra the Imperishable

|             |                                 |     |
|-------------|---------------------------------|-----|
| 020711001   | Settra Left Arm Sprue ..        | \$1 |
| 020711002   | Settra Body ..                  | \$8 |
| 020711003   | Settra Right Weapon Arm ..      | \$2 |
| 020711004   | Settra Cloak ..                 | \$2 |
| 020711005   | Settra Chariot Yoke ..          | \$2 |
| 020711006   | Settra Chariot Standard Top ..  | \$2 |
| 020711007   | Settra Chariot Skeleton Icon .. | \$1 |
| 020711008   | Settra Chariot Haft ..          | \$3 |
| 020711009   | Settra Chariot Front ..         | \$3 |
| 020711010   | Settra Chariot Banner Pole ..   | \$2 |
| 020711011   | Settra Chariot Scythe ..        | \$1 |
| 020711012   | Settra Chariot Left Side ..     | \$1 |
| 020711013   | Settra Chariot Base ..          | \$3 |
| 020711014   | Settra Chariot Right Side ..    | \$1 |
| 020711015   | Settra Chariot Wheel ..         | \$1 |
| 99389999007 | Skeleton Horse ..               | \$6 |

#### High Queen Khalida Nelecher

|           |               |     |
|-----------|---------------|-----|
| 020712001 | Tomb Queen .. | \$9 |
|-----------|---------------|-----|

#### Icon Bearer

|           |                             |        |
|-----------|-----------------------------|--------|
| 020711201 | Icon Bearer Body ..         | \$6.50 |
| 020712301 | Mounted Icon Bearer Body .. | \$6.50 |
| 020712302 | Icon Bearer Arm 1 ..        | \$1    |
| 020712303 | Icon Bearer Arm 2 ..        | \$1    |
| 020712304 | Army Icon 2 ..              | \$2    |

### Metal Bitz & Plastic Sprues - Core

#### Skeleton Warrior Regiment

|             |                             |     |
|-------------|-----------------------------|-----|
| 99380207001 | Skeleton Warrior Sprue ..   | \$6 |
| 99380207003 | Tomb King Infantry Sprue .. | \$5 |

#### Skeleton Horsemen Regiment

|             |                             |     |
|-------------|-----------------------------|-----|
| 99380207003 | Tomb King Infantry Sprue .. | \$5 |
| 99380207004 | Tomb Kings Cavalry Sprue .. | \$4 |
| 99389999007 | Skeleton Horse Sprue ..     | \$6 |

#### Chariot Regiment

|             |                             |      |
|-------------|-----------------------------|------|
| 99380207005 | Tomb Kings Chariot Sprue .. | \$15 |
| 99380207003 | Tomb King Infantry Sprue .. | \$5  |
| 99389999007 | Skeleton Horse Sprue ..     | \$6  |

#### Tomb Swarm

|           |                 |     |
|-----------|-----------------|-----|
| 020711401 | Tomb Swarm 1 .. | \$6 |
| 020711402 | Tomb Swarm 2 .. | \$6 |

### Metal Bitz - Special

#### Tomb Guard Regiment

|           |                        |     |
|-----------|------------------------|-----|
| 020712201 | Tomb Guard 1 ..        | \$3 |
| 020712202 | Tomb Guard 2 ..        | \$3 |
| 020712203 | Tomb Guard 3 ..        | \$3 |
| 020712204 | Tomb Guard 4 ..        | \$3 |
| 020712205 | Tomb Guard Shield 1 .. | \$2 |
| 020712206 | Tomb Guard Shield 2 .. | \$2 |
| 020712207 | Tomb Guard Shield 3 .. | \$2 |
| 020712208 | Tomb Guard Shield 4 .. | \$2 |

#### Tomb Guard Command

|           |                               |     |
|-----------|-------------------------------|-----|
| 020712101 | Tomb Guard Champion ..        | \$3 |
| 020712102 | Tomb Guard Musician ..        | \$3 |
| 020712103 | Tomb Guard Standard Bearer .. | \$3 |
| 020712104 | Tomb Guard Standard Top ..    | \$2 |
| 020712205 | Tomb Guard Shield 1 ..        | \$2 |
| 020712206 | Tomb Guard Shield 2 ..        | \$2 |
| 020712207 | Tomb Guard Shield 3 ..        | \$2 |
| 020712208 | Tomb Guard Shield 4 ..        | \$2 |

#### Ushabti

|           |                           |      |
|-----------|---------------------------|------|
| 020711801 | Ushabti Body 1 ..         | \$13 |
| 020711802 | Ushabti Body 2 ..         | \$13 |
| 020711803 | Ushabti Body 3 ..         | \$13 |
| 020711804 | Ushabti Body 4 ..         | \$13 |
| 020711805 | Ushabti Ritual Blade 1 .. | \$3  |
| 020711806 | Ushabti Ritual Blade 2 .. | \$3  |
| 020711807 | Ushabti Ritual Blade 3 .. | \$3  |
| 020711808 | Ushabti Ritual Blade 4 .. | \$3  |

#### Carrion

|           |                    |     |
|-----------|--------------------|-----|
| 020711901 | Carrion Head 1 ..  | \$1 |
| 020711902 | Carrion Head 2 ..  | \$1 |
| 020711903 | Carrion Body 1 ..  | \$3 |
| 020711904 | Carrion Body 2 ..  | \$3 |
| 020711905 | Carrion Wings 1 .. | \$3 |
| 020711906 | Carrion Wings 2 .. | \$6 |

#### Tomb Scorpion

|           |                             |     |
|-----------|-----------------------------|-----|
| 020711501 | Tomb Scorpion Left Claw ..  | \$3 |
| 020711502 | Tomb Scorpion Body ..       | \$4 |
| 020711503 | Tomb Scorpion Right Claw .. | \$3 |
| 020711504 | Tomb Scorpion Tail ..       | \$3 |
| 020711505 | Tomb Scorpion Legs Sprue .. | \$2 |

### Metal Bitz - Rare

#### Bone Giant

|           |                                  |     |
|-----------|----------------------------------|-----|
| 020710901 | Bone Giant Head 1 (Skelatons) .. | \$3 |
| 020710902 | Bone Giant Head 2 (Bare) ..      | \$3 |
| 020710903 | Bone Giant Right Arm ..          | \$6 |
| 020710904 | Bone Giant Torso ..              | \$7 |
| 020710905 | Bone Giant Left Arm ..           | \$6 |
| 020710906 | Bone Giant Right Leg ..          | \$6 |
| 020710907 | Bone Giant Hip ..                | \$6 |
| 020710908 | Bone Giant Left Leg ..           | \$6 |
| 020710909 | Bone Giant Base ..               | \$6 |

#### Screaming Skull Catapult

|           |                        |     |
|-----------|------------------------|-----|
| 020711101 | Catapult Crew 1 ..     | \$3 |
| 020711102 | Catapult Crew 2 ..     | \$3 |
| 020711103 | Catapult Crew 3 ..     | \$3 |
| 020711104 | Catapult Left Side ..  | \$4 |
| 020711105 | Catapult Tail 1 ..     | \$2 |
| 020711106 | Catapult Pole 1 ..     | \$4 |
| 020711107 | Catapult Arm ..        | \$4 |
| 020711108 | Catapult Pole 2 ..     | \$4 |
| 020711109 | Catapult Winch ..      | \$2 |
| 020711110 | Catapult Right Side .. | \$4 |
| 020711111 | Catapult Tail 2 ..     | \$2 |
| 020711112 | Catapult Lever ..      | \$1 |
| 020711113 | Catapult Cross Beam .. | \$1 |
| 020711114 | Catapult Sprue 1 ..    | \$1 |
| 020711115 | Catapult Sprue 2 ..    | \$1 |
| 020711116 | Catapult Skulls ..     | \$2 |
| 020711117 | Catapult Vulture ..    | \$2 |



**Classic/Collector's Range****Boxed Sets & Blister****Packs – Lords & Heroes**

MO0084 Arkhan the Black ..... \$35  
Includes 1 Model

**Metal Bitz & Plastic Sprues –****Lords & Heroes**

079901301 Liche Upper Body ..... \$4.50  
079901302 Liche Lower Body ..... \$4.50  
079901303 Liche Throne Back ..... \$5.50  
079901304 Liche Throne Base ..... \$5.50  
079901305 Liche Throne Right Side ..... \$5.50  
079901306 Liche Throne Left Side ..... \$5.50  
079901307 Grimora Necris Pedestal ..... \$2.50  
079901308 Grimora Necris Back ..... \$5.50  
079901309 Liche Throne Seat ..... \$1.25  
079901310 Liche Throne Front Panel ..... \$1.25

**Special Characters****Arkhan the Black**

0519-1 Arkhan the Black ..... \$5.50  
0519-2 Liche King Chariot Base ..... \$6.50  
0519-3 Liche King Chariot Right Side ..... \$4.50  
0519-4 Liche King Chariot Left Side ..... \$4.50  
0519-5 Liche King Chariot Helt ..... \$4.50  
0519-6 Liche King Chariot Yoke ..... \$5.50  
0519-7 Liche King Chariot Banner ..... \$5.50  
0519-8 Liche King Chariot Banner Pole ..... \$2.50  
0519-9 Liche King Chariot Wheel ..... \$5.50  
0519-10 Skeleton Horse ..... \$5.50

**Metal Bitz – Core****Classic Mummies**

020702201 Mummy 6 ..... \$3.75  
020702202 Mummy 3 ..... \$3.75  
020702203 Mummy 1 ..... \$3.75  
020702204 Mummy 2 ..... \$3.75  
020702205 Mummy 8 ..... \$3.75  
020702206 Mummy 4 ..... \$3.75  
020702207 Mummy 5 ..... \$3.75  
020702208 Mummy 7 ..... \$3.75

**Classic Skeleton Warrior**

020704201 Khemri Leader Head ..... \$1.25  
020704202 Khemri Mace Arm ..... \$1.25  
020704203 Khemri Standard Pole ..... \$1.25  
020704204 Khemri Horn (Cobra) ..... \$1.25  
020704205 Khemri Standard Top ..... \$1.25

**Classic Musician**

020700501 Skeleton Hornblower ..... \$3.75  
020700502 Skeleton Drummer 1 ..... \$3.75  
020700503 Skeleton Drummer 2 ..... \$3.75

**Classic Bowman**

74503-10 Skeleton Archer 1 ..... \$3.75  
MM50-2 Skeleton Warrior w/ Bow ..... \$3.75

**Classic Tomb Swarm**

74905-3 Scorpion ..... \$1.50

**Metal Bitz – Special****Classic Tomb Guardian**

079901113 Skeleton Tomb Guardian 2 ..... \$3.75  
079901114 Skeleton Tomb Guardian 1 ..... \$3.75

**Classic Carrion**

020701401 Carrion Body ..... \$4.50  
020701402 Carrion Wings ..... \$3.75  
020701403 Carrion Head 1 ..... \$3.75  
020701404 Carrion Head 2 ..... \$3.75  
020701405 Carrion Head 3 ..... \$3.75

**CLASSIC RANGE**

**Khemri  
Leader Head**  
020704201



**Khemri Mace Arm**  
020704202



**Khemri Horn (Cobra)**  
020704204



**Khemri  
Standard Top**  
020704205



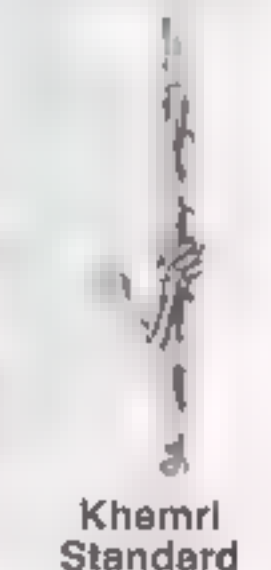
**Skeleton  
Horn Blower**  
020700501



**Skeleton  
Drummer 1**  
020700502



**Skeleton  
Drummer 2**  
020700503



**Khemri  
Standard  
Pole**  
020704203



**Mummy 1**  
020702203



**Mummy 2**  
020702204



**Mummy 3**  
020702202



**Mummy 4**  
020702206



**Mummy 5**  
020702207



**Mummy 6**  
020702201



**Mummy 7**  
020702208



**Mummy 8**  
020702205



# CLASSIC RANGE

**Arkhan the Black  
(Complete)  
MO 0084**

*Note. The complete Arkhan the Black also comes with the 2 Skeleton Horse Sprues (9938999907) shown earlier*



**Arkhan the Black  
0519-1**



**Liche King Chariot  
Banner Pole  
0519-8**



**Liche King Chariot Left Side  
0519-4**



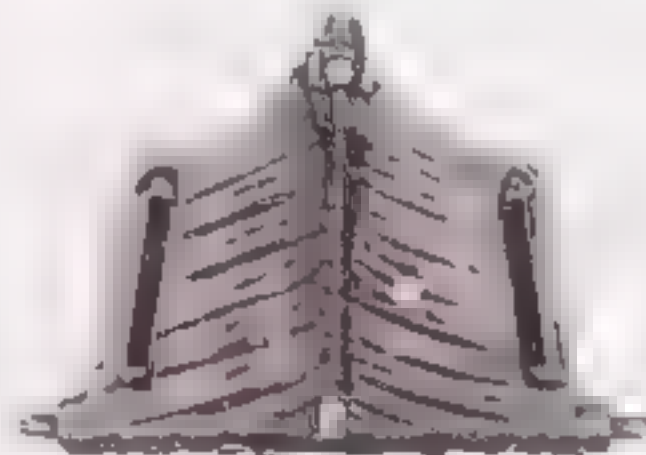
**Liche King Chariot Right Side  
0519-3**



**Liche King  
Chariot Wheel  
0519-9**



**Liche King  
Chariot Lectern  
0519-7**



**Liche King  
Chariot Base  
0519-2**



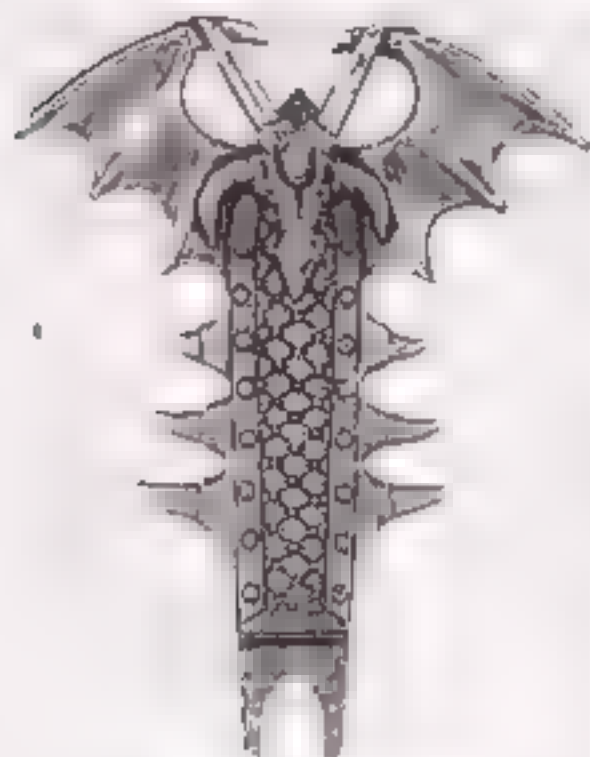
**Liche King Chariot Yoke  
0519-6**



**Liche King Chariot Haft  
0519-5**



## CLASSIC RANGE



**Liche Throne Back**  
079901303



**Liche Throne  
Right Side**  
079901305



**Liche Throne  
Left Side**  
079901306



**Liche  
Throne Base**  
079901304



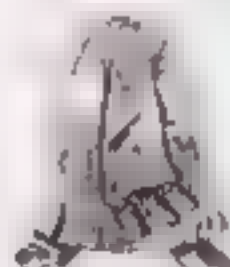
**Skeleton Tomb  
Guardian 1**  
079901114



**Skeleton Tomb  
Guardian 2**  
079901113



**Liche  
Upper Body**  
079901301



**Liche  
Lower Body**  
079901302



**Grimoire  
Necris Book**  
079901308



**Liche  
Throne Seat**  
079901309



**Liche Throne  
Front Panel**  
079901310



**Grimoire Necris  
Pedestal**  
079901307



**Skeleton Archer 1**  
74503-10



**Tomb Swarm  
Scorpion**  
74905-3



**Carrion Wings**  
020701402



**Carrion Body**  
020701401



**Carrion  
Head 1**  
020701403



**Carrion  
Head 2**  
020701404



**Carrion  
Head 3**  
020701405



**Skeleton  
Warrior w/ Bow**  
MM50-2

## SHOWCASE

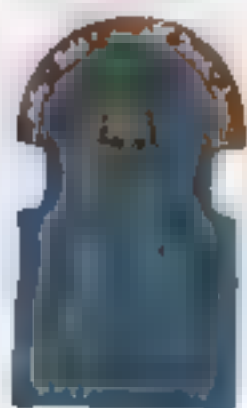
*Sean Lukie's heavily converted Scorpion King was one of the centerpieces of his army at the Dallas 2002 Grand Tournament. Sean's army won both Best Painted and Player's Choice awards.*





## PAINTING HIEROGLYPHS

Some of the most distinctive markings on a Tomb Kings army are the hieroglyphs that adorn many of the shields, banners, weapons, and other equipment. This example shows you that all you need is a steady hand to paint your own symbols on your troops. Below, we also provide some "historically accurate" Tomb Kings glyphs. Once you've got the hang of it, you can delve deeper into the symbols as they're shown in *Warhammer Armies: Tomb Kings*.



1. After painting the shield, use a fine brush to paint a layer of thinned Skull White into the shape of the chosen hieroglyphic. Don't worry about getting a solid line or the exact dimensions at this point.



2. Carefully apply more Skull White to widen and fill the design.



## COLORS OF WAR



*Enchanted Blue, Sunburst Yellow, and Shining Gold*



*Bleached Bone, Enchanted Blue, and Chainmail*



*Bleached Bone, Blood Red, and Chaos Black*



*Bubonic Brown, Blood Red, Chaos Black, and Dwarf Bronze*



*Enchanted Blue and Shining Gold*



*Hawk Turquoise, Blood Red, and Burnished Gold*



*Red Gore and Shining Gold*



*Chaos Black, Red Gore, and Burnished Gold*



*Ice Blue, Dwarf Bronze, and Skull White*



*Skull White, Blood Red, Ultramarines Blue, and Shining Gold*



*Burnished Gold, Chaos Black, and Chainmail*



*Bleached Bone and Burnished Gold*



*Red Gore, Chaos Black, Dwarf Bronze, and Chainmail*



*Bleached Bone, Chaos Black, and Burnished Gold*

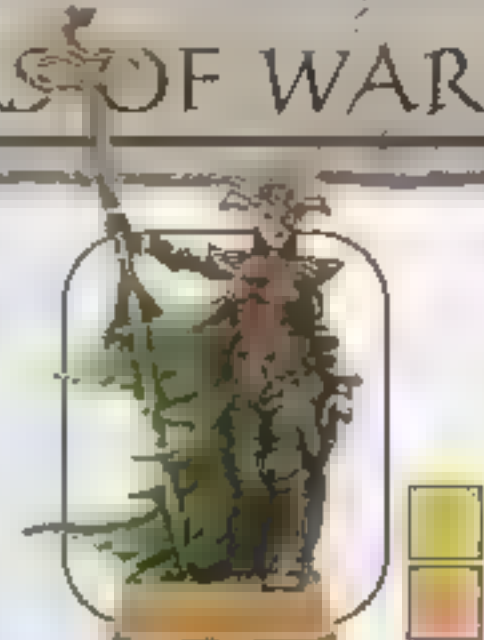


# COLORS OF WAR



*Ice Blue and Red Gore*

Since the majority of any Tomb Kings army is made up of large numbers of Skeletons, the main avenue you can use to make your army look unique is through the color schemes on your shields and equipment. These pages showcase just a few examples of the many colors sported by the undead inhabitants of Nehekhara.



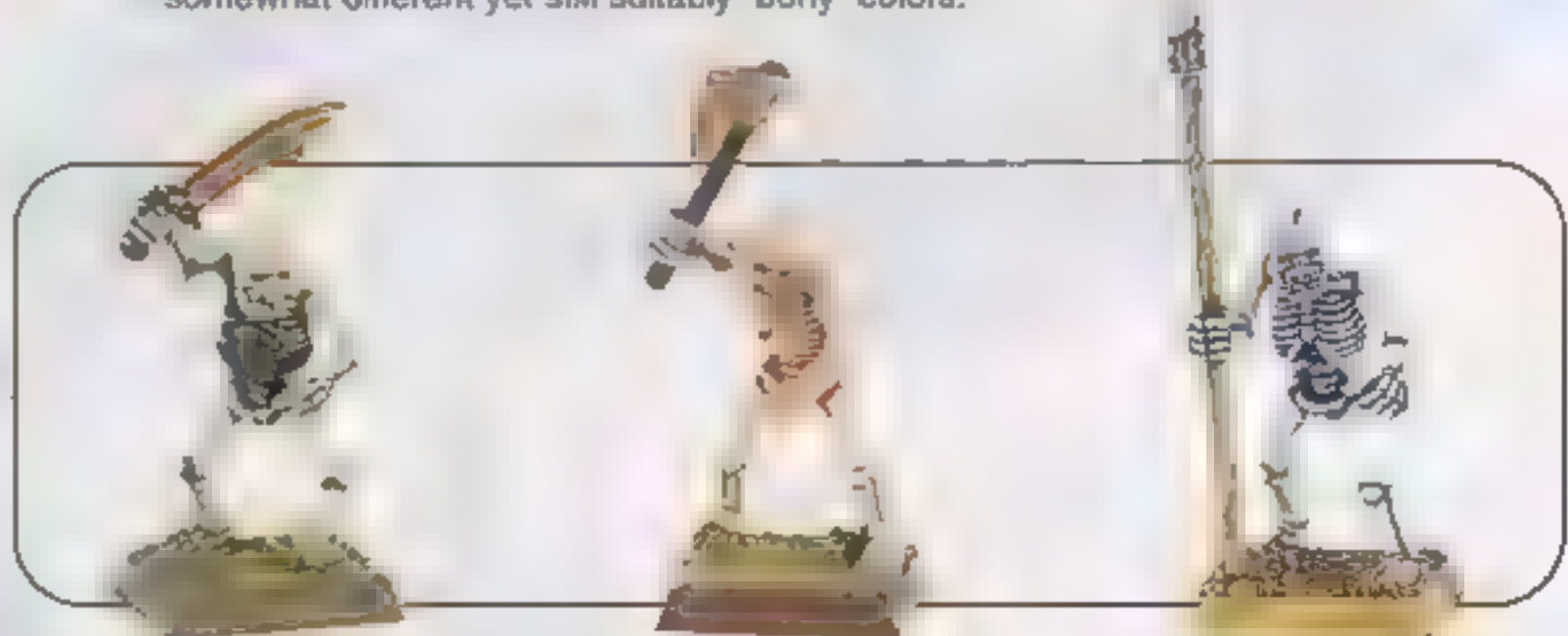
*Scorpion Green and Shining Gold*

**Below** A Bone Giant has been converted to carry a giant bone how and arrow into battle. The trial rules for this model are listed in WD281.



*Ice Green and Jade Green*

Here are three suggestions for painting your Skeletons with somewhat different yet still suitably "bony" colors.



- Undercoat with Chaos Black
- Drybrush with Bronzed Flesh.
- Wash with Brown Ink.
- Highlight with Bleached Bone
- Undercoat with Skull White
- Wash with Flesh Wash
- Drybrush with Bleached Bone.
- Undercoat with Skull White
- Wash with Black Ink
- Drybrush with Skull White.



# VAMPIRE COUNTS

*The land of Sylvania is a cheerless place that travelers are warned to avoid at all costs. It is full of dark tangled forests and barren hills crowned by gloomy ruins. It was well over 500 years ago that the dreaded von Carstein Vampires took hold of the country and marched openly to war against the Empire. To this day, the Sylvanian people are backward. They fear to go out after night falls and surround themselves with charms and banes. But all that ancient evil was banished long ago. The recent outcries of the peasants over missing family members and the return of the bad old days are taken with a grain of salt. The Sylvanians always were a superstitious people.*

Long-dead warriors march again, this time under tattered banners raised by skeletal hands. Evil magics radiate out awakening corpses and binding ethereal creatures to fight once more for cruel masters bent on revenge, conquest, and immortality.

## FIGHTING STYLE

The Undead fight differently than any other army in the Warhammer world. Relying on fear, shambling hordes of Skeletons and Zombies advance to tie down the foe. Fell Bats and Dire Wolves attack along the flanks to negate enemy ranks, while Grave Guard and Black Knights wield their deadly Wight Blades to slice down the foe. The Ethereal Banshee can disrupt enemy units with its Ghostly Howl, and the deadly Black Coach causes Terror and hits units like a Chariot. Even worse, with their powerful Necromantic magics, the Undead can replenish casualties or even summon whole new units of Skeletons or Zombies.

The fighting style of a Vampire Count's army partly depends on which Bloodline the player selects. There are five Bloodlines: von Carstein, Necrarch, Blood Dragon, Lahm, and Strigoi. While all Vampires are imposing enemies and use the same troop types

*Above: James Mackay won second place with his Zombie Dragon in the Large Monster category at the 2002 Baltimore Games Day Golden Demon Painting Competition*

*Right: Eric Hagen's Bat Swarms from the 2003 Minneapolis Grand Tournament. See more of his army on the opposite page*





*Above & Far Right: Eric Hagen's army won the Player's Choice award at the 2003 Minneapolis Grand Tournament*

*Below: One of Jason Meyer's regiments from the 2003 Minneapolis Grand Tournament where he won Best Army*



each Bloodline has a different specialty that can greatly affect a player's overall strategy. For instance, Blood Dragons are the most powerful fighters of all Vampire kind, but in gaining their combat skills, their Magic is reduced. Blood Dragon players will put more emphasis on breaking the foe in hand to hand and rely less on the Magic Phase. The Lahmia are less skilled in weaponry than a Blood Dragon but compensate for this with a range of beguiling and seducing abilities that can freeze attackers and possibly even cause them to switch sides. Necarchs are the weakest in hand-to-hand combat but conversely are the most powerful Necromancers.

### Collecting a Vampire Count Army

Before a Vampire Count can begin his or her quest for domination, some Core troops must be raised. Skeletons and Zombies serve as the mainstay for most Vampire Counts armies. While neither of these troop types will win many fair fights on their own (without a little bit of luck), they are excellent at pinning the enemy in place. Ghouls, with their *Poisoned Attacks* and Skirmish formation, can make a threatening flanking unit.

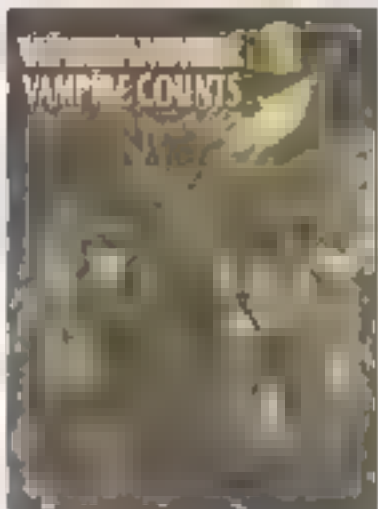
When enlarging an army, a few harder hitting units aren't a bad idea. Grave Guard, Black Knights, and the Black Coach will make even the staunchest of foes pause. Banshees and Spirit Hosts can be wounded only by magical attacks and make for great battlefield distractions. Fell Bats and Dire Wolves are speedy additions, great for taking out enemy war machines or small flanking units.

The cold heart of the army that drives the whole rotting force forward is, without a doubt, the Vampires. A Vampire Lord or Count can more than make up for the combat inadequacies of Skeletons and Zombies! Additionally lesser Vampires (Thralls), Necromancers, Wight Lords, or Wraiths can lead units of the Undead.

Rise up and lead your dark regions to blood and victory!



## Getting Started



This 80-page rulebook contains painting and modeling guides, background lore, and tactical advice for leading a Vampire Count army.

**Warhammer Armies: Vampire Counts**  
91-01-60

*Right: This Grave Guard Standard Bearer was painted by Tammy Hove.*

*Below: Models from David Pappeel's 2002 Chicago Grand Tournament army.*



**Skeleton Warrior Regiment Box (20)**  
91-06

The Skeleton Warrior Regiment Box is a great place to start banding your Vampire Count Army. Included in the box is everything you need to make a full-on, two different regiments: a warrior regiment with hand weapons and shields, or a warrior regiment with spears and shields. The box also includes a plastic command group consisting of a champion, musician, and standard bearer.



*Above: Skeleton Warriors armed with hand weapons and shields.*



*Above: Skeleton Warriors armed with spears and shields.*





**Zacharias the Everliving Box (1)**  
91-10



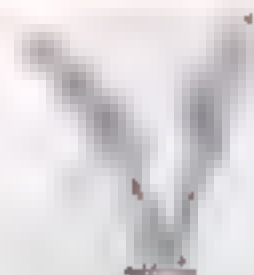
# Lords & Heroes



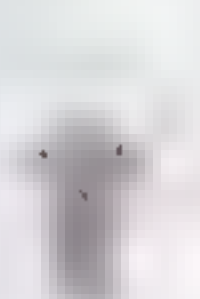
**Zombie Dragon Arm**  
020710103



**Zombie Dragon Claw**  
020710104



**Zombie Dragon Horns**  
020710107



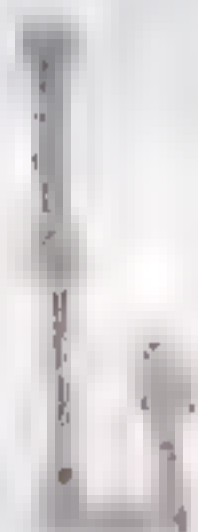
**Zombie Dragon Lower Jaw**  
020710108



**Zombie Dragon Left Arm**  
020710106



**Zombie Dragon Right Arm**  
020710109



**Zacharias Head & Staff**  
020710110



**Zacharias Body**  
020710111



**Zacharias Cloak**  
020710112



**Zombie Dragon Body**  
020710101



**Zombie Dragon Tail**  
020710102



**Zombie Dragon Head & Neck**  
020710105



**Zacharias Bat & Book**  
020710113



**Zombie Dragon Left Foot**  
020710115



**Zombie Dragon Right Foot**  
020710114



**Dragon Wing Set Sprue**  
99380299002

*The Dragon Wing Set Sprue is  
served 50% off the retail*

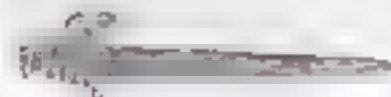


# Lords & Heroes

*Note: The Blood Dragon Vampires use the Armored Nighthunter Helm (020709903, shown with the Necrach Vampires.*



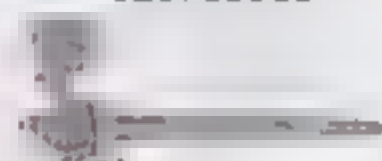
**Blood Dragon Vampires Blister**  
(Random 1 Mounted & 1 on Foot)  
91-38



**Blood Dragon  
1 Sword**  
020709903



**Blood Dragon  
2 Sword**  
020709905



**Blood Dragon  
3 Sword**  
020709909



**Blood Dragon 1  
on Foot**  
020709902



**Blood Dragon 2  
on Foot**  
020709906



**Blood Dragon 3  
on Foot**  
020709910



**Blood Dragon  
Vampire Horse Head**  
020709912



**Blood Dragon  
3 Shield**  
020709908



**Blood Dragon  
3 Lance**  
020709907



**Mounted Blood  
Dragon 1**  
020709901



**Mounted Blood  
Dragon 2**  
020709904



**Mounted Blood  
Dragon 3**  
020709911



**Armored Horse Body & Head Sprue**  
(1 Head & Random 1 Body)  
99380299004



Nightmare Body  
020709513



Nightmare Rider Lance  
020709504



Nightmare  
Left Arm  
020709507



Nightmare  
Rider Head  
020709503



Nightmare  
Right Arm  
020709508



Blood Dragon on Winged  
Nightmare Box (1)  
91-08



Nightmare  
Head  
020709514



Nightmare  
Rider Body  
020709509



Nightmare  
Rider Cloak  
020709501



Nightmare  
Rider Shield  
020709502



Nightmare  
Jaw  
020709512



Nightmare  
Left Leg  
020709505



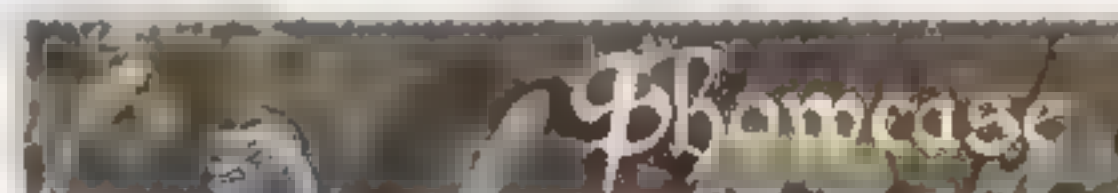
Nightmare  
Right Leg  
020709506



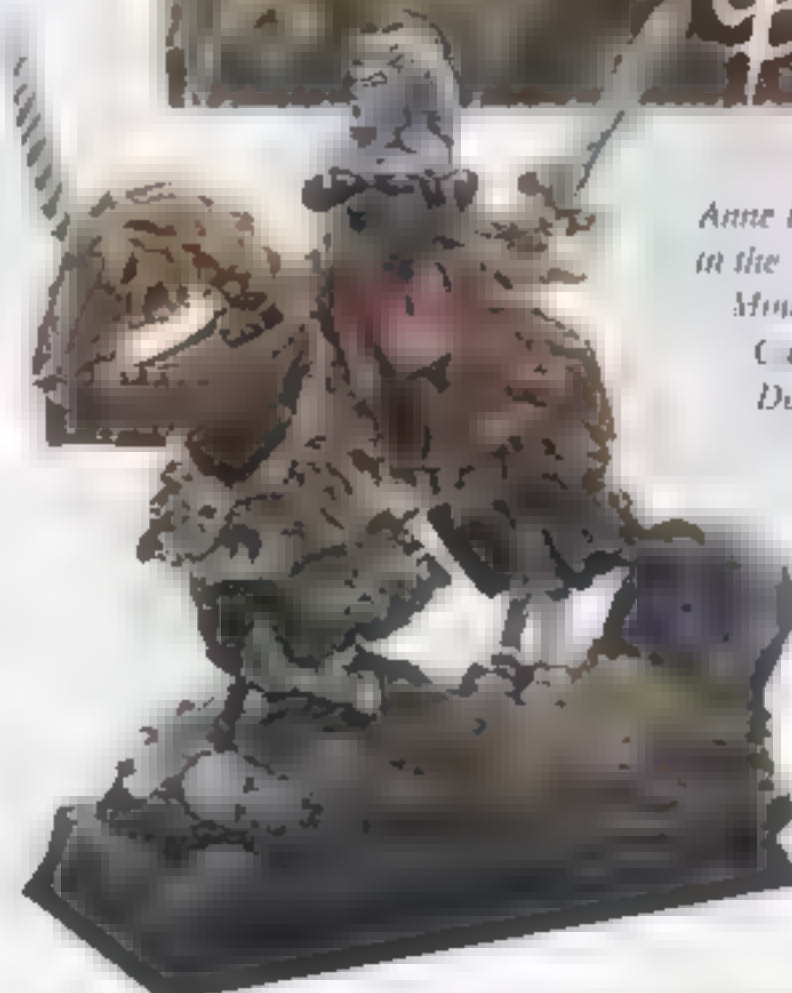
Nightmare Left Wing  
020709510



Nightmare Right Wing  
020709511



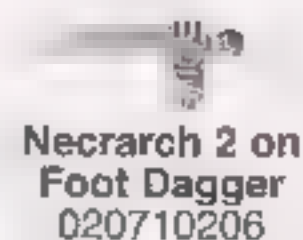
Anne Forrester won second place  
in the Warhammer Fantasy Single  
Miniature Category at the 2012  
Canadian Games Day London  
Demon Painting Competition.





# 

*Note: The Necrarch Vampires use the Bretonnian Horse Body Sprue (9938999004) shown below.*



**Necrarch Vampires Blister (Random 1 Mounted, 1 on Foot & 1 Familiar)**  
91-48



**Necrarch 1 on Foot**  
020710202



**Necrarch 2 on Foot Body**  
020710204



**Armored Nightmare Tail**  
020707003



**Necrarch Nightmare Head**  
020710209



**Necrarch Familiar**  
020710208



**Mounted Necrarch Familiar**  
020710207



**Mounted Necrarch 1**  
020710201



**Mounted Necrarch 2 Body**  
020710203



**Lahmian Vampires Blister (Random 1 on Foot & 1 Mounted)**  
91-40



**Bretonnian Horse Head Sprue**  
9938999014



**Bretonnian Horse Body Sprue**  
9938999004



**Lahmian Vampire Horse Head**  
020709805



**Lahmian Vampire 1 on Foot**  
020709801



**Lahmian Vampire 2 on Foot**  
020709803



**Mounted Lahmian Vampire**  
020709802



**Mounted Lahmian Vampire w/ Staff**  
020709804



# Lords & Heroes

**Von Carstein Vampires  
Blister (Random 1  
Mounted & 1 on Foot)**

91-36

**Von Carstein  
Nightmare Head**  
020710408

**Von Carstein 1  
on Foot**  
020710403

**Von Carstein 2  
on Foot**  
020710405

**Mounted Von  
Carstein 2 Body**  
020710404

**Mounted Von  
Carstein 1 Head**  
020710402

*Note: These Vampires use the Armored Horse Head & Body (99180299004) shown with the Blood Dragons and the Armored Nightmare Tall (020717003) on the opposite page.*

**Mounted Von Carstein 2 Lance**  
020710407

**Von Carstein 2  
Sword**  
020710406

**Mounted Von  
Carstein 1 Body**  
020710401

**Mannfred Von  
Carstein Sword Arm**  
020707802

**Mannfred Von Carstein Blister (1)**  
91-35

**Mannfred Von Carstein**  
020707801

**Nightmare Head**  
020707803

## PAINTING ZOMBIE FLESH

When flesh is Undead, it takes on a vastly different color (and odor) than living flesh. Therefore, when painting the skin on your Zombies, keep in mind that almost any color can be used. Here are a few examples using greys, purples, browns, and whites. Experiment with other colors to see what putrid looks you can create by mixing paints and inks.



## PURPLE SKIN



**Step 1.** Basecoat the model with a thinned coat of Codex Grey and let it dry. Give the skin a wash of 50/50 Codex Grey and Wiche Purple.



**Step 2.** Use thinned Codex Grey for the first highlights.



**Step 3.** Add Fortress Grey to the Codex Grey and paint the final highlights.

## ROTTING FLESH



**Step 1.** Paint all the skin with Rotting Flesh and let it dry. Give the skin a wash of a 50/50 mix of Vermin Brown and Dark Angels Green.



**Step 2.** Paint the first highlights with thinned Rotting Flesh. Aim to keep the highlights subtle.



**Step 3.** Paint the final highlights with a mix of 50/50 Rotting Flesh and Skull White.



# Lord & Hero



**Mounted Necromancer Legs**  
020701202



**Mounted Necromancer Body**  
020701201



**Mounted Wight Lord Blister (1)**  
91-62



**Wight Lord**  
020702901



**Wight Lord Skeleton Steed Left**  
020702903



**Wight Lord Skeleton Steed Right**  
020702904



**Wight Lord Shield**  
020702902

*Note: The Mounted Necromancer uses the Caparlson Horse Head & Body Sprues (9938999902 & 99389999012) shown in the Empire section*



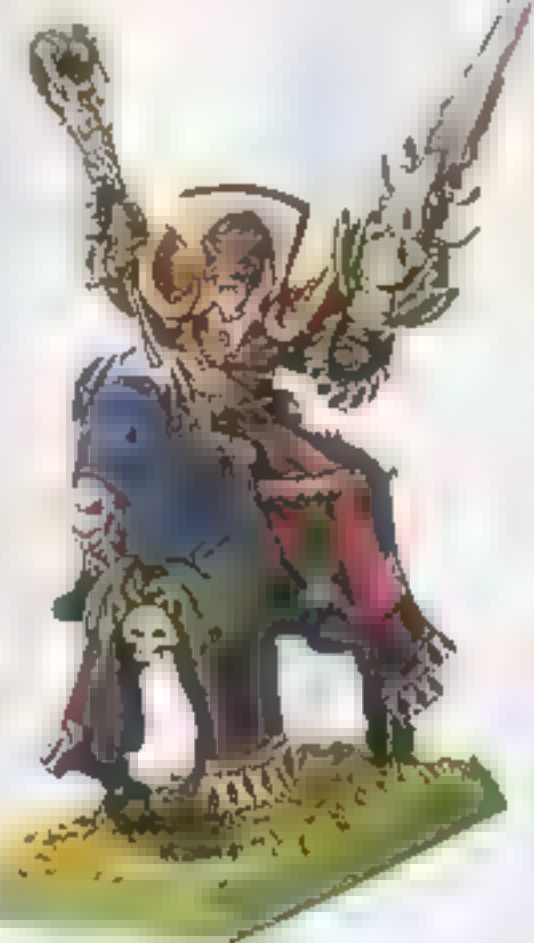
**Necromancer 1**  
020701001



**Necromancer 2**  
020701002



**Necromancer 3**  
079901011



**Necromancers Blister (1 Mounted & Random 1 on Foot)**  
91-45



*Note: The Wight Champion uses the Fighter Shield Sprue (9936999903) shown with the Classic Grave Guard*

**Wight Lord Blister (Random 1)**  
91-54



**Krell Body**  
020701701

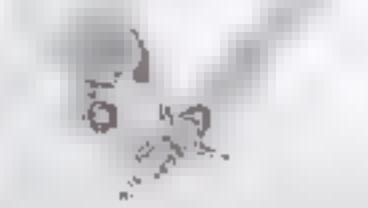


**Krell Banner Pole**  
020701702



**Wight Champion**  
020708801

**Wight Champion Shield**  
020708803



**Wight Champion Sword Arm**  
020708802

*Note: The horse shown with the mounted Necromancer is a conversion.*



# Lords & Heroes



**Strigoi Vampire Blister (Random 1)**  
91-57



**Strigoi Vampire Head 1**  
020710005



**Strigoi Vampire Head 2**  
020710006



**Strigoi Vampire 1**  
020710001



**Strigoi Vampire 2**  
020710003



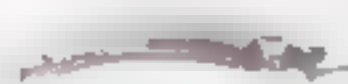
**Strigoi Vampire 3**  
020710004



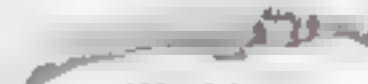
**Strigoi Vampire Head 3**  
020710007



**Strigoi Vampire Arm**  
020710002



**Wraith Scythe 1**  
020707705



**Wraith Scythe 2**  
020707706

Although their bodies have decayed, Wights are held together by evil magic and wear their ancient armor corroded by time and dusty with the years.



**Wight Lord Standard Body**  
020710602



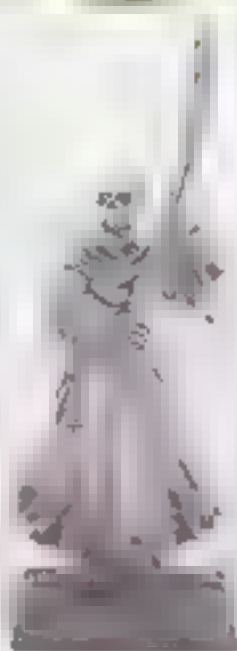
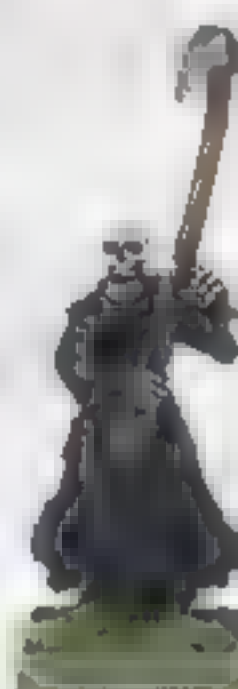
**Wight Army Standard Blister (1)**  
91-60



**Wight Lord Standard**  
020710601



**Wraith Blister (Random 1)**  
91-52



**Wraith 1**  
020707701



**Wraith 2**  
020707702



**Wraith 3**  
020707703



**Wraith 4**  
020707704



## FELL BAT CONVERSION

To make Fell Bats into even darker creatures that stalk the night and hunger after the blood of the living, Rob Hawkins did a little converting. For a more dynamic pose, Rob added Wyvern wings from our Warmaster range to these already monstrous Fell Bats.

### GLUING



First glue the Bat's body to a 40-mm base with a length of wire. Once dry glue the Warmaster Wyvern wings to the back of the creature.

### PUTTY



Fill in any gaps between the wings and the body with putty. Using a sharp tool, texture the putty to blend in with the rest of the model.

### BASING

Base the model with sand and other appropriate bits. This model uses plastic tombstones from Mouse Models, a company that makes cemetery models.

### PAINTING

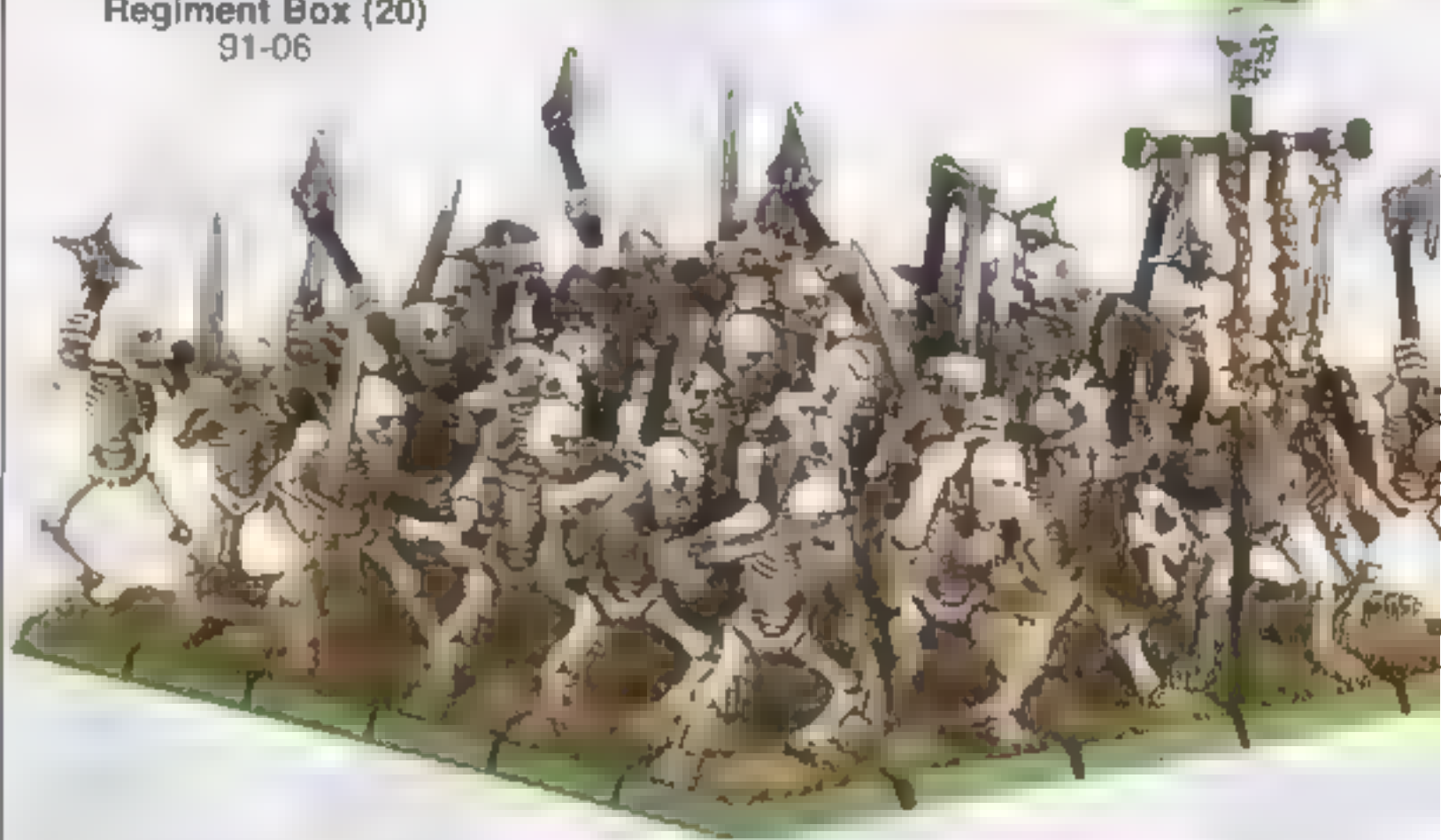
Prime the model black and start with a basecoat of Scorched Brown. Highlight the skin and fur with Bestial Brown. Finish with a highlight of Bleached Bone over the fur.



## Core Elements



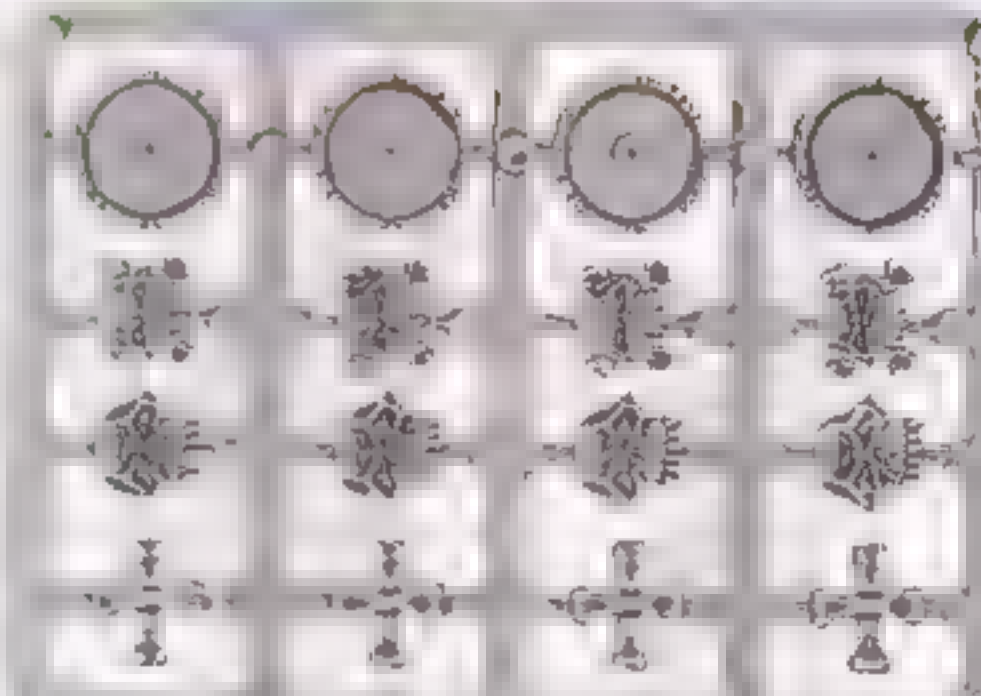
Skeleton Warrior  
Regiment Box (20)  
91-06



Create a Skeleton Regiment  
with spears or hand weapons  
and shields.



Above: Skeleton Warriors  
converted by Dave Andrews

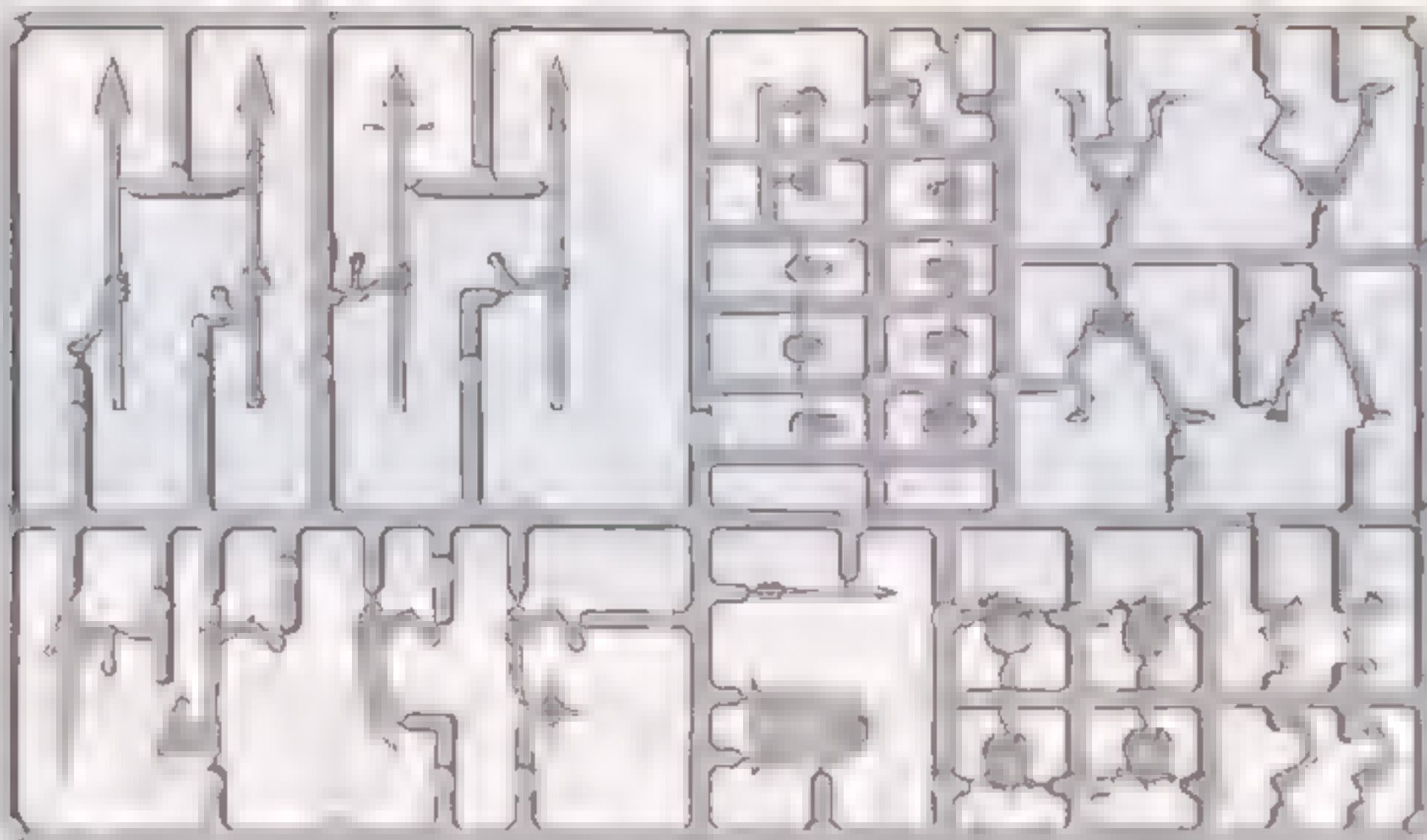


Skeleton Warrior Shield Sprue  
99360299001



Sprues are shown at  
80% of actual size

# Core Units



Skeleton Warrior Sprue  
99380207001



Regiment Command Sprue  
99380299001





**WARHAMMER**

# Core Elms

Zombie Regiment Box (20)  
91-07

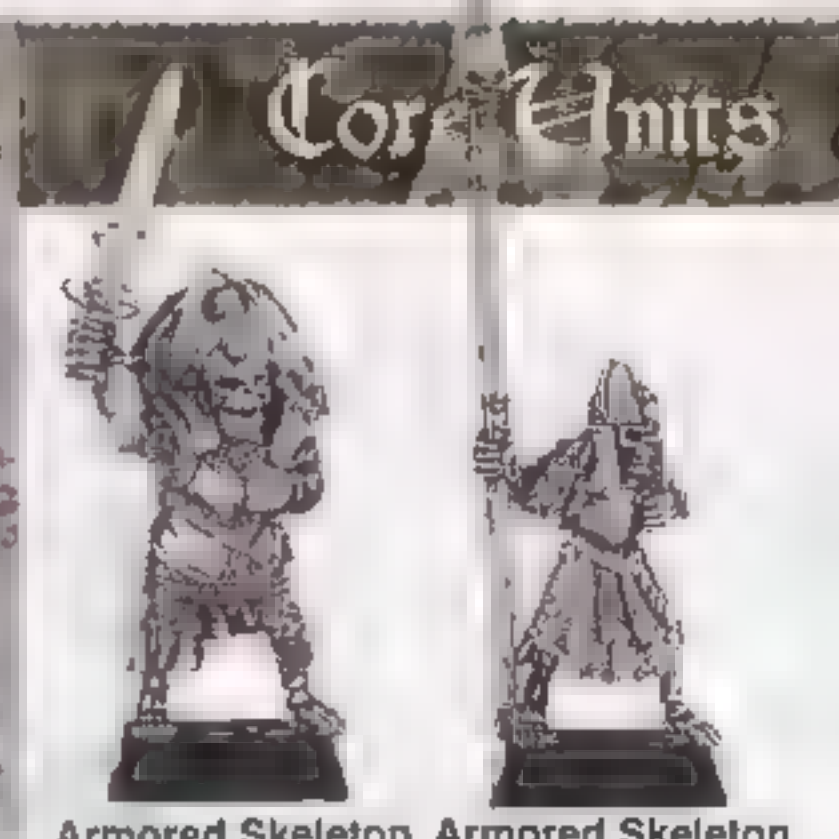


*Sprue is shown at  
80% of actual size*

**Zombie Sprue**  
99380207002

**844 ALL MODELS ARE SUPPLIED UNPAINTED**





**Armored Skeletons (Random 3) & Command (3) Blisters**  
91-44 91-43

**Large Shield Sprue**  
99369999006

**Armored Skeleton Champion**  
020703701

**Armored Skeleton Standard**  
020703801



**Armored Skeleton Musician**  
020703802



**Armored Skeleton w/ Spear 1**  
020703601



**Armored Skeleton w/ Spear 2**  
020703602



**Armored Skeleton w/ Spear 3**  
020703603



**Armored Skeleton w/ Spear 4**  
020703604



**Armored Skeleton w/ Spear 5**  
020703605

*Right: Chad Mierzwu created these Bat Swarms from Warmaster Carrion models*



**Bat Swarm Blister (Random 2)**  
91-56



**Bat 4**  
020703104



**Bat 5**  
020703105



**Bat 1**  
020703101



**Bat 2**  
020703102



**Bat 3**  
020703103

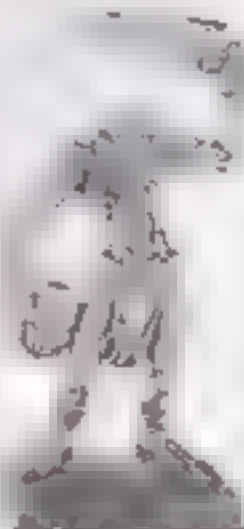




## Core Units



Ghoul 4  
020706704



Ghoul 5  
020706705



Ghouls Blister (Random 3)  
91-46



Ghoul 6  
020706706



Ghoul 8  
020706708



Ghoul 9  
020706709



Ghoul 10  
020706710



Ghoul 2  
020706702

## Phonase

*Below Left: A Blood Dragon Bath Standard painted by Dave Thomas*

*Below Right: This Vampire Lord Antoine van Carstein, was converted by Mark Harrison and painted by Joe Hill*



Ghoul 7  
020706707



Ghoul 1  
020706701



Ghoul 3  
020706703



Ghoul 11  
020706711



Ghoul 12  
020706712



# Core Elements



**Dire Wolves Blister (Random 2)**  
91 50



**Doom Wolf Blister (1)**  
91-51



**Dire Wolf Head 2**  
020703502

**Dire Wolf Head 1**  
020703501

**Dire Wolf Head 3**  
020703503



**Wolf Head & Body Sprue**  
99380299005



**Doom Wolf Front Leg**  
020703902



**Doom Wolf Hind Leg**  
020703903



**Doom Wolf Body**  
020703901

# Painting



Graham Voss won first place in the Warhammer Fantasy Regiment Category with "The Transformation" at the 2003 Canadian Games Day Golden Demon painting competition





## PAINTING SPIRIT HOSTS

Some say that spirits are white, while others describe them appearing in many different shades. Try these haunting schemes to liven up your spirits.

### SHADOW GREY UNDERTONE



**Step 1.** Prime the models with Skull White and paint them with Shadow Grey.

**Step 2.** Drybrush the entire model with Codex Grey.



**Step 3.** Highlight with a drybrush of Fortress Grey.

**Step 4.** Finish with a light drybrush of Skull White.

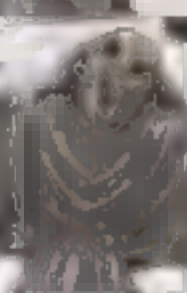


### GREY UNDERTONE



**Step 1.** Prime the models with Skull White and paint them with Shadow Grey.

**Step 2.** Drybrush the entire model with Codex Grey.

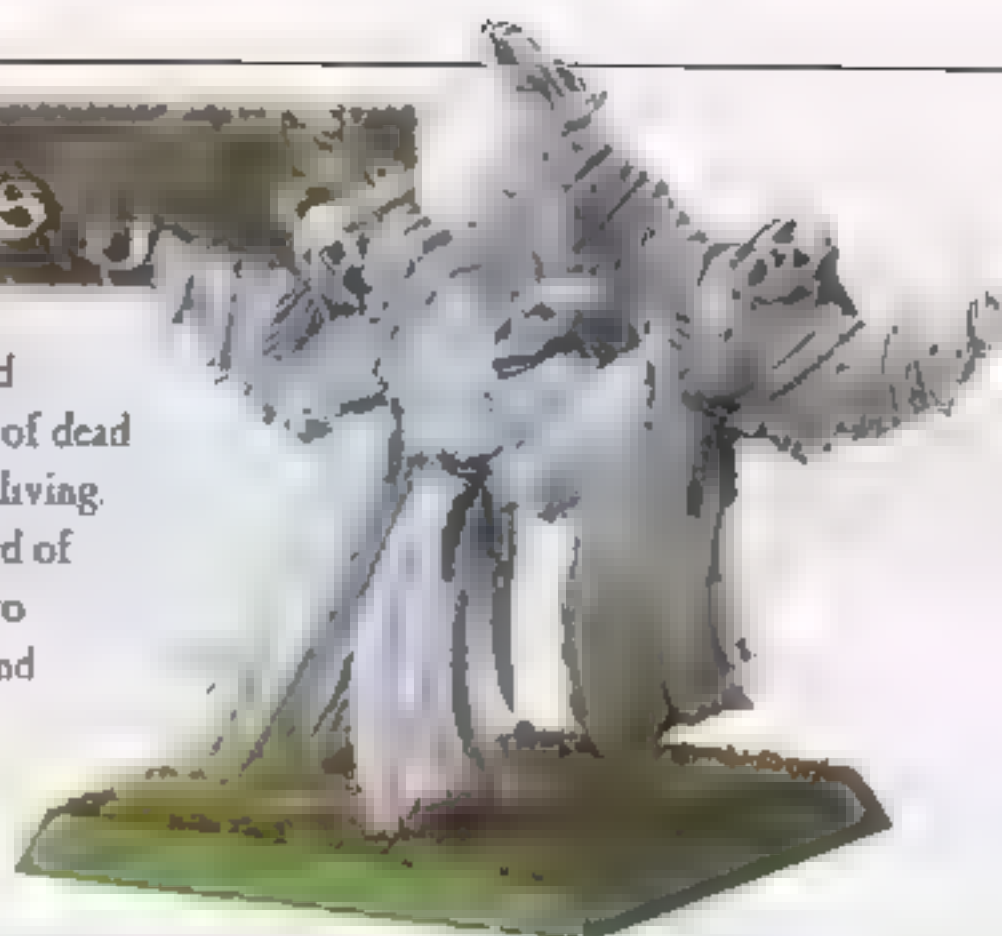


**Step 3.** Highlight with a drybrush of Fortress Grey.



## Special Units

The dead do not rest easy in the Old World. Ghosts, shades, and specters of dead men return to haunt the land of the living. Some Vampires and the most twisted of Necromancers hold the knowledge to summon these miserable creatures and unleash them upon their enemies. When summoned, spirits gather together into vast hosts and advance on the enemy. They are silent and incorporeal but no less frightening, because their touch is enough to freeze the hearts of mortals.



Ethereal Host Blister (1)  
91-47



Spirit Host 3  
020707103



Spirit Host 1  
020707101



Spirit Host 2  
020707102





# Special Units

Fell Bats Blister (Random 2)  
91-59

Fell Bat Head 1  
020710502

Fell Bat Head 2  
020710504

Fell Bat Head 3  
020710506

Fell Bat Body 1  
020710501

Fell Bat Body 2  
020710503

Fell Bat Body 3  
020710505

Grave Guard  
Command Blister (3)  
91-58

Grave Guard  
Regiment Box (10)  
91-11

Grave Guard Shield  
020710304

Grave Guard Standard  
020710302

Grave Guard  
Standard Bearer  
020710301

Grave Guard 1  
020709601

Grave Guard 2  
020709602

Grave Guard 3  
020709603

Grave Guard 4  
020709604

Grave Guard  
Horn Blower  
020710305

Grave Guard  
Champion  
020710303





## Special Units



**Mounted Wight  
Champion**  
020703301



**Hell Knight Blister (1)**  
91-61



**Black Knights (Random 1) & Command (Random 1) Blisters**  
91-41 91-42



**Mounted Wight  
Spear 1**  
020702705



**Mounted Wight  
Spear 2**  
020702706



**Mounted Wight  
Spear 3**  
020702707



**Mounted Wight  
Spear 4**  
020702708



**Mounted Wight  
Standard Pole**  
020703403



**Mounted Wight  
Helmet Wings**  
020703402



**Mounted Wight  
Horn Blower Arm**  
020703502



**Mounted Wight  
Standard Body**  
020703401



**Mounted Wight  
Horn Blower Body**  
020703501

*Note: The Mounted Wights use the Skeleton Horse Sprue (99389999007) shown with the Black Coach*



**Mounted Wight  
Body 1**  
020702701



**Mounted Wight  
Body 2**  
020702702



**Mounted Wight  
Body 3**  
020702703



**Mounted Wight  
Body 4**  
020702704



**Mounted Wight  
Standard Top**  
020703404



**Mounted Wight  
Shield 1**  
020702709



**Mounted Wight  
Shield 2**  
020702710



**Mounted  
Wight Sword**  
020702711



## Terrain



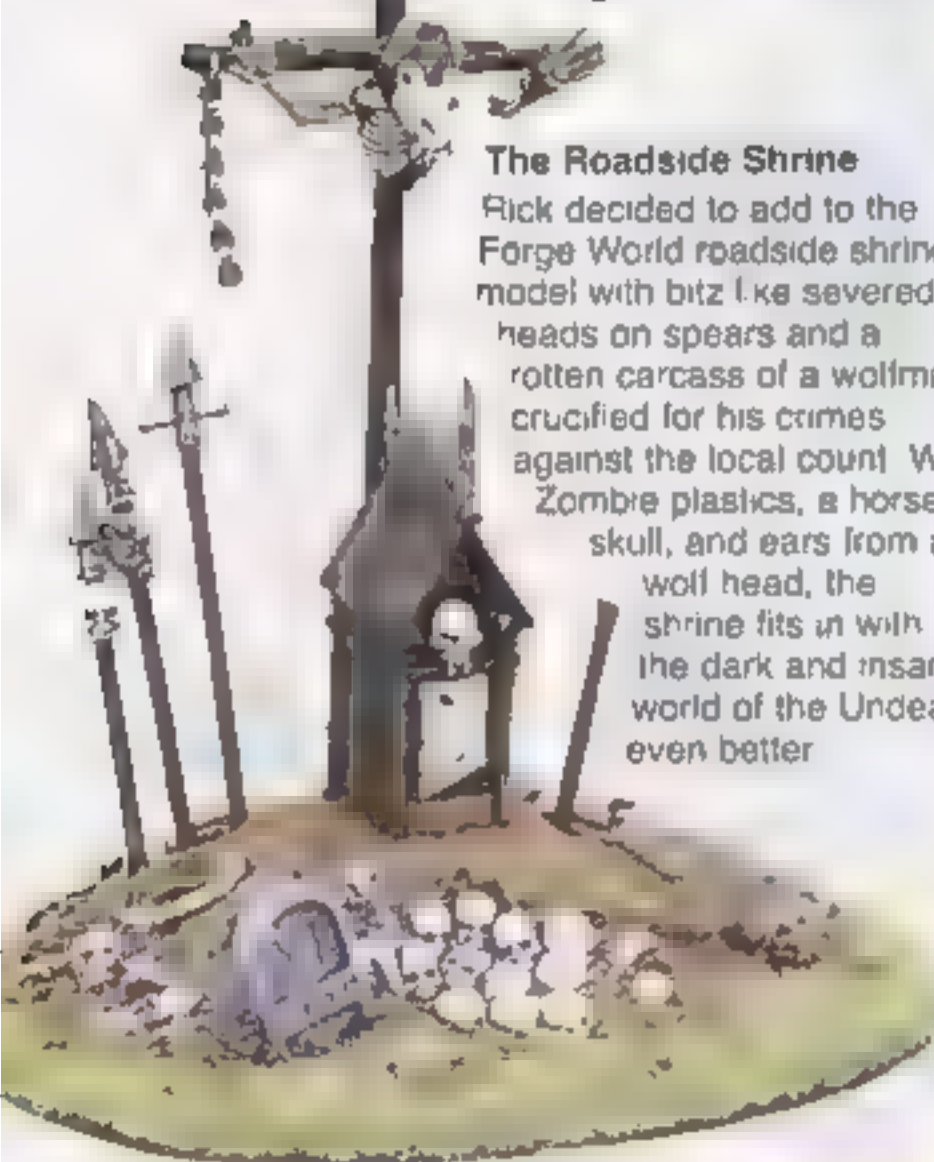
## Shackled Beast

Who knows why the twisted lords of the Undead have chained this Zombie to a wall, but with a few Zombie and Skeleton plastic pieces, you can have one of your own, just like Rick's!

## Rick Smith

## The Roadside Shrine

Rick decided to add to the Forge World roadside shrine model with bits like severed heads on spears and a rotten carcass of a wolfman, crucified for his crimes against the local count. With Zombie plastics, a horse skull, and ears from a wolf head, the shrine fits in with the dark and insane world of the Undead even better.



## Ed Phillips

## Zombie Swamp

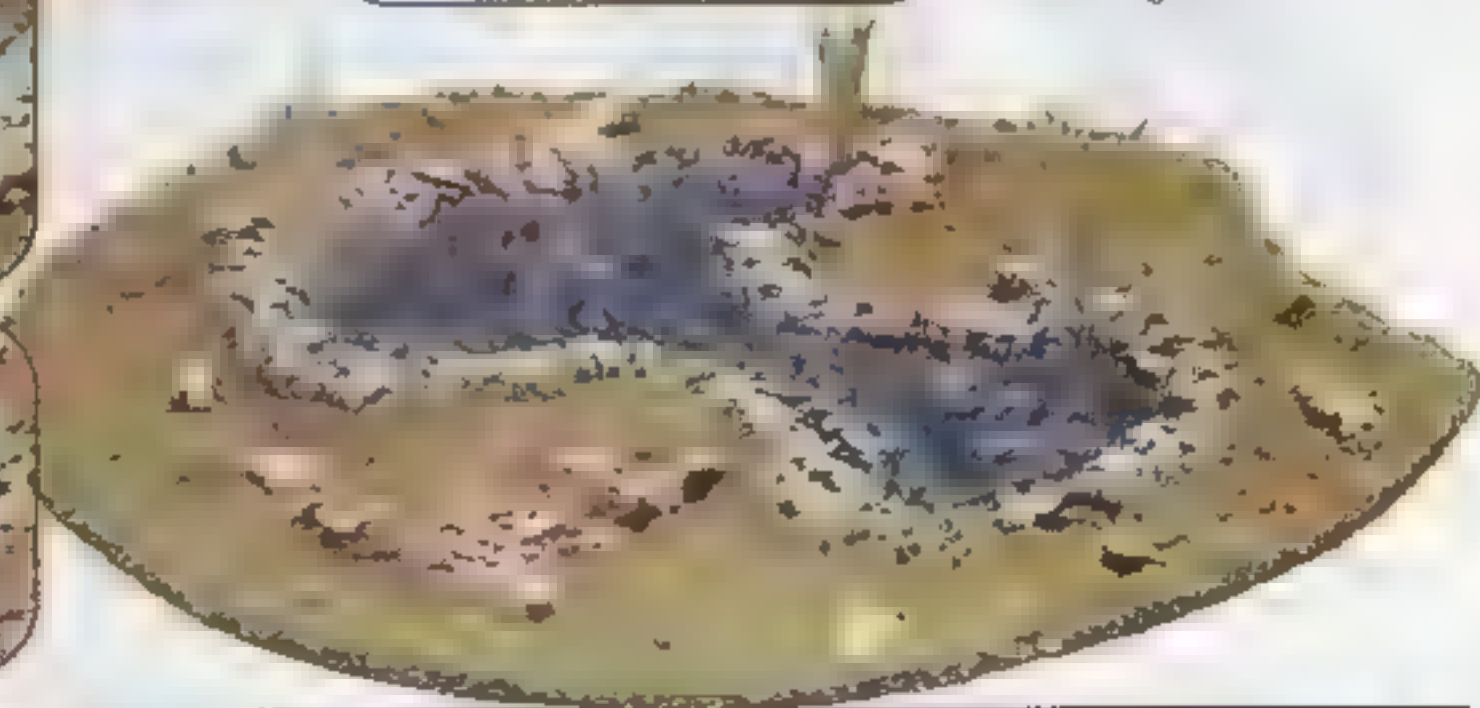
There's something horrifying about a corpse sitting up in a pool of stagnant water and then lurching towards you. Ed decided he needed to explore this facet of Undead existence, so he made this Zombie Swamp. The water is white glue painted in Regal Blue with swirls of Scorpion Green. The water was finished off by pouring a lot of Gloss Varnish paint over the surface.



## Ty Finocchiaro

## Column Of Doom

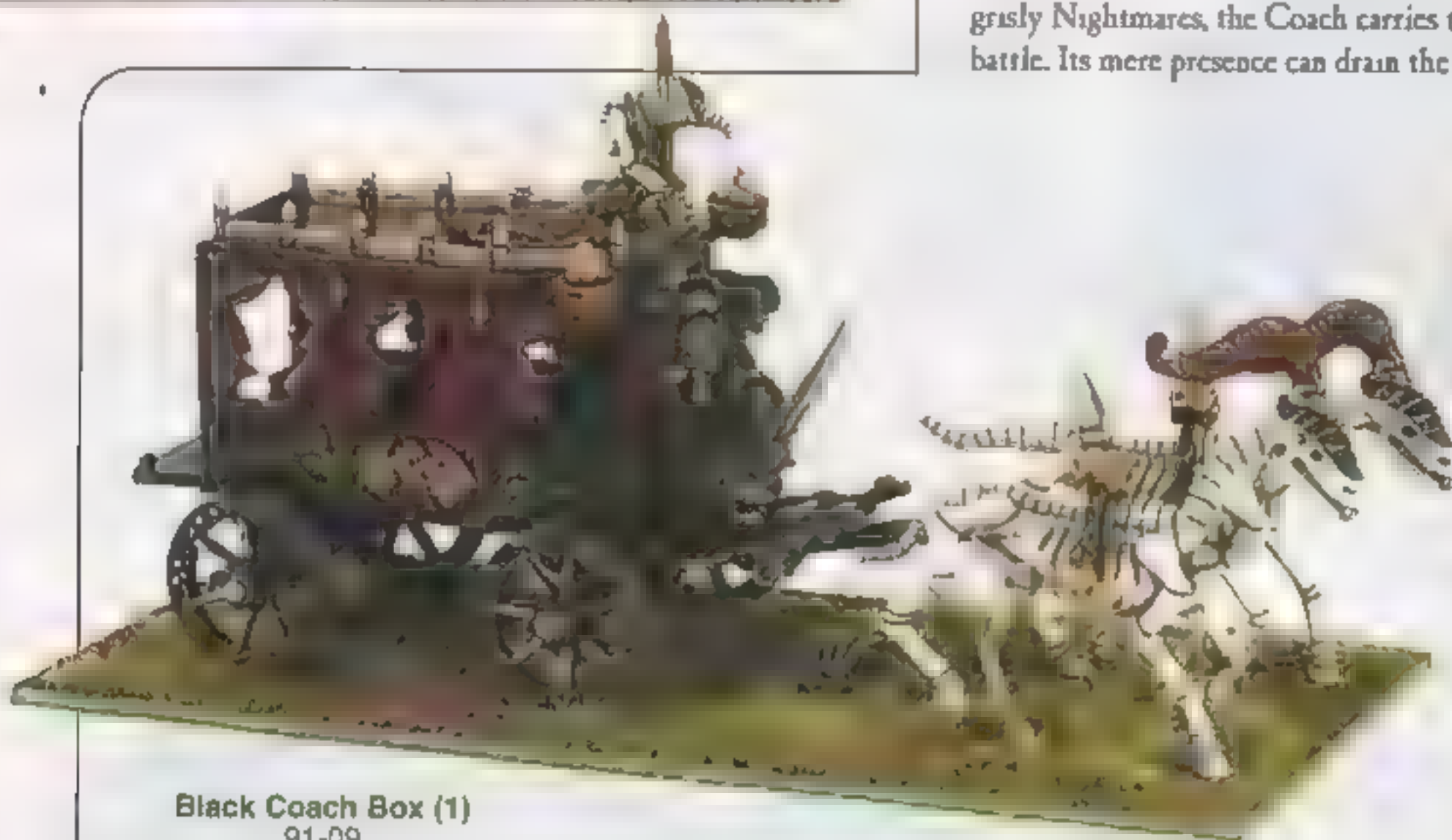
By using a toilet paper roll Ty made a very simple column that anyone can add to his table. The chain on the side is an easy conversion made from the Zombie Regiment plastics. Use the two chained bears, cut off the bears, and glue the remaining lengths of chains together.





# Rare Units

The Black Coach is a ghostly apparition created by performing unholy rituals. Driven by an insubstantial Wraith and pulled by two grisly Nightmares, the Coach carries the remains of a Vampire into battle. Its mere presence can drain the lifeblood of men.



**Black Coach Box (1)**  
91-09



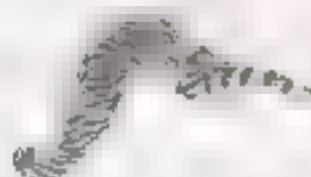
**Black Coach Banner Pole**  
020706807



**Black Coach Bell**  
020706808



**Black Coach Brazier**  
020706809



**Black Coach Steed's Plume**  
020706810



**Black Coach Seat**  
020706811



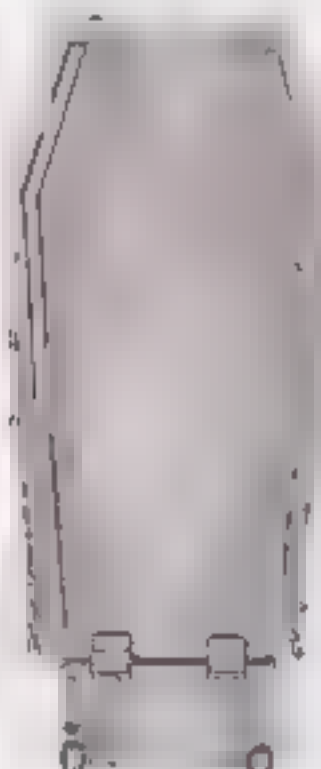
**Black Coach Cushion**  
020706812



**Black Coach Wraith Legs**  
020706813



**Black Coach Wraith Body**  
020706814



**Black Coach Floor**  
020706801



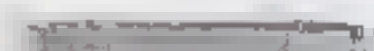
**Black Coach Roof**  
020706803



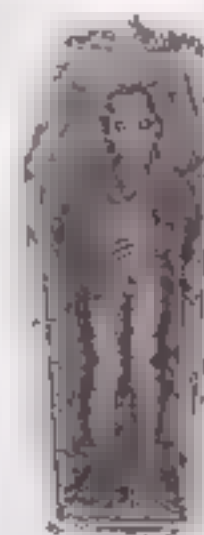
**Black Coach Side 2 (Right)**  
020706805



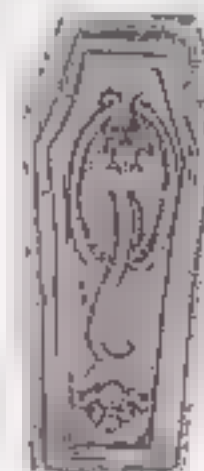
**Black Coach Side 1 (Left)**  
020706804



**Black Coach Axle**  
020706806

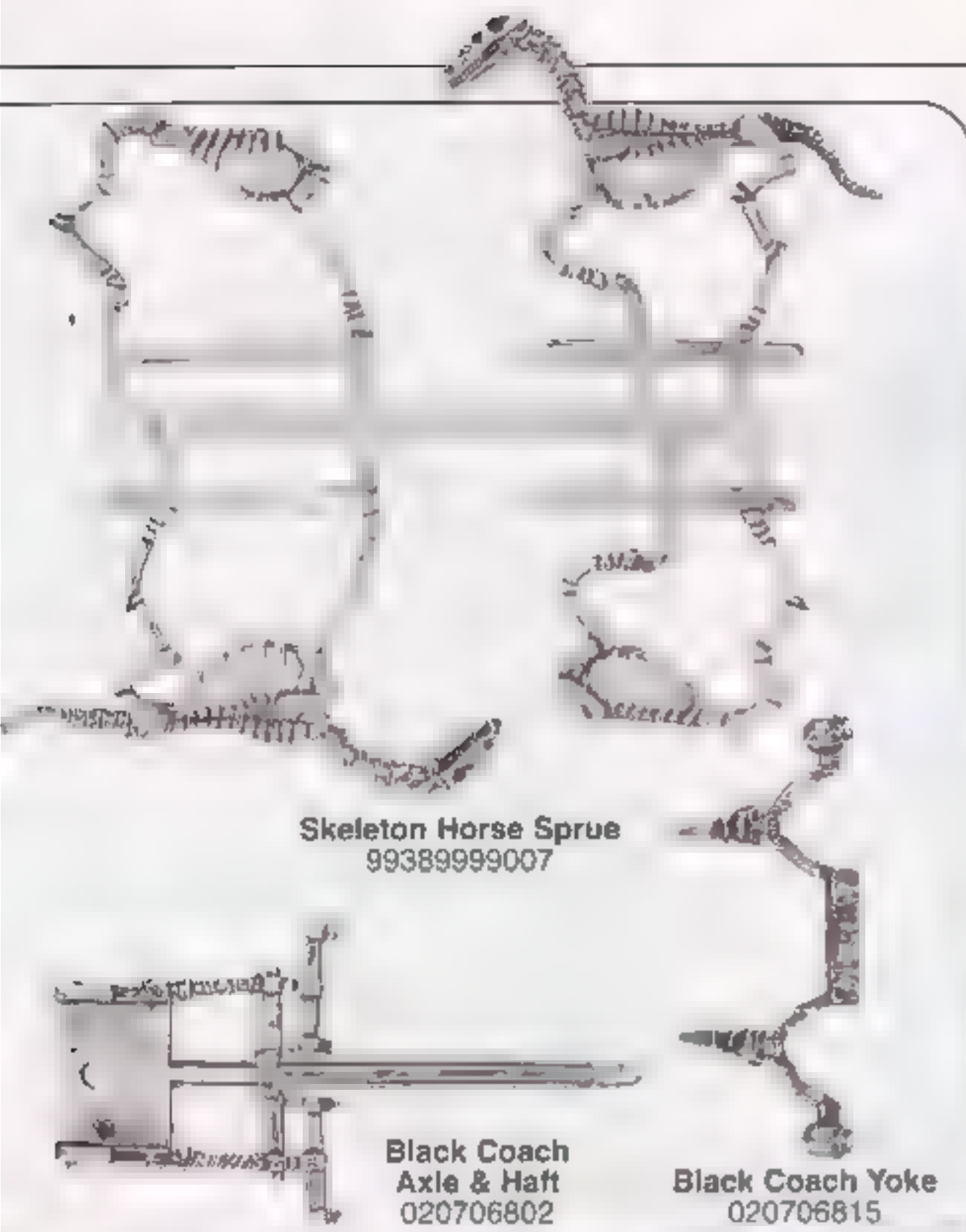


**Black Coach Coffin**  
020706816



**Black Coach Coffin Lid**  
020706817





## Rare Units



**Banshee 1**  
020703001



**Banshee 2**  
020703002



**Banshee 3**  
020703003

**Banshee Blister (Random 1)**  
91-55

## Phonase

*Below Left: Dave Gentzler won third place at the 2000 Baltimore Games Day Golden Demon painting competition with his "Zombies from the Deep" unit*



*Right: Lillian Troy won second place at the 2003 Baltimore Games Day Demon Painting competition with "Hatsuseptra"*





## Price List

### Getting Started

91-01-50 Warhammer Armies: Vampire Counts . . . \$20

### Boxed Sets & Blister Packs – Lords & Heroes

91-08 Blood Dragon on Winged Nightmare . . \$35  
Box includes 1 model

91-38 Blood Dragon Vampires . . . \$15  
Blister includes 2 models

91-40 Lahmian Vampires . . . \$15  
Blister includes 2 models

91-48 Necrarch Vampires . . . \$15  
Blister includes 2 models

91-45 Necromancers . . . \$15  
Blister includes 2 models

91-57 Strigoi Vampire . . . \$8  
Blister includes 1 model

91-36 Von Carstein Vampires . . . \$15  
Blister includes 2 models

91-60 Wight Army Standard . . . \$9  
Blister includes 1 model

91-62 Mounted Wight Lord . . . \$13  
Blister includes 1 model

91-54 Wight Lord . . . \$9  
Blister includes 1 model

91-52 Wrath . . . \$8  
Blister includes 1 model

### Special Characters

91-35 Manfred Von Carstein . . . \$13  
Blister includes 1 model

91-10 Zacharias the Everliving . . . \$45  
Box includes 1 model

### Boxed Sets & Blister Packs – Core

91-43 Armored Skeleton Command . . . \$10  
Blister includes 3 models

91-44 Armored Skeletons . . . \$9  
Blister includes 3 models

91-56 Bat Swarm . . . \$10  
Blister includes 2 models

91-50 Dire Wolves . . . \$6  
Blister includes 2 models

91-51 Doom Wolf . . . \$8  
Blister includes 1 model

91-46 Ghouls . . . \$9  
Blister includes 3 models

91-06 Skeleton Warrior Regiment . . . \$30  
Box includes 20 models

91-07 Zombie Regiment . . . \$30  
Box includes 20 models

### Boxed Sets & Blister Packs – Special

91-41 Black Knight . . . \$9  
Blister includes 1 model

91-61 Hell Knight . . . \$9  
Blister includes 1 model

91-42 Black Knight Command . . . \$9  
Blister includes 1 model

91-59 Fell Bats . . . \$9  
Blister includes 2 models

91-11 Grave Guard Regiment . . . \$35  
Box includes 10 models

91-58 Grave Guard Command . . . \$10  
Blister includes 3 models

91-47 Etherea Host . . . \$9  
Blister includes 3 models

### Boxed Sets & Blister Packs – Rare

91-55 Banshee . . . \$8  
Blister includes 1 model

91-09 Black Coach . . . \$35  
Box includes 1 model

### Metal Blitz – Lords & Heroes

#### Blood Dragon/Winged Nightmare

020709501 Nightmare Rider Cloak . . . \$1

020709502 Nightmare Rider Shield . . . \$1

020709503 Nightmare Rider Head . . . \$1.50

020709504 Nightmare Rider Lance . . . \$2

020709505 Nightmare Left Leg . . . \$3

020709506 Nightmare Right Leg . . . \$3

020709507 Nightmare Left Arm . . . \$2

020709508 Nightmare Right Arm . . . \$2

020709509 Nightmare Rider Body . . . \$5

020709510 Nightmare Left Wing . . . \$6

020709511 Nightmare Right Wing . . . \$6

020709512 Nightmare Jaw . . . \$1

020709513 Nightmare Body . . . \$6

020709514 Nightmare Head . . . \$3

#### Blood Dragon Vampires

020709901 Mounted Blood Dragon 1

(No Helmet) . . . \$6.50

020709902 Blood Dragon on Foot 1

(No Helmet) . . . \$6.50

020709903 Blood Dragon 1 Sword . . . \$1

020709904 Mounted Blood Dragon 2

(Two-Handed Sword) . . . \$6.50

020709905 Blood Dragon 2 Sword . . . \$6.50

020709906 Blood Dragon 2 on Foot . . . \$1

020709907 Blood Dragon 3 Lance . . . \$2

020709908 Blood Dragon 3 Shield . . . \$1

020709909 Blood Dragon 3 Sword . . . \$1

020709910 Blood Dragon 3 on Foot . . . \$5.50

020709911 Mounted Blood Dragon 3 . . . \$4.50

020709912 Blood Dragon Vampire

Horse Head . . . \$2

020707003 Armored Horse Tail . . . \$1.25

99380299004 Armored Horse Body & Head . . . \$3

#### Lahmian Vampire

020709801 Lahmian Vampire on Foot 1 . . . \$8

020709802 Mounted Lahmian Vampire . . . \$8

020709803 Lahmian Vampire on Foot 2 . . . \$8

020709804 Mounted Lahmian Vampire w/ Staff . . . \$8

020709805 Lahmian Vampire Horse Head . . . \$2

99389999004 Bretonnian Horse Body Sprue . . . \$2

99389999014 Bretonnian Horse Head Sprue . . . \$1

#### Necrarch Vampire

020710201 Mounted Necrarch 1 . . . \$7.50

020710202 Necrarch on Foot 1 . . . \$7.50

020710203 Mounted Necrarch Body 2 . . . \$6.50

020710204 Necrarch on Foot Body 2 . . . \$6.50

020710205 Mounted Necrarch 2 Hand . . . \$1

020710206 Necrarch on Foot 2 Dagger . . . \$1

020710207 Mounted Necrarch Familiar . . . \$1

020710208 Necrarch Familiar . . . \$1

020710209 Necrarch Nightmare Head . . . \$2

020707003 Armored Horse Tail . . . \$1.25

99389999004 Bretonnian Horse Body Sprue . . . \$2

#### Necromancers

020701001 Necromancer 1 (Topknot) . . . \$7

020701002 Necromancer 2 (Hood & Beard) . . . \$7

079901011 Necromancer 3 . . . \$7.50

020701201 Mounted Necromancer Body . . . \$5

020701202 Mounted Necromancer Legs . . . \$2.50

99389999002 Capanson Horse Body Sprue . . . \$2

99389999012 Caparison Horse Head Sprue . . . \$1

### Strigoi Vampires

020710001 Strigoi Vampire 1 . . . \$8

020710002 Strigoi Vampire Arm . . . \$1

020710003 Strigoi Vampire 2 . . . \$8

020710004 Strigoi Vampire 3 . . . \$8

020710005 Strigoi Vampire Head 1 . . . \$2

020710006 Strigoi Vampire Head 2 . . . \$2

020710007 Strigoi Vampire Head 3 . . . \$2

### Von Carstein Vampire

020710401 Mounted Von Carstein Body 1 . . . \$4.50

020710402 Mounted Von Carstein

Head 1 (Cloak) . . . \$3

020710403 Carstein on Foot 1 . . . \$7.50

020710404 Mounted Von Carstein Body 2 . . . \$5.50

020710405 Von Carstein on Foot 2 . . . \$6.50

020710406 Carstein 2 Sword . . . \$1

020710407 Mounted Von Carstein 2 Lance . . . \$2

020710408 Von Carstein Nightmare Head . . . \$2

020707003 Armored Horse Tail . . . \$1.25

99380299004 Armored Horse Body & Head . . . \$3

### Wight Army Standard

020710601 Wight Lord Standard . . . \$4.50

020710602 Wight Lord Standard Body . . . \$5.50

### Wight Lord – Mounted

020702901 Wight Lord . . . \$8

020702902 Wight Lord Shield . . . \$1

020702903 Wight Lord Skeleton Stead Left . . . \$3

020702904 Wight Lord Skeleton Stead Right . . . \$3

### Wight Lord On Foot

020708801 Wight Champion . . . \$5.50

020708802 Wight Champion Sword Arm . . . \$1.50

020708803 Wight Champion Shield . . . \$1.50

99369999003 Fighter Shield Sprue . . . \$1

020701701 Krell Body . . . \$4

020701702 Krell Banner Pole . . . \$2

### Wraths

020707701 Wrath 1 . . . \$7

020707702 Wrath 2 . . . \$7

020707703 Wrath 3 . . . \$70

020707704 Wrath 4 . . . \$7

020707705 Wrath Scythe 1 . . . \$2

020707706 Wrath Scythe 2 . . . \$2

### Special Characters

#### Manfred Von Carstein

020707801 Manfred Von Carstein . . . \$9

020707802 Manfred Von Carstein Sword Arm . . . \$2

020707803 Nightmare Head . . . \$2

020707003 Armored Horse Tail . . . \$1.25

99380299004 Armored Horse Body & Head . . . \$3

#### Zacharias the Everliving

020710101 Zombie Dragon Body . . . \$6

020710102 Zombie Dragon Tail . . . \$4

020710103 Zacharias Arm . . . \$1

020710104 Zombie Dragon Claw . . . \$2

020710105 Zombie Dragon Head & Neck . . . \$4

020710106 Zombie Dragon Left Arm . . . \$3

020710107 Zombie Dragon Horns . . . \$1

020710108 Zombie Dragon Lower Jaw . . . \$2

020710109 Zombie Dragon Right Arm . . . \$3

020710110 Zacharias Head and Staff . . . \$1

020710111 Zacharias Body . . . \$6.50

020710112 Zacharias Cloak . . . \$3

020710113 Zacharias Bat & Book . . . \$3

020710114 Zombie Dragon Right Foot . . . \$4

020710115 Zombie Dragon Left Foot . . . \$4

99380299002 Dragon Wing Set Sprue . . . \$12

### Metal Blitz – Core

#### Armored Skeletons

020703601 Armored Skeleton w/ Spear 1 . . . \$3.50

020703602 Armored Skeleton w/ Spear 2 . . . \$3.50

020703603 Armored Skeleton w/ Spear 3 . . . \$3.50



|            |                             |          |
|------------|-----------------------------|----------|
| 020703604  | Armored Skeleton w/ Spear 4 | ..\$3.50 |
| 020703605  | Armored Skeleton w/ Spear 5 | ..\$3.50 |
| 020703701  | Armored Skeleton Champion   | ..\$4    |
| 020703801  | Armored Skeleton Standard   | ..\$4    |
| 020703802  | Armored Skeleton Musician   | ...\$4   |
| 9936999006 | Large Shield Sprue          | \$1      |

#### Bat Swarms

|           |       |       |
|-----------|-------|-------|
| 020703101 | Bat 1 | ..\$2 |
| 020703102 | Bat 2 | ..\$2 |
| 020703103 | Bat 3 | ..\$2 |
| 020703104 | Bat 4 | ..\$2 |
| 020703105 | Bat 5 | ..\$2 |

#### Dire Wolves

|             |                     |          |
|-------------|---------------------|----------|
| 020707501   | Dire Wolf Head 1    | ..\$2    |
| 020707502   | Dire Wolf Head 2    | ..\$2    |
| 020707503   | Dire Wolf Head 3    | ..\$2    |
| 99380299005 | Wolf Combined Sprue | ..\$3    |
| 020707901   | Doom Wolf Body      | ..\$5.50 |
| 020707902   | Doom Wolf Front Leg | ..\$1.50 |
| 020707903   | Doom Wolf Hind Leg  | ..\$1.50 |

#### Ghouls

|           |          |          |
|-----------|----------|----------|
| 020706701 | Ghoul 1  | ..\$3.50 |
| 020706702 | Ghoul 2  | ..\$3.50 |
| 020706703 | Ghoul 3  | ..\$3.50 |
| 020706704 | Ghoul 4  | ..\$3.50 |
| 020706705 | Ghoul 5  | ..\$3.50 |
| 020706706 | Ghoul 6  | ..\$3.50 |
| 020706707 | Ghoul 7  | ..\$3.50 |
| 020706708 | Ghoul 8  | ..\$3.50 |
| 020706709 | Ghoul 9  | ..\$3.50 |
| 020706710 | Ghoul 10 | ..\$3.50 |
| 020706711 | Ghoul 11 | ..\$3.50 |
| 020706712 | Ghoul 12 | ..\$3.50 |

#### Skeleton Warriors

|             |                               |          |
|-------------|-------------------------------|----------|
| 99380207001 | Skeleton Warrior Sprue        | ..\$4    |
| 99380299001 | Skeleton Warrior Shield Sprue | ..\$1.50 |
| 99380299001 | Regiment Command Sprue        | ...\$5   |

#### Zombies

|             |              |       |
|-------------|--------------|-------|
| 99380207002 | Zombie Sprue | ..\$8 |
|-------------|--------------|-------|

### Metal Blitz - Special

#### Black Knights

|           |  |          |
|-----------|--|----------|
| 020702701 | Mounted Wight Body 1<br>(Spiked Crown) | ..\$3.50 |
| 020702702 | Mounted Wight Body 2 (Plume)           | ..\$3.50 |
| 020702703 | Mounted Wight Body 3 (Scarf)           | ..\$3.50 |
| 020702704 | Mounted Wight Body 4<br>(Kaiser Helm)  | ..\$3.50 |
| 020702705 | Mounted Wight Spear 1                  | ..\$2    |
| 020702706 | Mounted Wight Spear 2                  | ..\$2    |
| 020702707 | Mounted Wight Spear 3                  | ..\$2    |
| 020702708 | Mounted Wight Spear 4                  | ..\$2    |
| 020702709 | Mounted Wight Shield 1                 | ..\$1    |
| 020702710 | Mounted Wight Shield 2                 | ..\$1    |
| 020702711 | Mounted Wight Sword                    | ..\$1    |
| 020703301 | Mounted Wight Champion                 | ..\$6    |
| 020703401 | Mounted Wight Standard Body            | ..\$3.50 |
| 020703402 | Mounted Wight Helmet Wings             | ..\$1.50 |
| 020703403 | Mounted Wight Standard Pole            | ..\$2.50 |
| 020703404 | Mounted Wight Standard Top             | ..\$2.50 |
| 020703501 | Mounted Wight<br>Horn Blower Body      | ..\$3.50 |
| 020703502 | Mounted Wight<br>Horn Blower Horn      | ..\$2.50 |

#### Fell Bats

|           |                 |          |
|-----------|-----------------|----------|
| 020710501 | Fell Bat Body 1 | ..\$4    |
| 020710502 | Fell Bat Head 1 | ..\$1.50 |
| 020710503 | Fell Bat Body 2 | ..\$4    |
| 020710504 | Fell Bat Head 2 | ..\$1.50 |
| 020710505 | Fell Bat Body 3 | ..\$4    |
| 020710506 | Fell Bat Head 3 | ..\$1.50 |

#### Grave Guard

|           |                             |          |
|-----------|-----------------------------|----------|
| 020709801 | Grave Guard 1               | ..\$4    |
| 020709802 | Grave Guard 2               | ..\$4    |
| 020709803 | Grave Guard 3               | ..\$4    |
| 020709804 | Grave Guard 4               | ..\$4    |
| 020710301 | Grave Guard Standard Bearer | ..\$3    |
| 020710302 | Grave Guard Standard        | ..\$2    |
| 020710303 | Grave Guard Champion        | ..\$3.50 |
| 020710304 | Grave Guard Shield          | ..\$1    |
| 020710305 | Grave Guard Horn Blower     | ..\$4    |

#### Spirit Hosts

|           |               |          |
|-----------|---------------|----------|
| 020707101 | Spirit Host 1 | ..\$3.50 |
| 020707102 | Spirit Host 2 | ..\$3.50 |
| 020707103 | Spirit Host 3 | ..\$3.50 |

### Metal Blitz - Bare

#### Banshees

|           |           |          |
|-----------|-----------|----------|
| 020703001 | Banshee 1 | ..\$8.75 |
| 020703002 | Banshee 2 | ..\$8.75 |
| 020703003 | Banshee 3 | ..\$8.75 |

#### Black Coach

|            |                            |          |
|------------|----------------------------|----------|
| 020706801  | Black Coach Floor          | ..\$4.75 |
| 020706802  | Black Coach Axle & Haft    | ..\$3.50 |
| 020706803  | Black Coach Roof           | ..\$4.75 |
| 020706804  | Black Coach Side 1 (Left)  | ..\$4.75 |
| 020706805  | Black Coach Side 2 (Right) | ..\$4.75 |
| 020706806  | Black Coach Axle           | ..\$1.25 |
| 020706807  | Black Coach Banner Pole    | ..\$2.50 |
| 020706808  | Black Coach Bell           | ..\$1.25 |
| 020706809  | Black Coach Brazier        | ..\$1.25 |
| 020706810  | Black Coach Steeds Plume   | ..\$1.25 |
| 020706811  | Black Coach Seat           | ..\$1.25 |
| 020706812  | Black Coach Cushion        | ..\$1.25 |
| 020706813  | Black Coach Wraith Legs    | ..\$2.50 |
| 020706814  | Black Coach Wraith Body    | ..\$2.50 |
| 020706815  | Black Coach Yoke           | ..\$2.50 |
| 020706816  | Black Coach Coffin         | ..\$1.75 |
| 020706817  | Black Coach Coffin Lid     | ..\$3.50 |
| 9938999007 | Skeleton Horse Sprue (2)   | ..\$6    |

### Classic/Collector's Range

#### Complete Models - Lords & Heroes

##### Special Characters

|           |   |           |
|-----------|---|-----------|
| 020701301 | Heinrich Kommler<br>the lich master               | ..\$10.50 |
| MO 0085   | Dieter Heisnicht                                  | ..\$35    |
| MO 0087   | Melkhior on Winged Nightmare<br>includes 1 model  | ..\$35    |
| MO 0088   | Nagash<br>includes 1 model                        | ..\$25    |
| MO 0089   | Neferata & Bastet<br>includes 2 models            | ..\$10    |
| MO 0090   | Vlad & Isabella Von Carstein<br>includes 2 models | ..\$15    |
| MO 0117   | Classic Zombie Dragon<br>includes 1 model         | ..\$45    |

### Metal Blitz - Lords & Heroes

#### Classic Blood Dragons

|           |                               |          |
|-----------|-------------------------------|----------|
| 020702801 | Mounted Vampire Lord          | ..\$5    |
| 020702802 | Mounted Vampire Lord Cloak    | ..\$1.25 |
| 020702803 | Vampire Lord Steed Left Side  | ..\$3.75 |
| 020702804 | Vampire Lord Steed Right Side | ..\$3.75 |
| 020706901 | Blood Dragon 1                | ..\$7.75 |
| 020706902 | Blood Dragon Shield 1         | ..\$1.25 |
| 020707001 | Mounted Blood Dragon 1        | ..\$7.75 |
| 020707002 | Armored Nightmare Head        | ..\$2.50 |
| 020707003 | Armored Nightmare Tail        | ..\$1.25 |
| 020708601 | Blood Dragon 2                | ..\$7.75 |
| 020708602 | Blood Dragon 3                | ..\$7.75 |
| 020708603 | Blood Dragon Shield 2         | ..\$1.25 |

|             |                                     |          |
|-------------|-------------------------------------|----------|
| 020708701   | Mounted Blood Dragon 2<br>Lance Arm | ..\$2.50 |
| 020708702   | Mounted Blood Dragon 2              | ..\$7.75 |
| 99380299004 | Armored Horse Body & Head           | ..\$3    |

#### Classic Lahmian Vampire

|           |                |       |
|-----------|----------------|-------|
| 020708501 | Lahmia Vampire | ..\$9 |
|-----------|----------------|-------|

#### Classic Necrarch Vampire

|            |                          |          |
|------------|--------------------------|----------|
| 020707301  | Necrarch Vampire on Foot | ..\$9    |
| 020707401  | Mounted Necrarch Vampire | ..\$9    |
| 020707402  | Nightmare Head           | ..\$2.50 |
| 9938999004 | Bretonnian Horse Body    | ..\$2    |
| 9938999014 | Bretonnian Horse Head    | ..\$1    |

#### Collector Vampires

|          |                           |       |
|----------|---------------------------|-------|
| 74530-29 | Vampire 5 (Dracula)       | ..\$7 |
| 74530-4  | Vampire 3 (Skull in Hand) | ..\$7 |
| 74530-8  | Vampire 1 Bat Wings       | ..\$7 |
| 74530-19 | Vampire 4 (Female)        | ..\$7 |
| MM51-3   | Vampire (Marauder)        | ..\$7 |

#### Classic Von Carstein

|           |                            |          |
|-----------|----------------------------|----------|
| 020700901 | Von Carstein Vampire Body  | ..\$7.50 |
| 020700902 | Von Carstein Vampire Cloak | ..\$2.50 |

#### Classic Wraiths

|           |         |          |
|-----------|---------|----------|
| 020700701 | Wrath 1 | ..\$7.50 |
| 020700702 | Wrath 2 | ..\$7.50 |
| 020700703 | Wrath 3 | ..\$7.50 |
| 020700704 | Wrath 4 | ..\$7.50 |
| 020700705 | Wrath 5 | ..\$7.50 |
| 020700706 | Wrath 6 | ..\$7.50 |
| 020700707 | Wrath 7 | ..\$7.50 |
| 020700708 | Wrath 8 | ..\$7.50 |

#### Special Characters

##### Dieter Heisnicht

|           |                             |       |
|-----------|-----------------------------|-------|
| 020700101 | Dieter Heisnicht Body       | ..\$5 |
| 020700102 | Dieter Heisnicht Legs       | ..\$3 |
| 020700103 | Dieter Heisnicht Banner Top | ..\$2 |
| 020700104 | Manticore Head              | ..\$5 |
| 020700105 | Manticore Left Body         | ..\$6 |
| 020700106 | Manticore Right Body        | ..\$6 |
| 020700107 | Manticore Back Leg          | ..\$2 |
| 020700108 | Manticore Front Paw         | ..\$2 |
| 020700109 | Manticore Tail              | ..\$3 |
| 020700110 | Manticore Left Wing         | ..\$6 |
| 020700111 | Manticore Right Wing        | ..\$6 |

##### Heinrich Kommler

|           |                  |           |
|-----------|------------------|-----------|
| 020701301 | Heinrich Kommler | ..\$10.50 |
|-----------|------------------|-----------|

#### Melkhior/Winged Nightmare

|           |                             |       |
|-----------|-----------------------------|-------|
| 020707201 | Winged Nightmare Right Wing | ..\$6 |
| 020707202 | Winged Nightmare Left Wing  | ..\$6 |
| 020707203 | Winged Nightmare Body       | ..\$6 |
| 020707204 | Winged Nightmare Hind Leg 1 | ..\$1 |
| 020707205 | Winged Nightmare Hind Leg 2 | ..\$1 |
| 020707206 | Winged Nightmare Front Leg  | ..\$1 |
| 020707207 | Winged Nightmare Head       | ..\$2 |
| 020707208 | Winged Nightmare Tail       | ..\$2 |
| 020707209 | Melkhior                    | ..\$8 |
| 020707210 | Melkhior Backrest           | ..\$2 |
| 020707211 | Melkhior Staff & Book       | ..\$2 |

#### Nagash

|           |                        |          |
|-----------|------------------------|----------|
| 020700201 | Nagash Front Body Half | ..\$5.50 |
| 020700202 | Nagash Rear Body Half  | ..\$5.50 |
| 020700203 | Nagash Torso           | ..\$5.50 |
| 020700204 | Nagash Head            | ..\$4.50 |
| 020700205 | Nagash Staff Arm       | ..\$5.50 |
| 020700206 | Nagash Sword Arm       | ..\$4.50 |

#### Neferata

|           |                     |          |
|-----------|---------------------|----------|
| 020708101 | Neferata Body       | ..\$9    |
| 020708102 | Neferata Cat Bastet | ..\$2.50 |

#### Vlad & Isabella Von Carstein

|           |                       |       |
|-----------|-----------------------|-------|
| 020701601 | Isabella Von Carstein | ..\$9 |
| 020701602 | Vlad Von Carstein     | ..\$9 |



## Classic Zombie Dragon

|           |                               |     |
|-----------|-------------------------------|-----|
| 020700301 | Zombie Dragon Head            | \$4 |
| 020700302 | Zombie Dragon Neck            | \$4 |
| 020700303 | Zombie Dragon Body            | \$6 |
| 020700304 | Zombie Dragon Tail            | \$5 |
| 020700305 | Zombie Dragon Front Right Leg | \$3 |
| 020700306 | Zombie Dragon Front Left Leg  | \$3 |
| 020700307 | Zombie Dragon Back Right Leg  | \$3 |
| 020700308 | Zombie Dragon Back Left Leg   | \$3 |
| 020700309 | Zombie Dragon Right Wing      | \$6 |
| 020700310 | Zombie Dragon Left Wing       | \$6 |
| 020700311 | Zombie Dragon Rider Body      | \$4 |
| 020700312 | Zombie Dragon Rider Legs      | \$3 |
| 020700313 | Zombie Dragon Rider Banner    | \$3 |

## Metal Bitz - Core

### Classic Grave Guard

|           |                         |        |
|-----------|-------------------------|--------|
| 020708201 | Grave Guard Body 1      | \$3.75 |
| 020708202 | Grave Guard Body 2      | \$3.75 |
| 020708203 | Grave Guard Body 3      | \$3.75 |
| 020708204 | Grave Guard Body 4      | \$3.75 |
| 020708205 | Grave Guard Spear Arm   | \$1.25 |
| 020708206 | Grave Guard Spear Arm 2 | \$1.25 |

### Classic Ghouls

|           |          |        |
|-----------|----------|--------|
| 020701101 | Ghoul 1  | \$3.75 |
| 020701102 | Ghoul 2  | \$3.75 |
| 020701103 | Ghoul 3  | \$3.75 |
| 020701104 | Ghoul 4  | \$3.75 |
| 020701105 | Ghoul 5  | \$3.75 |
| 020701106 | Ghoul 6  | \$3.75 |
| 020701107 | Ghoul 7  | \$3.75 |
| 020701108 | Ghoul 8  | \$3.75 |
| 020701109 | Ghoul 9  | \$3.75 |
| 020701110 | Ghoul 10 | \$3.75 |
| 020701111 | Ghoul 11 | \$3.75 |
| 020701112 | Ghoul 12 | \$3.75 |

## Collectors Skeleton Warriors

|           |                               |        |
|-----------|-------------------------------|--------|
| 020708301 | Collectors Skeleton Warrior   | \$2    |
| 020708001 | Gothic Skeleton Champion Head | \$1    |
| 020708002 | Gothic Skeleton Champion Axe  | \$1    |
| 020708003 | Gothic Skeleton Champion Arm  | \$1    |
| 020708004 | Gothic Skeleton Drummer Arm   | \$1    |
| 020708005 | Gothic Skeleton Standard      | \$2    |
| 74503-16  | Skeleton Warrior w/ Mace      | \$3.75 |
| 74503-43  | Skeleton Warrior w/ Axe 1     | \$3.75 |
| 74503-49  | Skeleton Warrior w/ Sword 1   | \$3.75 |
| 74503-62  | Skeleton Warrior w/ Spear 2   | \$3.75 |
| 74503-62  | Skeleton Archer w/ Spear      | \$3.75 |
| 74513-20  | Skeleton Warrior w/ Sword 2   | \$3.75 |
| 74513-77  | Skeleton Warrior w/ Axe 6     | \$3.75 |
| 74513-80  | Skeleton Warrior w/ Mace 6    | \$3.75 |
| 74513-81  | Skeleton Warrior w/ Axe 9     | \$3.75 |
| MM50-13   | Skeleton Warrior              | \$3.75 |

|            |                                  |        |
|------------|----------------------------------|--------|
| MM50-21    | Skeleton Warrior w/ Mace 1       | \$3.75 |
| MM50-25    | Skeleton Warrior w/ Sword & Mace | \$3.75 |
| MM50-5     | Skeleton Warrior w/ Sword        | \$3.75 |
| MM50-6     | Skeleton Warrior w/ Spear 4      | \$3.75 |
| 020702352  | Skeleton Warrior w/ Spear 4      | \$3.75 |
| 020702361  | Skeleton Attacker 3 w/ Spear     | \$3.75 |
| 9939999003 | Fighter Shield Sprue             | \$1    |

## Classic Skeleton Warriors

|           |                            |        |
|-----------|----------------------------|--------|
| 020701001 | Skeleton Standard 2 Sword  | \$3.75 |
| 020701006 | Skeleton Standard 3 Banner | \$3.75 |
| 020701007 | Skeleton Standard Axe      | \$3.75 |

## Classic Zombies

|           |          |        |
|-----------|----------|--------|
| 020702501 | Zombie 1 | \$3.75 |
| 020702502 | Zombie 2 | \$3.75 |
| 020702503 | Zombie 3 | \$3.75 |
| 020702504 | Zombie 4 | \$3.75 |
| 020702505 | Zombie 5 | \$3.75 |
| 020702506 | Zombie 6 | \$3.75 |

|           |                          |        |
|-----------|--------------------------|--------|
| 020702507 | Zombie 7                 | \$3.75 |
| 020702508 | Zombie 8                 | \$3.75 |
| 020702509 | Zombie 9                 | \$3.75 |
| 020702510 | Zombie 10                | \$3.75 |
| 020702511 | Zombie 11                | \$3.75 |
| 020702512 | Zombie 12                | \$3.75 |
| 020702513 | Zombie 13                | \$3.75 |
| 74574-21  | Zombie w/ Cleaver 3 Head | \$3.75 |
| 74579-6   | Zombie w/ Vulture        | \$3.75 |

## Metal Bitz - Special

### Classic Black Knights

|            |                            |        |
|------------|----------------------------|--------|
| 020700801  | Skeleton Horseman w/ Sword | \$3.75 |
| 020700802  | Skeleton Horseman w/ Axe   | \$3.75 |
| 020700803  | Skeleton Horseman w/ Spear | \$3.75 |
| 9939999003 | Fighter Shield Sprue       | \$1    |

### Classic Fel Bats

|           |                    |        |
|-----------|--------------------|--------|
| 020701601 | Vampire Bat Body   | \$2.50 |
| 020701602 | Vampire Bat Wings  | \$2.50 |
| 020701603 | Vampire Bat Head 1 | \$1.25 |
| 020701604 | Vampire Bat Head 2 | \$1.25 |

### Classic Wights

|            |                      |     |
|------------|----------------------|-----|
| 020700601  | Wight 1              | \$6 |
| 020700602  | Wight 2              | \$6 |
| 020700603  | Wight 3              | \$6 |
| 020700604  | Wight 4              | \$6 |
| 020700605  | Wight 5              | \$6 |
| 020700606  | Wight 6              | \$6 |
| 020700607  | Wight 7              | \$6 |
| 020700608  | Wight 8              | \$6 |
| 9939999003 | Fighter Shield Sprue | \$1 |

### Collectors Spirit Hosts

|          |                 |        |
|----------|-----------------|--------|
| 74530-13 | Ghost 1 Banshee | \$3.75 |
| 74530-18 | Ghost 2         | \$3.75 |
| 74530-23 | Ghost 3         | \$3.75 |
| 74542-3  | Ghost 4         | \$3.75 |
| 74542-3  | Ghost 5         | \$3.75 |
| 74542-3  | Ghost 6         | \$3.75 |

# Classic Range

Note: The Mounted Necrarch Vampire uses the Bretonnian Horse Head & Body Sprue (9938999004 & 9938999014) shown with the Necrarch Vampires in the Lore & Heroes section

Nightmare Head  
020707402

Lahmia Vampire  
020708501

Von Carstein  
Vampire Body  
020700901

Necrarch Vampire  
on Foot  
020707301

Mounted  
Necrarch Vampire  
020707401

Neferata Body  
020708101

Neferata Cat Bastet  
020708102

Von Carstein  
Vampire Cloak  
020700902



Vlad & Isabella Von Carstein (2)  
MO 0090



Isabella Von Carstein  
020701601



Vlad Von Carstein  
020701602



Complete Mounted Vampire Lord  
Available Only in Bitz



Complete  
Blood Dragon 1  
Available Only in Bitz



Blood Dragon 1  
020706901



Mounted Vampire Steed Left Side  
020702803



Mounted Vampire Steed Right Side  
020702804



Blood Dragon  
Shield 1  
020706902



Blood Dragon  
Shield 2  
020708603

*Note: For the Classic Blood Dragons, use the Armored Horse Body & Head Sprue  
(99-00799004) shown with the Blood Dragon Vampires in the Lords & Heroes section.*



Armored  
Nightmare Tail  
020707003



Armored  
Nightmare Head  
020707002



Mounted Blood  
Dragon 1  
020707001



Mounted Blood  
Dragon 2  
020708702



Mounted Blood  
Dragon 2 Lance Arm  
020708701



Blood Dragon 2  
020708601



Blood Dragon 3  
020708602

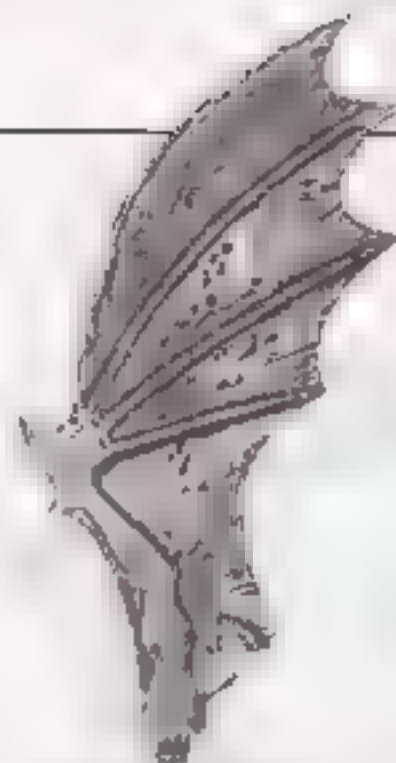


# Classic Range

**Melkhior on  
Winged Nightmare  
(Complete)**  
MO 0087



**Winged Nightmare  
Left Wing**  
020707202



**Winged Nightmare  
Right Wing**  
020707201



**Melkhior  
Staff & Book**  
020707211



**Melkhior  
Backrest**  
020707210



**Melkhior**  
020707209



**Winged  
Nightmare Body**  
020707203



**Winged Nightmare  
Hind Leg 2**  
020707205



**Winged Nightmare  
Hind Leg 1**  
020707204



**Winged Nightmare  
Front Leg**  
020707206



**Winged  
Nightmare Head**  
020707207



**Winged  
Nightmare Tail**  
020707208



**Vampire 1**  
74530-9



**Vampire 3**  
74530-4



**Vampire 4**  
74530-19



**Vampire 5**  
74530-29



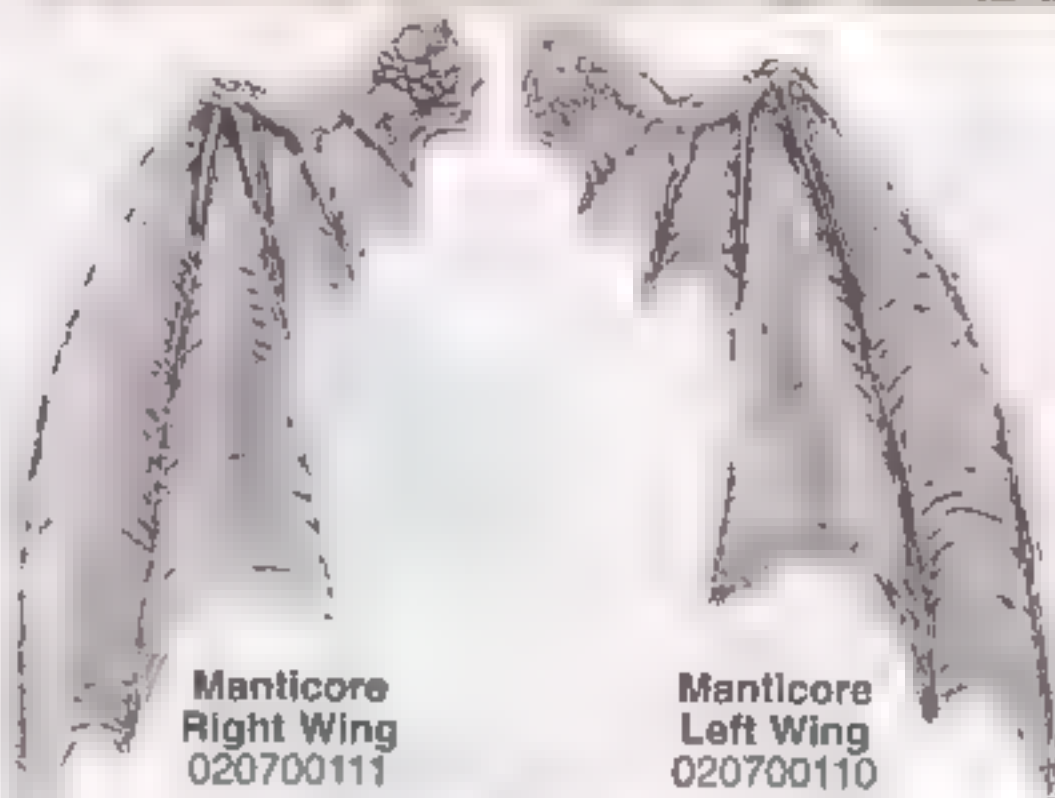
**Vampire (Marauder)**  
MM51-3



# Classic Range

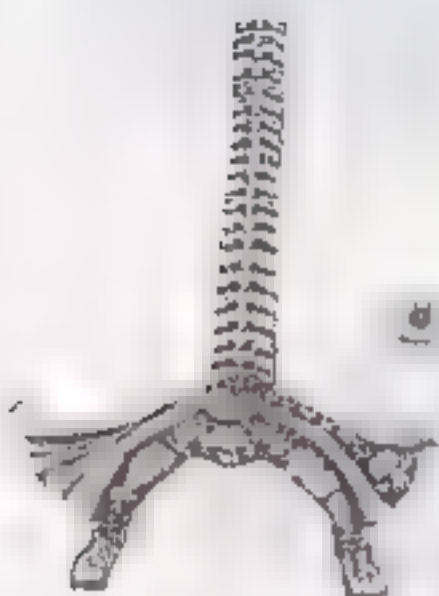


**Dieter Helsenicht  
(Complete)**  
MO 0085



**Manticore  
Right Wing**  
020700111

**Manticore  
Left Wing**  
020700110



**Dieter Helsenicht  
Legs**  
020700102



**Dieter Helsenicht  
Banner Top**  
020700103



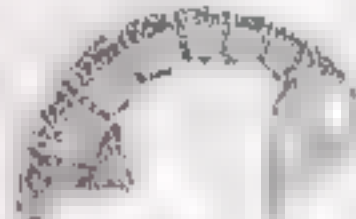
**Dieter Helsenicht  
Body**  
020700101



**Manticore  
Back Leg**  
020700107



**Manticore  
Front Paw**  
020700108



**Manticore Tail**  
020700109



**Manticore Head**  
020700104



**Manticore Left Body**  
020700105



**Manticore Right Body**  
020700106



**Wraith 4**  
020700704



**Wraith 8**  
020700708



**Wraith 2**  
020700702



**Wraith 3**  
020700703



**Wraith 5**  
020700705



**Wraith 6**  
020700706



**Wraith 7**  
020700707



**Wraith 1**  
020700701



# Classic Range



**Zombie Dragon Head**  
020700301



**Zombie Dragon Body**  
020700303



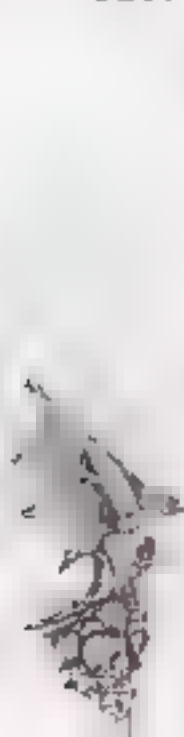
**Zombie Dragon (Complete)**  
MO 0117



**Zombie Dragon Rider Legs**  
020700312



**Zombie Dragon Neck**  
020700302



**Zombie Dragon Rider Banner**  
020700313



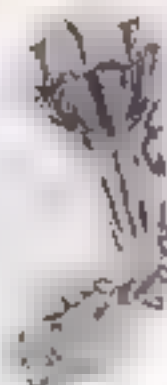
**Zombie Dragon Rider Body**  
020700311



**Zombie Dragon Back Right Leg**  
020700307



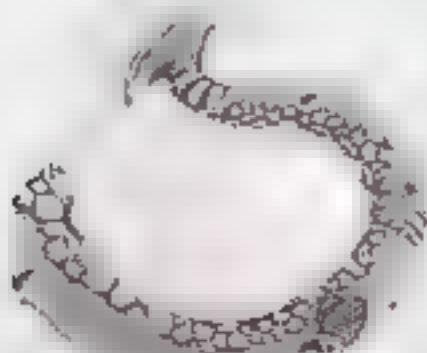
**Zombie Dragon Back Left Leg**  
020700308



**Zombie Dragon Front Right Leg**  
020700305



**Zombie Dragon Front Left Leg**  
020700306



**Zombie Dragon Tail**  
020700304



**Zombie Dragon Left Wing**  
020700310



**Zombie Dragon Right Wing**  
020700309



## Classic Range



**Nagash Torso**  
020700203



**Nagash Head**  
020700204



**Nagash Front Body Half**  
020700201



**Nagash Rear Body Half**  
020700202



**Nagash Sword Arm**  
020700206



**Nagash Staff Arm**  
020700205



**Nagash  
(Complete)**  
MO 0088

The dead men brandish their weapons in mocking challenge to all life, and, sometimes, in ghastly dry voices, they whisper the one word they remember from life, the name of their ancient, dark master. They whisper the name *Nagash*.

From *The Book of the Dead*  
by Abdul ben Rashid



**Grave Guard  
Spear Arm 1**  
02078205



**Grave Guard  
Spear Arm 2**  
02078206



**Grave Guard  
Body 1**  
020708201



**Grave Guard  
Body 2**  
020708202



**Complete Classic Grave Guard**  
Available Only In Btz



**Grave Guard  
Body 3**  
020708203



**Grave Guard  
Body 4**  
020708204



**Heinrich Kemmler,  
the Lichemaster**  
020701301



# Classic Range

*Note: The Classic Skeletons use the Fighter Shield Sprue (99364499003) shown with the Classic Grave Guard*



**Skeleton Standard 1**  
020700507



**Skeleton Standard 2**  
020700505



**Skeleton Standard 3**  
020700506



**Coffin Shield Sprue**  
020708301



**Skeleton Attacker 3 w/ Spear**  
020702361



**Skeleton Warrior w/ Spear 2**  
74503-62



**Skeleton Warrior w/ Spear 4**  
020702352



**Skeleton Warrior w/ Mace**  
74503-28



**Skeleton Warrior w/ Axe 1**  
74503-43



**Skeleton Warrior w/ Sword 17**  
74503-49



**Skeleton Warrior w/ Sword 25**  
74513-20



**Skeleton Warrior w/ Axe 6**  
74513-77



**Skeleton Warrior w/ Mace 5**  
74513-80



**Skeleton Warrior w/ Axe 9**  
74513-81



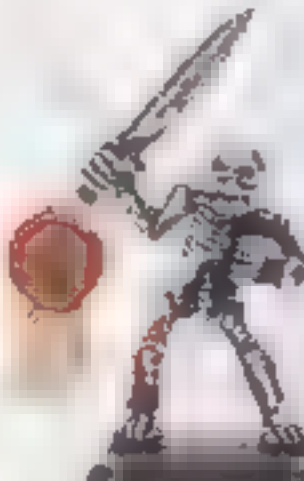
**Skeleton Warrior w/ Sword & Shield**  
MM50-13



**Skeleton Warrior w/ Morning Star**  
MM50-21



**Skeleton Warrior w/ Sword & Armor**  
MM50-25



**Skeleton Warrior w/ Sword**  
MM50-5



**Skeleton Warrior w/ Sword 4**  
MM50-6



# Classic Range

## Classic Black Knights

*Note: The Classic Black Knights use the Fighter Skill Set (199-199/200-200) and the Classic Game Rules.*



**Skeleton Horseman  
w/ Sword**  
020700801



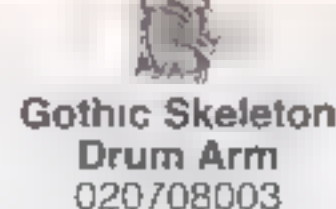
**Skeleton Horseman  
w/ Spear**  
020700803



**Skeleton Horseman  
w/ Axe**  
020700802



**Gothic Skeleton  
Champion Head**  
020708001



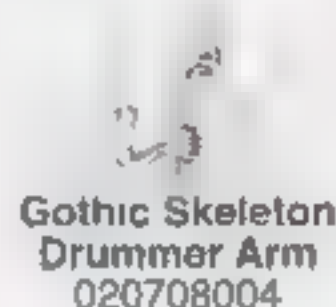
**Gothic Skeleton  
Drum Arm**  
020708003



**Gothic Skeleton  
Standard**  
020708005



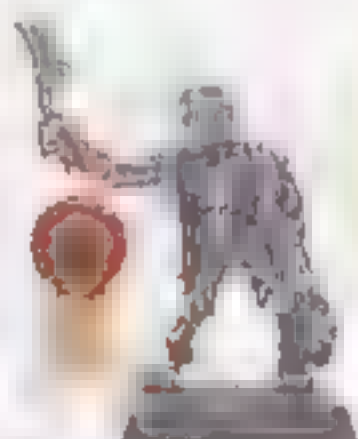
**Gothic Skeleton  
Champion Axe**  
020708002



**Gothic Skeleton  
Drummer Arm**  
020708004



**Zombie Standard  
Bearer 1**  
020702401



**Zombie  
w/ Cleaver 3**  
74579-21



**Zombie  
w/ Vulture**  
74579-6



**Zombie Musician  
(Gong)**  
020702402



**Zombie 1**  
020702505



**Zombie 2**  
020702513



**Zombie 3**  
020702509



**Zombie 4**  
020702507



**Zombie 5**  
020702511



**Zombie 6**  
020702506



**Zombie 7**  
020702510



**Zombie 8**  
020702508



**Zombie 9**  
020702512



**Zombie 10**  
020702504



**Zombie 11**  
020702502



**Zombie 12**  
020702503



**Zombie 13**  
020702501



# Classic Range



Ghoul 1  
020701101



Ghoul 2  
020701102



Ghoul 3  
020701103



Ghoul 4  
020701104



Ghoul 5  
020701105



Ghoul 6  
020701106



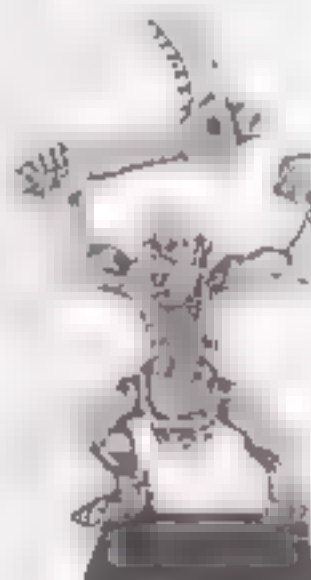
Ghoul 7  
020701107



Ghoul 8  
020701108



Ghoul 9  
020701109



Ghoul 10  
020701110



Ghoul 11  
020701111



Ghoul 12  
020701112

# Homage

Rob Hawkins created these special characters (left to right) Dimitri Van Koss - Vampire Count, Morduk the Wolf - Vampire Thrall & cousin of Dimitri and Nieman Kimmel - Necromancer



Ghost 1  
74530-13



Ghost 3  
74530-18



Ghost 4  
74530-23



Ghost 2 (Guy in Sheet)  
74530-3



Ghost 2  
74542-3



# Classic Range



**Complete Classic Grave Guard**  
Available Only in Bitz



**Wight 1**  
020700604



**Wight 2**  
020700603



**Wight 3**  
020700602



**Wight 5**  
020700607



**Wight 4**  
020700601



**Wight 6**  
020700605



**Wight 7**  
020700608



**Wight 8**  
020700606

Also known as Vampire Bats, the blood drinking bats of Sylvania grow to monstrous proportions, some with wingspans of 12' or more. These Bats are nightmarish predators of the dark, silent, and deadly. They exist solely on the blood of the living, that of Men being their favorite.



**Fighter Shield Sprue**  
99369999003



**Vampire Bat Wings**  
020707602



**Vampire Bat Body 1**  
020707601



**Vampire Bat Head 1**  
020707603



**Vampire Bat Head 2**  
020707604



**Complete Classic Fell Bat**  
Available Only In Bitz



## Colors of War

**SKELETONS.** Any Vampire Counts army will have large regiments of Skeletons. These make up the main bulk of your force, so you will find yourself painting a considerable amount of bone. Here are some drybrushing and ink wash techniques, including some examples that combine the two techniques.



*Bleached Bone drybrushed over Chassis Black*



*Skull White drybrushed over Chassis Black*



*Black Ink over Skull White*



*Flesh Wash over Skull White drybrushed with Skull White*



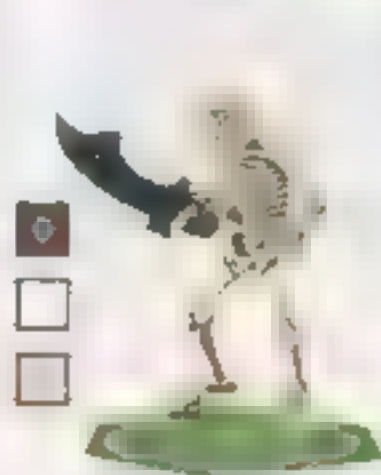
*Brown Ink over Skull White*



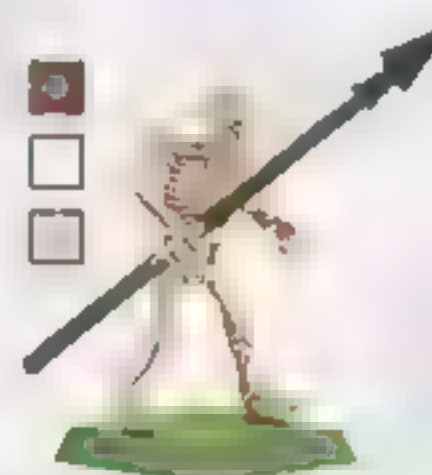
*Bleached Bone drybrushed over Bestial Brown*



*Flesh Wash over Skull White*



*Brown Ink over Skull White, drybrushed with Bleached Bone*

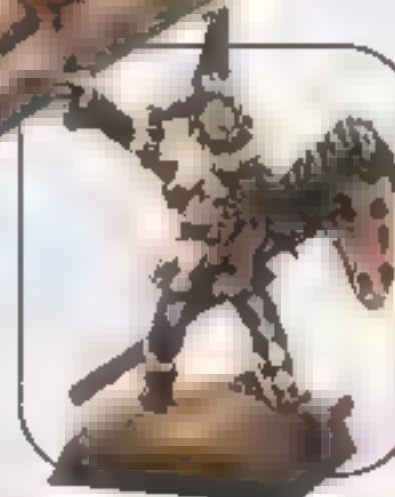


*Flesh Wash over Skull White drybrushed with Bleached Bone*

**SHIELDS.** Giving every model in a unit the same shield design is an easy and effective way to make the regiment look like a distinct whole. This effect will be heightened if you use the same colors on both the shields as well as the banner.



*Above & Right: Using checks throughout his army, John Redmund won Best Appearance at the 2003 Chicago Grand Tournament*





Below: One of Jason Meyer's regiments from the 2003 Minneapolis Grand Tournament where he won Best Army



Above & Right:  
Clad Mierzwu's bizarre  
& decrepit conversions

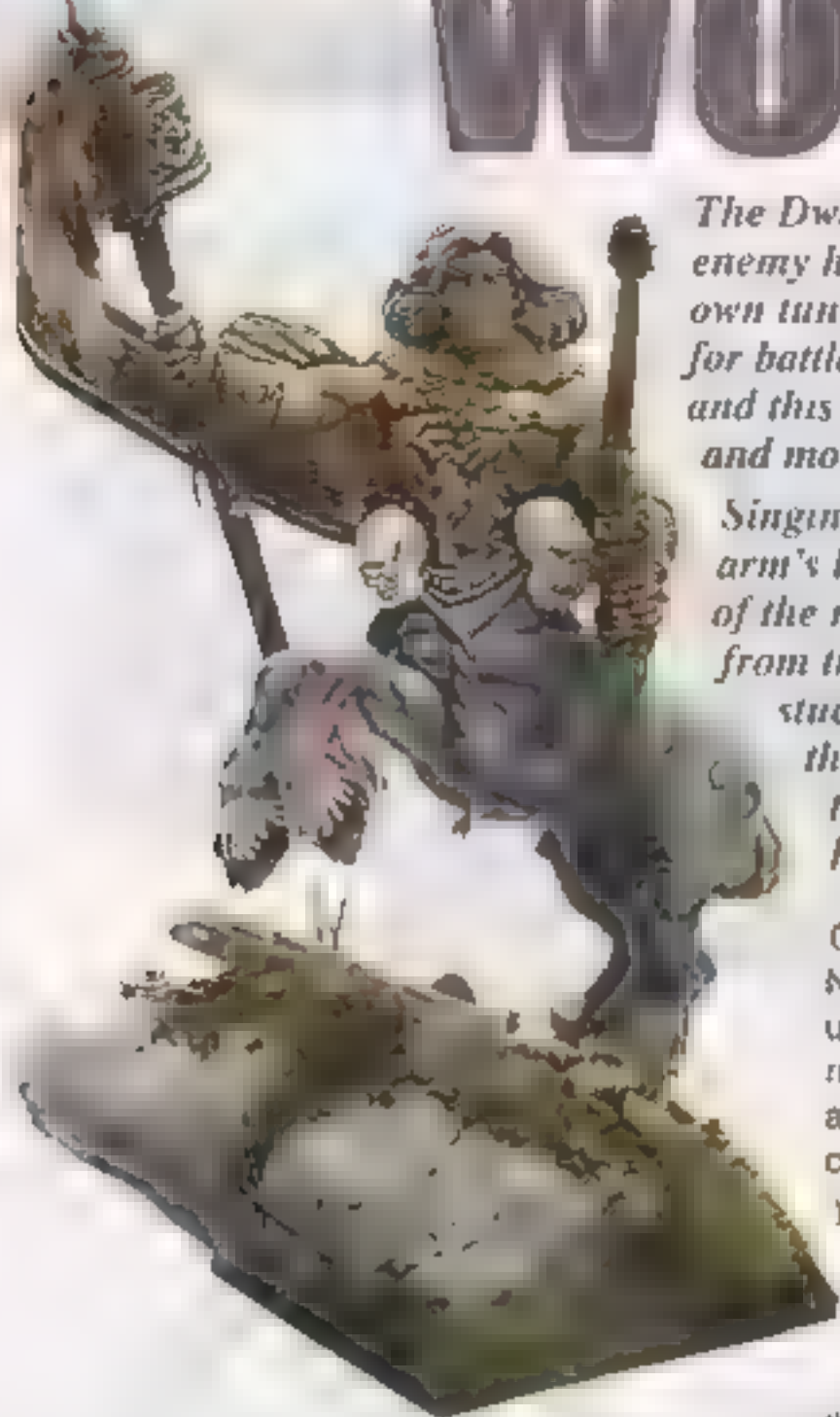
Vampire conversions  
from Jason Meyer's  
2003 Minneapolis Grand  
Tournament army

Below: Ghouls converted  
and painted by John Conner

Left: Rick Smith's  
corrupted knight



# WOOD ELVES



*The Dwarfs marched in good order down the recently cleared forest road. Although no enemy had been seen in the area, the Dwarfs regarded everything that wasn't their own tunnels as potentially dangerous. Thus, the rugged mountain folk were always ready for battle. It was essential for the new mining colony to establish a good logging camp, and this road cut into the very center of the forest would supply fuel, timber, crossbeams, and more.*

*Singing harshly in their own gruff language, the Dwarfs passed within even a short arm's length of the Wood Elf archers. As the column of troops passed a prearranged part of the road, the forest air hummed with sounds of released bowstrings. Arrows whistled from the undergrowth and seemed to sprout out of the Dwarfs' bodies. The missiles stuck into chests, protruded from beards, and even pierced through helmets. Grasping the arrows in amazement as their life-blood ran out of them, many Dwarfs dropped to the ground. The battle for the forest was begun, and already half of the Dwarfs had fallen.*

Core selections. Not only are such units a minimal requirement for the army, but they can form the center for any larger force you choose to build. For Wood

Elves, it is hard to pass up Archers. With a Ballistic Skill of 4, a special rule that allows the Elves a better ability to penetrate armor when firing under half range, and the ability to ignore the normal -1 modifier for targets at over half range, Wood Elf archers are easily among the most feared missile troops in the game. Other Core choices are Glade Guard (Wood Elves with spears) and Glade Riders (Wood Elf cavalry).

After a Wood Elf commander has painted a few Core units, it is time for him to look at a few of the more exotic choices. Wardancers are not only a colorful and fun unit to paint, but they have a variety of excellent close combat special abilities. Warhawk Riders are like cavalry but have the ability to fly. Scouts are excellent at slowing down the enemy. Waywatchers are equally talented small bands of archers, but they are even more experienced at using the woods to set ambushes. Treemen are mighty Terror-causing creatures of the forest that are vast in Strength and Toughness. Dryads are shape-shifting tree-like beings that may adopt different fighting aspects in close combat to gain an assortment of bonuses. Continuing the nature theme, Great Eagles can also be called upon to aid a Wood Elf army.

*Top: This impressive Wood Elf Lord by Jeff Wilson features an amalgamation of Orion, King of the Woods from the Wood Elf Classic range, and the steed normally ridden by Archon.*

*Right: Jeremie Benamant's Wood Elf Mage placed third at the L & K Golden Demon painting competition in 2001.*

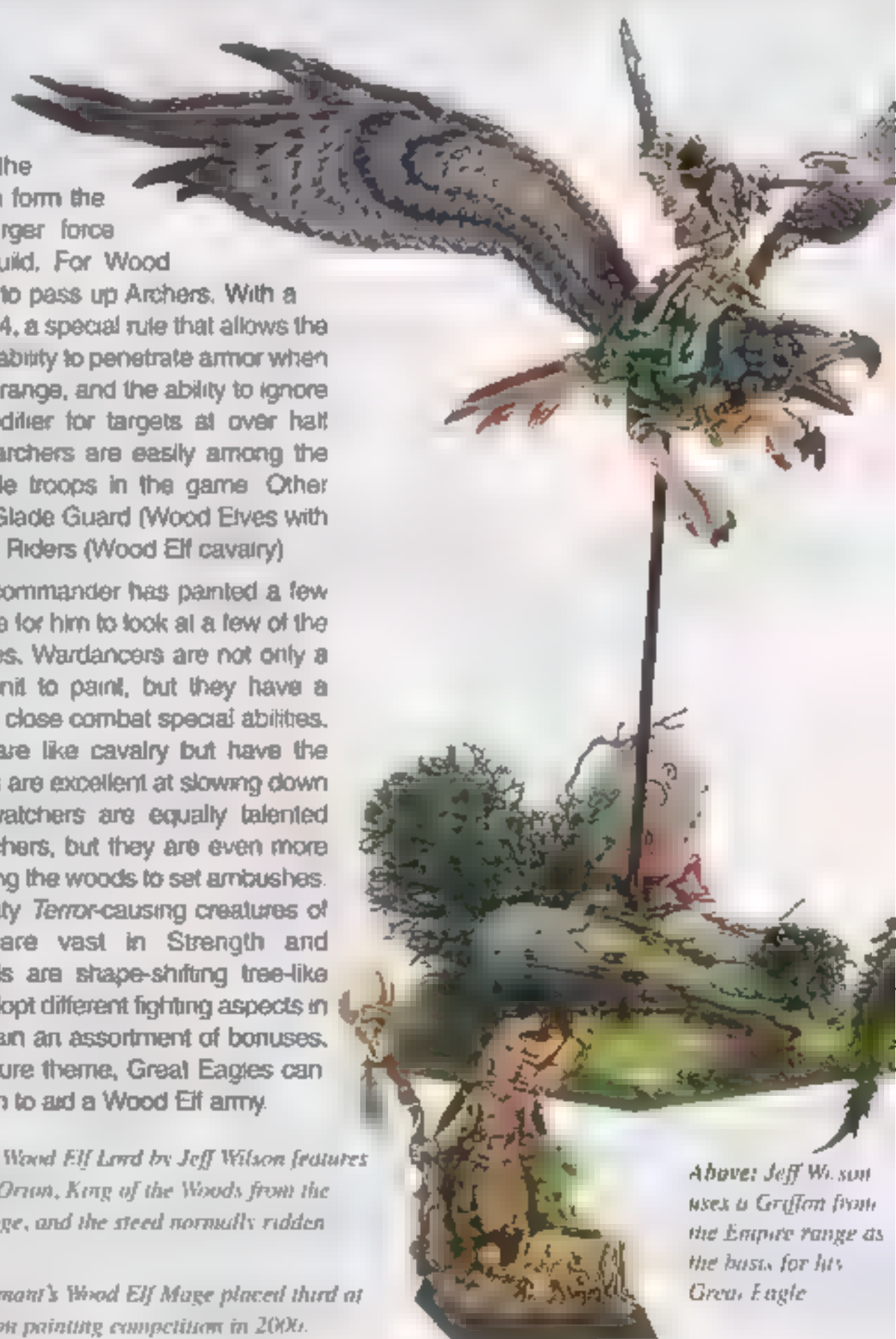
Wood Elves are a rustic and secretive race that dwell for the most part in the Loren forest. Throughout the Old World there are additional enclaves of Wood Elves, always centered around large forests. Strangers or intruders are not welcomed into these sylvan kingdoms, and unwary travelers who wander past the unmarked boundaries are likely to be met with a hail of arrows.

## Fighting Style

The Wood Elves have mastered the art of the hit-and-run attack. As the entire army may discount any penalties for moving in a forest, a standard Wood Elf tactic is to harass encroaching enemies with missile fire, and then as the foe closes, the sylvan folk fade back into the safety of dense terrain. A tactical Wood Elf commander can use several units to provide enfilading fire against an enemy, while the Elves prepare to scamper further into the woods if they are threatened. Just when an enemy is whittled down and confused, the Elves launch a fierce charge by hard-hitting specialty units like Warhawk Riders, Wardancers, and Treemen.

## Endorsing a Wood Elf Army

The place to start with any new army is a few



*Above: Jeff Wilson uses a Griffon from the Empire range as the base for his Great Eagle.*






## Getting Started



The Wood Elf army is due for some new growth in the form of an Army book and new Citadel Miniatures. These new releases are on the horizon and will, in all likelihood, be ready for 2005. In the meantime, the Sylvan folk are still supported with an updated army list which can be found in *Warhammer Chronicles 2004* annual and online at the Games Workshop web site. The miniatures shown here are all in the Classic Range and will admirably serve players who want to play with or expand Wood Elf armies in the meantime.



## Showcase

*Right: Jeff converted the Tervan model from the High Elf range to create his Glade Guardian.*

*Right: Jeff Wilson's Wood Elf Dragon is ridden by a converted Warden.*

*Here are more of Jeff Wilson's amazing conversions.*

*Top: This Treeman features foliage similar to the kind normally found in terrain.*

*Right: This Sorceress has been converted to reflect the Wood Elves' affinity with nature.*





## Classic Lords & Heroes



**Mage on Elven Steed with  
Sorceress on Foot Blister (2)**  
92-44



**Mounted Wood Elf Mage**  
020400901



**Wood Elf Sorceress on Foot**  
020402601



**Elf Steed Body Sprue (Random 1)**

*Note: The bits for this Mage's  
Warhawk are listed on p. 883.*



**Mage on Warhawk Blister (1)**  
92-40



**Warhawk Mage Body**  
020403001



**Elf Steed Head  
Sprue (Random 1)**  
99389999015



# Classic Lords & Heroes



**Elf Shield Sprue**  
99369999002

*Note: This figure requires the Elven Steed sprue (993899990015) and the Elven Steed Head sprue (993899990015) seen on the opposite page*



**Mounted Lord/Hero**  
**Blister (1)**  
92-41



**Wood Elf**  
**General Body**  
020400701



**Wood Elf**  
**General Lance**  
020400702

## Showcase



*In addition to earning Sylvain Quirion a Third Place trophy at the 1999 French Golden Demon, this Hero mounted on a Great Eagle shows one of the wide variety of steeds available to the Wood Elf commander*

### PAINTING EXAMPLES

These examples show how to paint Wood Elf shields, but these techniques can be used on other models too



Use Dark Angels Green as a basecoat. Next, paint shapes of Snot Green to give the general impression of leaves. Highlight the edges of each leaf with Goblin Green to give more shape to the leaf. Finish off by highlighting the edges of the shield and the veins of the leaf with Rotting Flesh.



Basecoat the shield with Chaos Black. Use Dark Angels Green to create the leaf pattern. Highlight the leaves with Snot Green and then Goblin Green.



Basecoat the shield with Bubonic Brown and then highlight with Bleached Bone and then Skull White. Place your highlights in the middle of the shield rather than on the edges to give the impression of polished wood or bone. Finally, paint an Elven rune with Snot Green.



Basecoat the shield with Dark Angels Green. Paint the rune design in Codex Grey. Don't highlight the shield itself. Instead, highlight the rune with Fortress Grey and then Skull White.

Some of the runes used are somewhat complex and may seem intimidating to paint. To tackle a rune, think about ways to break the design down into smaller segments, and it will be much easier to paint than you originally thought.

Again, while the shields shown here are Wood Elf shields, many of these ideas and techniques can be used for the shields of any army.





## Classic Lords & Heroes



**Orion Body**  
020400301



**Orion Head**  
020400302



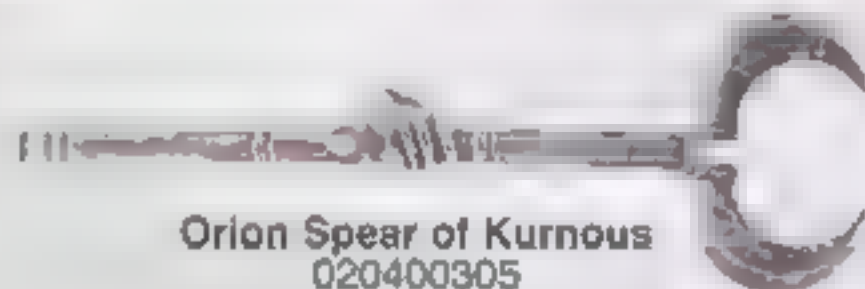
**Orion Cloak**  
020400303



**Orion (Complete)**  
MO 0093



**Orion Spear Head**  
020400304



**Orion Spear of Kurnous**  
020400305



**Orion Horn**  
020400306



**Orion's Hound 1**  
HOUND1



**Skaw the Falconer (Complete)**  
MO 0094



**Skaw the Falconer Body**  
020401601



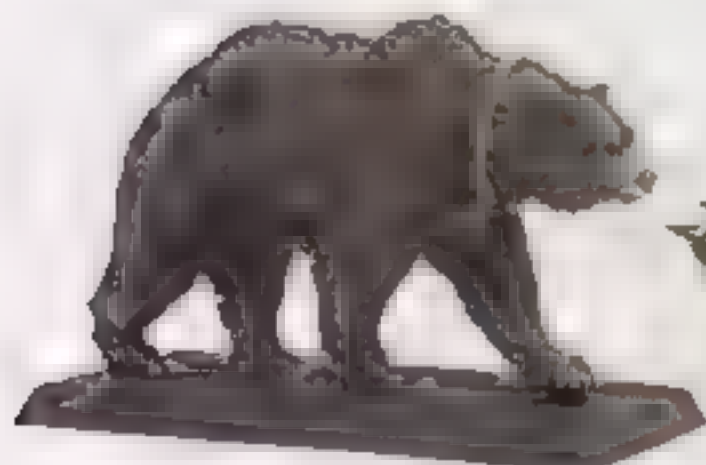
**Skaw Falcon 1**  
020401602



**Skaw Falcon 2**  
020401603



**Orion's Hound 2**  
HOUND2



**Wood Elf Bear**  
74249-9



**Orion's Hound 3**  
HOUND3

*Note: Currently there are no rules for animals such as the Wood Elf Bear or Orion's Hounds. However, there is no telling what crazy stuff the games designers (or wot!) might come up with. Until then, these models have been included for completeness's sake and may prove useful for conversions, objective markers, or messengers in scenarios.*



## Classic Lords &amp; Heroes



**Ariel  
(Complete)**  
MO 0091



**Ariel  
Body**  
020400401

**Ariel Wand  
of Wych Elm**  
020400402



**Ariel Right  
Wing**  
020400403

**Ariel Left  
Wing**  
020400404



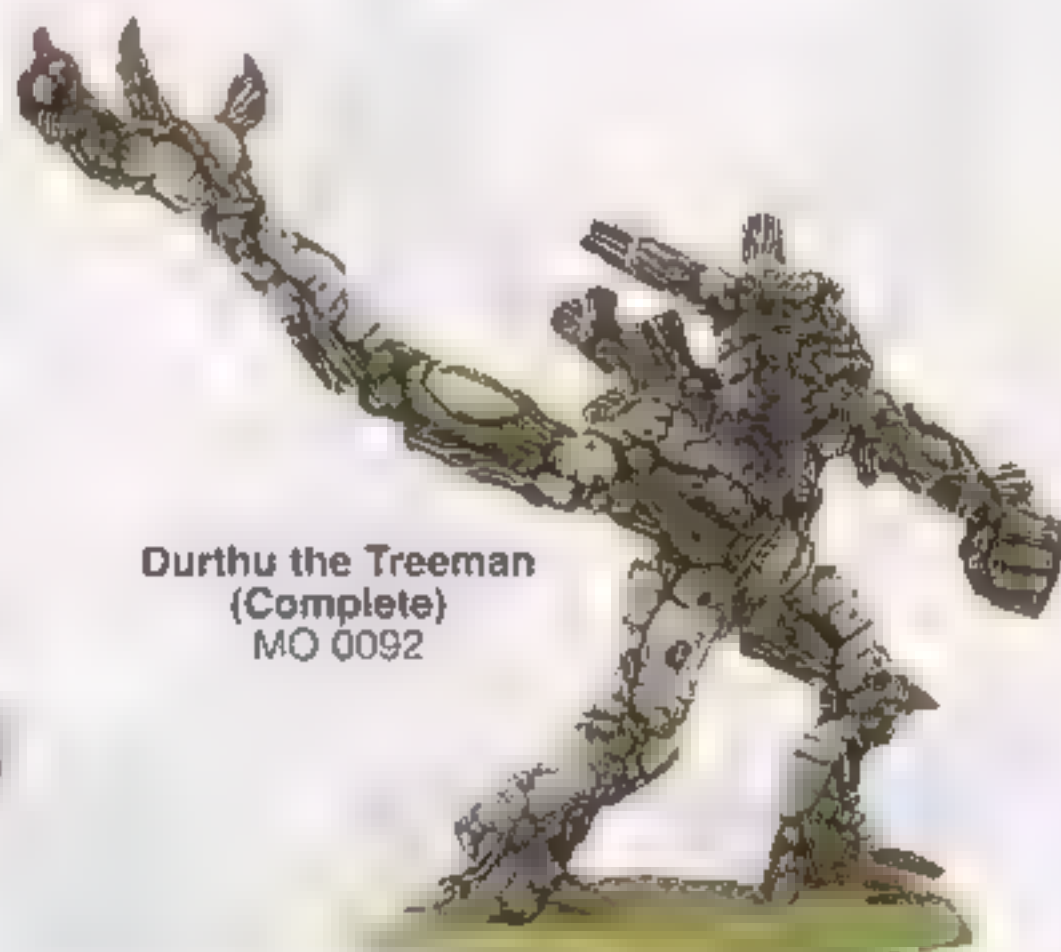
**Durthu Head**  
020401902



**Durthu Left Arm**  
020401906



**Durthu Body**  
020401901



**Durthu the Treeman  
(Complete)**  
MO 0092



**Durthu Right Leg**  
020401904



**Durthu Right Arm**  
020401903



**Durthu Left Leg**  
020401905







## Classic Lords & Heroes



**Forest Dragon Neck**  
020400203

**Forest Dragon Head**  
020400201

**Forest Dragon Tongue**  
020400202

**Forest Dragon Right Leg**  
020400205

**Forest Dragon Body**  
020400204



**Forest Dragon Right Arm**  
020400206



**Forest Dragon Left Arm**  
020400207



**Forest Dragon Foot**  
020400208



**Forest Dragon Left Leg**  
020400209



**Forest Dragon Tail End**  
020400210



**Forest Dragon Tail Base**  
020400211



**Wood Elf Lord Right Leg**  
020400213



**Wood Elf Lord Left Leg**  
020400214



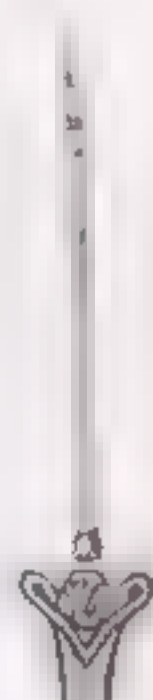
**Wood Elf Lord Body**  
020400215



**Wood Elf Lord Sword**  
020400216



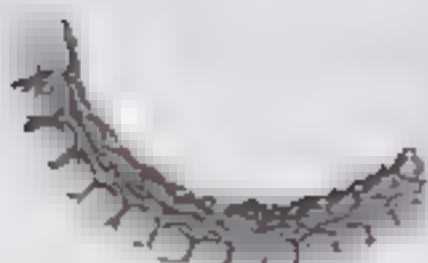
**Wood Elf Lord Shield**  
020400217



**Wood Elf Lord Seat Back**  
020400218



**Wood Elf Lord Lance**  
020400219



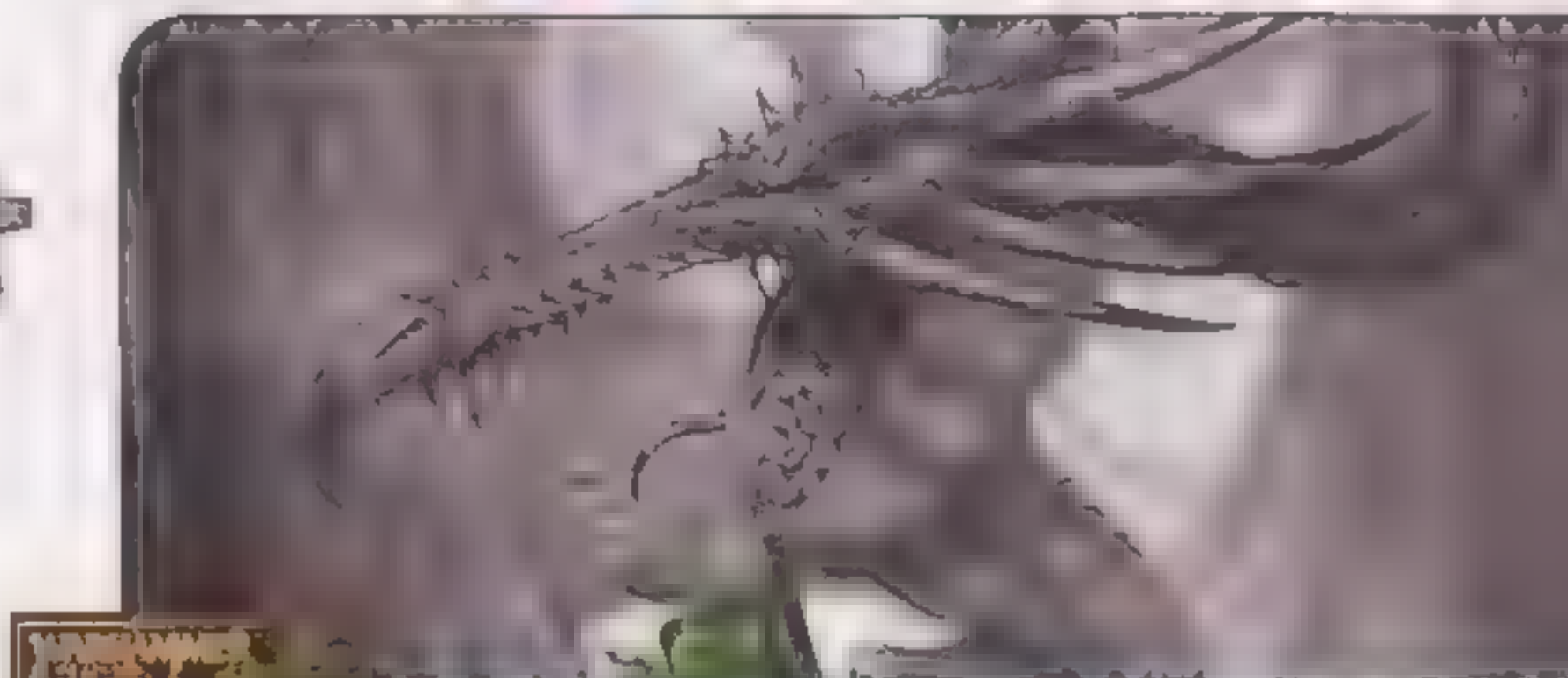
**Forest Dragon Tail Middle**  
020400212





# Classic Lords & Heroes

Dragon Wings  
Sprue  
99380299002



The wing sprue and  
complete Dragon are shown  
at 75% of actual size.



Forest Lord on Green Dragon Box (1)  
92-07



# Classic Core Units



Wood Elf Archer Regiment Box (8)  
92-06



Wood Elf  
Archer Sprue  
Only Available In Box



Archer 6  
020401802



Archer 8  
020401803



Archer 4  
020401804



Archer w/ Sword 3  
020401805



Archer 7  
020401806

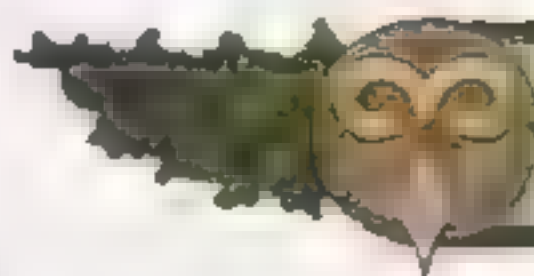


Archer 5  
020401807



Wood Elf Archer Blister (Random 3) & Wood Elf Command Blister (Random 3)  
92-49 92-48





# Classic Core Units



**Archer 9**  
020401808



**Archer w/ Sword 1**  
020401809



**Archer w/ Sword 2**  
020401810



**Archer 1**  
020401811



**Archer 2**  
020401812



**Archer 3**  
020401813



**Hornblower  
w/ Bow**  
020400503



**Hornblower  
w/ Spear**  
020400504



**Champion  
w/ Bow**  
020400601



**Champion  
w/ Spear**  
020400602



**Standard  
Bearer 2**  
020400506



**Standard  
Bearer 1**  
020400505



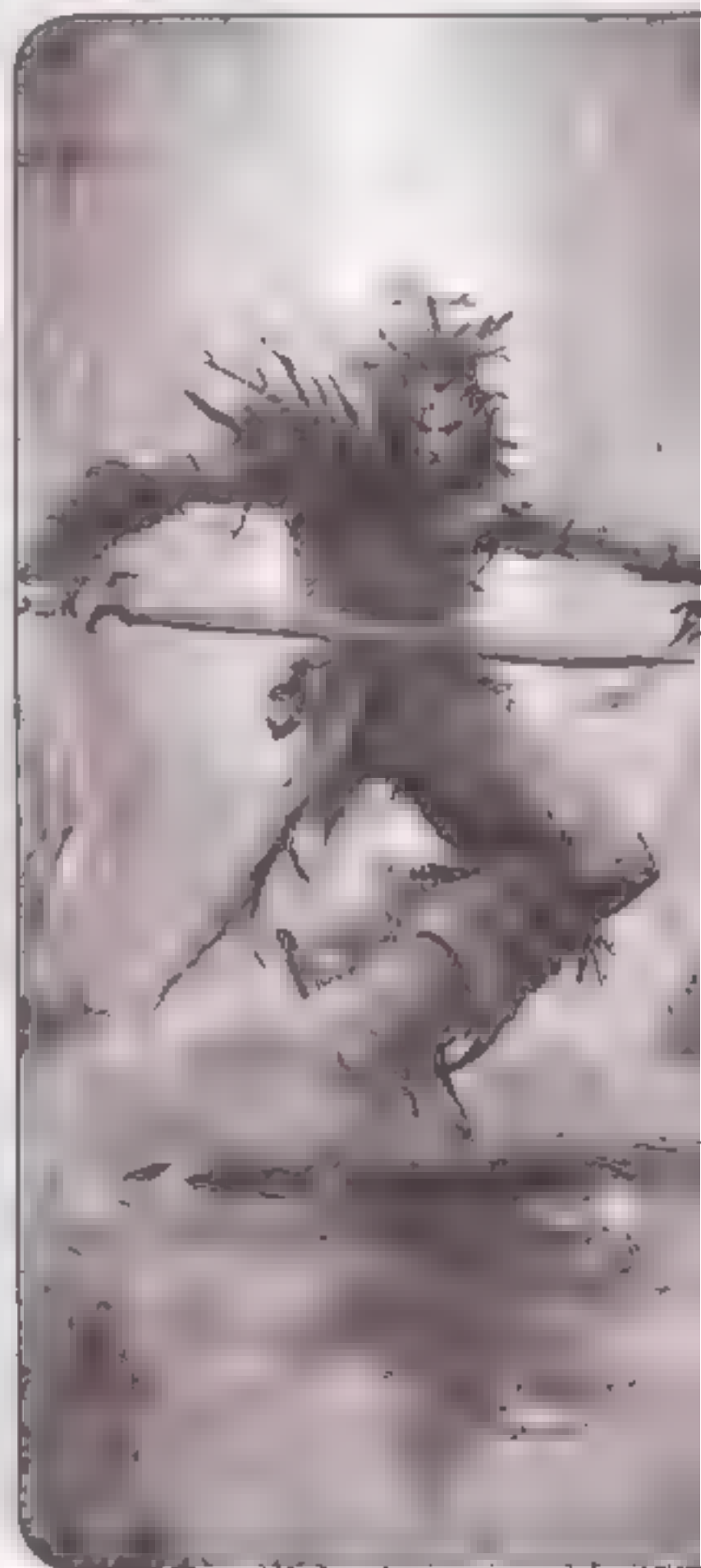
**Standard  
Top 1**  
020400507



**Standard  
Top 2**  
020400508



**Standard  
Top 3**  
020400509





# Classic Core Units

Note: These figures use the Elf Shield sprue (9936999XX)2,



Glade Guard 1  
020402301



Glade Guard 2  
020402302



Wood Elf Glade Guard Blister (Random 3) & Wood Elf Command Blister (Random 3)  
92-47 92-48



Glade Guard 3  
020402303



Glade Guard 4  
020402304



Glade Guard 5  
020402305



Glade Guard 6  
020402306



Glade Guard 7  
020402307



Glade Guard 8  
020402308



Glade Guard 9  
020402309







## Classic Core Units



Glade Guard 10  
020402310



Glade Guard 11  
020402311



Glade Guard 12  
020402312



### MODELING & PAINTING FOLIAGE ON CLOAKS

Since Wood Elves are a force that specializes in ambushes and surprise attacks, you may want to consider making your units a little bit more camouflaged.



To paint a cloak like the one shown on the left, paint a stippled camouflage pattern. The basic idea for this cloak was inspired by an actual camouflage scheme, which is a good place to get ideas.

You can apply a bit of modeling putty to get a leafy texture on your cloaks. Sculpt the leaf shapes into the putty with the flat edge of a knife. Once dry, you can paint the cloak in natural green colors.



You can attach bits from the 40K jungle trees to your Wood Elf cloaks. Simply cut off individual leaves and layer them to convey the look of a bush or part of a tree.

You can also attach leaves from the Catachan Sentinel sprue and paint your leaves in autumnal colors.



You can attach small strips of gauze bandage with watered-down white glue. After painting, the cloak will resemble moss. You could also use small clumps of flock or static grass.



## Classic Core Units



Wood Elf Glade Riders Blister (Random 1)  
92-46

Wood Elf Glade Rider Command Blister (1)  
92-45



Glade Rider  
Body 1  
020402501



Glade Rider  
Lance 1  
020402502



Glade Rider  
Archer Body 1  
020401201



Glade Rider  
Archer Body 2  
020401203



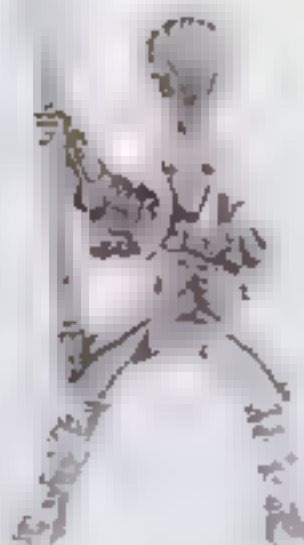
Glade Rider  
Archer Legs 1  
020401202



Glade Rider  
Archer Legs 2  
020401204



Glade Rider  
Champion  
020401001



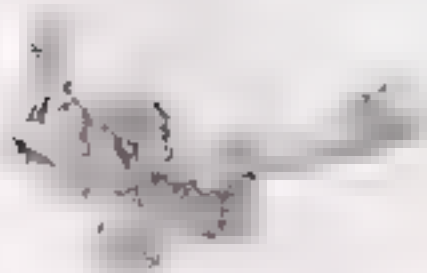
Glade Rider  
Standard  
020401301



Glade Rider  
Body 2  
020402503



Glade Rider  
Lance 2  
020402504



Glade Rider  
Hornblower Body  
020401401



Glade Rider  
Hornblower Legs  
020401402



Wood Elf Glade Rider Archers Blister (Random 1)  
92-51



# Special Units



**Great Eagle Blister (Random 1)**  
92-42

*Note: The Great Eagles are part of the main range under the High Elf section*



**Great Eagle 1 Head**  
020400801



**Great Eagle 1 Tail**  
020400802



**Great Eagle 2 Head**  
020400803



**Great Eagle 2 Tail**  
020400804



**Great Eagle 3 Head**  
020400805



**Great Eagle 3 Tail**  
020400806



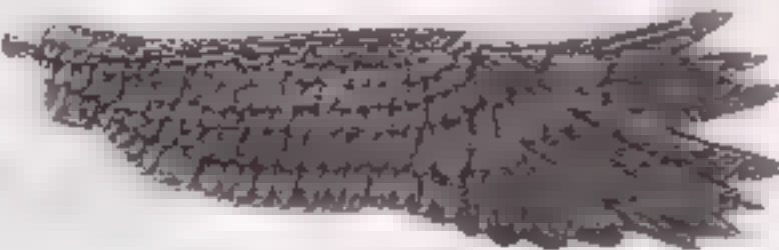
**Great Eagle Left Wing 1**  
020400807



**Great Eagle Right Wing 1**  
020400808



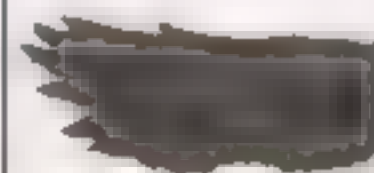
**Great Eagle Left Wing 2**  
020400809



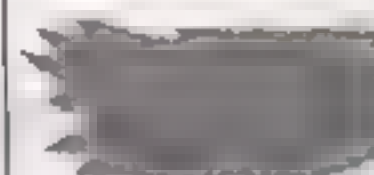
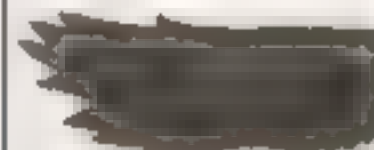
**Great Eagle Right Wing 2**  
020400810

## PAINTING FEATHERS

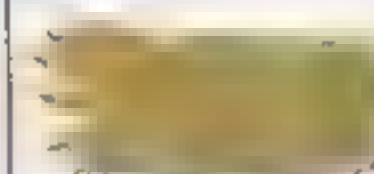
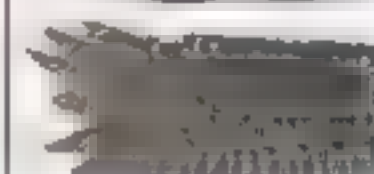
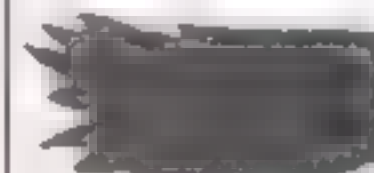
There are all sorts of ways to paint feathers. Below are some quick techniques that will allow you to get your Great Eagles and Warhawk Riders onto the tabletop in no time



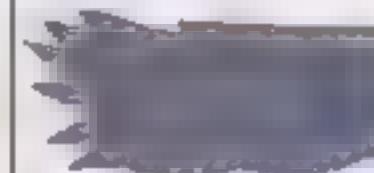
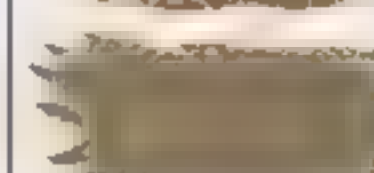
Over an undercoat of Chaos Black Spray Primer, drybrush with Scorched Brown. Next, drybrush more lightly with Bestial Brown and then Bleached Bone.



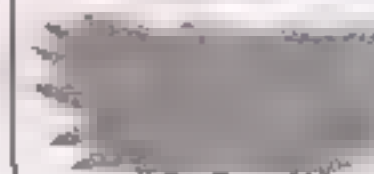
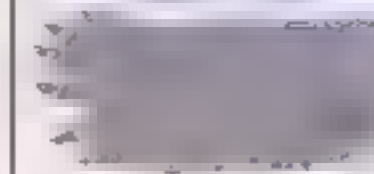
Over a Chaos Black undercoat, paint the model Codex Grey. Next, apply a thinned-down wash of Black Ink. Finish the feathered areas by drybrushing with Fortress Grey and then more lightly with Bleached Bone only on the outer edge.



Paint a basecoat of Bubonic Brown over a Skull White spray undercoat. Wash the feathered areas with thinned-down Flesh Wash. Once the wash dries, drybrush lightly with Bleached Bone.



Prime the model with Skull White spray, and then apply a basecoat of Shadow Grey. Drybrush with Space Wolves Grey and then with Skull White. Finally, apply a very light drybrush of Bleached Bone to bring a little warmth to the colors.





## Classic Special Units

*Dryads are tree spirits, magical beings that dwell in trees and are capable of assuming the aspects of a particular tree or even shape-shifting into the form of a tree at will. The Forest of Loren is one of the last refuges of these strange beings. Dryads do have a solid form, with flesh like the pliable green sapwood of a young tree. Their hair is like the foliage of a tree or may resemble moss and lichen. Dryads are not small creatures and tend to be up to twice the height of an Elf.*



**Wood Elf Dryads Blister (Random 2)**  
92-39



**Dryad 1**  
020402001



**Dryad 2**  
020402002



**Dryad 3**  
020402003



**Dryad 4**  
020402004



**Dryad 5**  
020402005



**Dryad 6**  
020402006



**Dryad 7**  
020402007



**Dryad 8**  
020402008



## Classic Special Units



Wood Elf Warhawk Rider Blister (Random 1)  
92-43

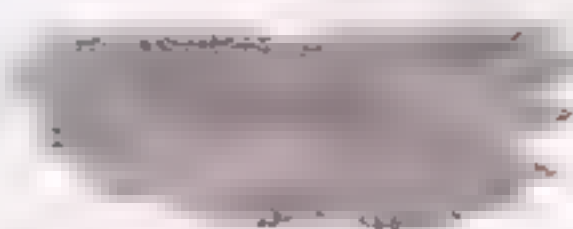
*Note: These  
pictures are the  
Elf Shield sprue  
(09 36001) and 12,*



Warhawk A  
Body  
020401105



Warhawk  
Left Wing  
020401103



Warhawk  
Right Wing  
020401104



Warhawk B  
Body  
020401107



Warhawk A  
Tail  
020401106



Warhawk B  
Tail  
020401108



Warhawk C  
Tail  
020401110



Warhawk  
Champion Body  
020401111



Warhawk C  
Body  
020401109



Warhawk Rider  
Spear Arm  
020401102



Warhawk  
Rider  
020401101



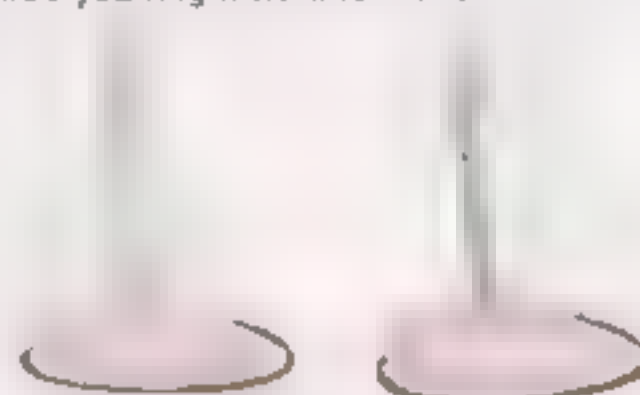
Warhawk  
Rider Legs  
020401112



Warhawk Rider  
Archer Body  
020401113

### MAKING TREES

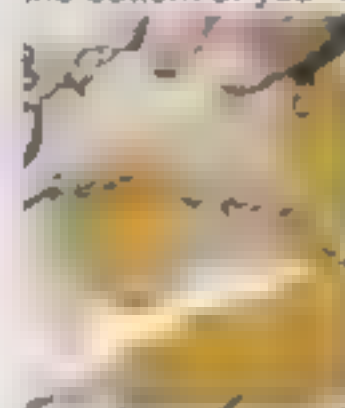
Trees are a great addition to your terrain collection, especially if you are a Wood Elf player. The trees that are shown here are from the treetop village shown later on in this section, though the basic techniques are applicable to almost any tree you might want to make.



Mount a piece of beveled 2" foam onto a piece of hardboard and insert a tube into the center. Drill holes through the tube where you want branches and roots to emerge from the tree trunk.



Twist lengths of stiff wire together to form the branches and roots. The more wires you twist together, the wider your branches and roots will be. Consult pictures of actual trees (or look out your window) to get an idea of how branches and roots fork and how they should be positioned. Place larger branches toward the bottom of your tree.



To create texture on your tree, layer plaster bandages on top of your frame. You could also use construction filler putty or spackle. Green stuff would also work but would be expensive as you'd need a lot to cover the whole tree.

After the texture dries, paint the tree to your liking and then add clump foliage to represent the leaves. You can use either spray adhesive or a hot glue gun to attach the foliage. Finished examples of trees created along these lines can be seen in the pictures of the treetop village on pp. 890-891.





## Classic Special Units



Wood Elf Scout Blister (Random 3)  
92-37



Scout 1  
020402701



Scout 2  
020402702



Scout 3  
020402703



Scout 4  
020402704



Scout 5  
020402705



Scout 6  
020402706



Scout Standard  
Bearer  
020402901



Scout  
Champion  
020402801



Scout Horn  
Blower  
020402902



Above: Wood Elf Scouts painted  
by Jeff Wilson

## Showcase



Below: Wood Elves defending of a  
magical cairn is a great subject  
for a diorama, as they are known for  
their close ties to the environment.  
This magnificent piece by David Nelson  
came in first at the US Golden Demon  
painting competition in 2000





# Classic Special Units



**Wardancer 2**  
020402101



**Wardancer 1**  
020402102



**Wardancer 3**  
020402103



**Wardancer 4**  
020402104



**Wardancer 5**  
020402105



**Wardancer 6**  
020402106



**Wardancer 7**  
020402107



**Wardancer 8**  
020402108



**Wardancer  
Champion**  
079901501



**Wood Elf Wardancer Blister (Random 3)**  
92-35





## Classic Rare Units



*Wood Elves live in very few places besides Loren although the Forest of Shadows and Drakwald Forest are said to hold small Elven communities. A traveler should be wary in these places. Many a man has died at the hands of unseen archers without even knowing that he had trespassed into Elven lands.*

Wood Elf Waywatcher  
Blister (Random 2)  
92-36



Waywatcher 1  
020401501



Waywatcher 2  
020401502



Waywatcher 3  
020401503



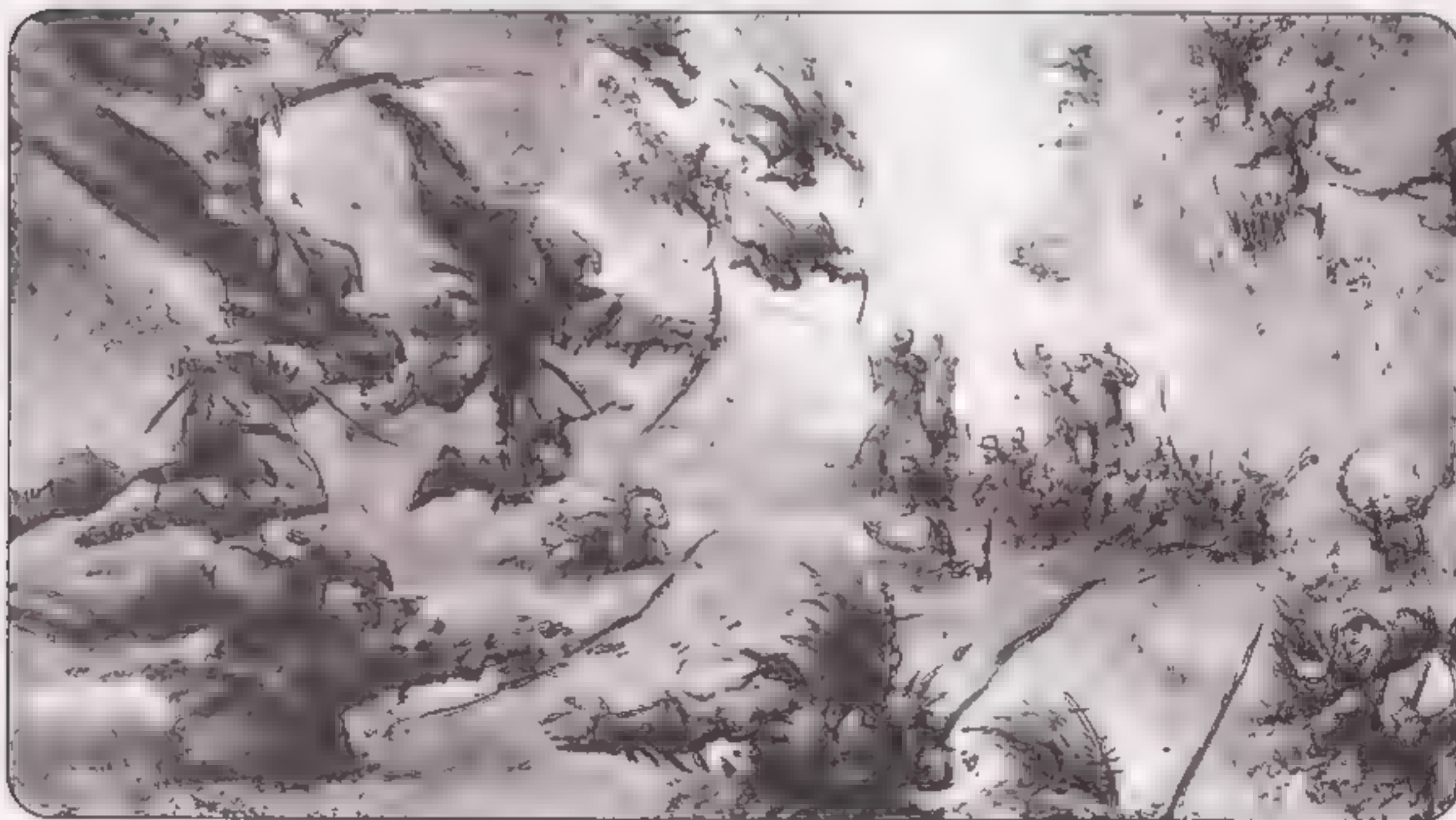
Waywatcher 4  
020401504



Waywatcher 5  
020401505



Waywatcher 6  
020401506







## Classic Rare Units



Wood Elf Treemen  
Blister (Random 1)  
92-38



Wood Elf  
Treeman A Body  
020401701



Treeman A  
Right Arm  
020401702



Treeman A  
Left Arm  
020401703



Wood Elf  
Treeman B Body  
020401704



Treeman B  
Left Arm  
020401705



Treeman B  
Right Arm  
020401706

### CONSTRUCTING THE TREEMEN

Various parts from a number of ranges were used in the construction of these Treemen. The fat Treeman uses the torso of the Great Unclean One, while the skinny Treeman uses Durthu's torso and the Blood Bowl Treeman's hips. Both use legs from Durthu and Warmaster Carrion bits for branches.



Test fit the pieces before you glue anything. You'll need to do some sanding and shaping for the pieces to fit together well. Pin the pieces together



Add a few more details like the larger branch, which was originally the club from the Albion Giant, and the crow from the Nurgie Lord's signpost. Use green stuff to fill gaps and create smooth transitions from piece to piece.





## Classic Price List



### Classic/Collector's Range

#### Getting Started

40-06-60 Warhammer Chronicles 2004 \$20

#### Boxed Sets & Blister Packs - Lords & Heroes

92-07 Forest Lancer on Green Dragon \$45

92-40 Mage on Warhawk \$2

92-41 Mounted Hero/Lord \$10

92-44 Archmage/Mage \$15

MO 0091 Ape \$25

MO 0092 Duthu \$25

MO 0093 Oron \$25

MO 0094 Skaw the Falconer \$10

MO 0095 Ape \$25

MO 0096 Duthu \$25

MO 0097 Oron \$25

MO 0098 Skaw the Falconer \$10

MO 0099 Ape \$25

MO 0100 Duthu \$25

MO 0101 Oron \$25

MO 0102 Skaw the Falconer \$10

MO 0103 Ape \$25

MO 0104 Duthu \$25

MO 0105 Oron \$25

MO 0106 Skaw the Falconer \$10

MO 0107 Ape \$25

MO 0108 Duthu \$25

MO 0109 Oron \$25

MO 0110 Skaw the Falconer \$10

MO 0111 Ape \$25

MO 0112 Duthu \$25

MO 0113 Oron \$25

MO 0114 Skaw the Falconer \$10

MO 0115 Ape \$25

MO 0116 Duthu \$25

MO 0117 Oron \$25

MO 0118 Skaw the Falconer \$10

MO 0119 Ape \$25

MO 0120 Duthu \$25

MO 0121 Oron \$25

MO 0122 Skaw the Falconer \$10

MO 0123 Ape \$25

MO 0124 Duthu \$25

MO 0125 Oron \$25

MO 0126 Skaw the Falconer \$10

MO 0127 Ape \$25

MO 0128 Duthu \$25

MO 0129 Oron \$25

MO 0130 Skaw the Falconer \$10

MO 0131 Ape \$25

MO 0132 Duthu \$25

MO 0133 Oron \$25

MO 0134 Skaw the Falconer \$10

MO 0135 Ape \$25

MO 0136 Duthu \$25

MO 0137 Oron \$25

MO 0138 Skaw the Falconer \$10

020402601 Wood Elf Sorceress on Foot \$6.50

Warhawk Mage

020402602 Warhawk Mage Body \$5

Forest Dragon

020402603 Forest Dragon Head \$5

020402604 Forest Dragon Tongue \$1

020402605 Forest Dragon Neck \$5

020402606 Forest Dragon Body \$5

020402607 Forest Dragon Right Arm \$3

020402608 Forest Dragon Right Arm \$3

020402609 Forest Dragon Left Arm \$3

020402610 Forest Dragon Foot \$2

020402611 Forest Dragon Tail \$1

020402612 Forest Dragon Tail Base \$3

020402613 Forest Dragon Tail Base \$2

020402614 Forest Dragon Tail Base \$2

020402615 Forest Dragon Tail Base \$2

020402616 Forest Dragon Tail Base \$2

020402617 Forest Dragon Tail Base \$2

020402618 Forest Dragon Tail Base \$2

020402619 Forest Dragon Tail Base \$2

020402620 Forest Dragon Tail Base \$2

020402621 Forest Dragon Tail Base \$2

020402622 Forest Dragon Tail Base \$2

020402623 Forest Dragon Tail Base \$2

020402624 Forest Dragon Tail Base \$2

020402625 Forest Dragon Tail Base \$2

020402626 Forest Dragon Tail Base \$2

020402627 Forest Dragon Tail Base \$2

020402628 Forest Dragon Tail Base \$2

020402629 Forest Dragon Tail Base \$2

020402630 Forest Dragon Tail Base \$2

020402631 Forest Dragon Tail Base \$2

020402632 Forest Dragon Tail Base \$2

020402633 Forest Dragon Tail Base \$2

020402634 Forest Dragon Tail Base \$2

020402635 Forest Dragon Tail Base \$2

020402636 Forest Dragon Tail Base \$2

020402637 Forest Dragon Tail Base \$2

020402638 Forest Dragon Tail Base \$2

020402639 Forest Dragon Tail Base \$2

020402640 Forest Dragon Tail Base \$2

020402641 Forest Dragon Tail Base \$2

020402642 Forest Dragon Tail Base \$2

020402643 Forest Dragon Tail Base \$2

020402644 Forest Dragon Tail Base \$2

020402645 Forest Dragon Tail Base \$2

020402646 Forest Dragon Tail Base \$2

020402647 Forest Dragon Tail Base \$2

020402648 Forest Dragon Tail Base \$2

020402649 Forest Dragon Tail Base \$2

020402650 Forest Dragon Tail Base \$2

020402651 Forest Dragon Tail Base \$2

020402652 Forest Dragon Tail Base \$2

020402653 Forest Dragon Tail Base \$2

020402654 Forest Dragon Tail Base \$2

### Wood Elf Archers

020401802 Archer 6 \$3.50

020401803 Archer 8 \$3.50

020401804 Archer 4 \$3.50

020401805 Archer w/ Sword 3 \$3.50

020401806 Archer 7 \$3.50

020401807 Archer 5 \$3.50

020401808 Archer 9 \$3.50

020401809 Archer w/ Sword 1 \$3.50

020401810 Archer w/ Sword 2 \$3.50

020401811 Archer 1 \$3.50

020401812 Archer 2 \$3.50

020401813 Archer 3 \$3.50

020401814 Archer 4 \$3.50

020401815 Archer 5 \$3.50

020401816 Archer 6 \$3.50

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020401899 Archer 89 \$3.50

020401900 Archer 90 \$3.50

020401901 Archer 91 \$3.50

020401902 Archer 92 \$3.50

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020401906 Archer 96 \$3.50

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020401908 Archer 98 \$3.50

020401909 Archer 99 \$3.50

020401910 Archer 100 \$3.50

020401911 Archer 101 \$3.50

020401912 Archer 102 \$3.50

020401913 Archer 103 \$3.50

020401914 Archer 104 \$3.50

020401915 Archer 105 \$3.50

020401916 Archer 106 \$3.50

020401917 Archer 107 \$3.50

020401918 Archer 108 \$3.50

020401919 Archer 109 \$3.50



# Colors of War

## Wood Elf Dryads

|           |         |       |        |
|-----------|---------|-------|--------|
| 020402001 | Dryad 1 | ..... | \$4.50 |
| 020402002 | Dryad 2 | ..... | \$4.50 |
| 020402003 | Dryad 3 | ..... | \$4.50 |
| 020402004 | Dryad 4 | ..... | \$4.50 |
| 020402005 | Dryad 5 | ..... | \$4.50 |
| 020402006 | Dryad 6 | ..... | \$4.50 |
| 020402007 | Dryad 7 | ..... | \$4.50 |
| 020402008 | Dryad 8 | ..... | \$4.50 |

## Complete Model Name

|           |                    |       |        |
|-----------|--------------------|-------|--------|
| 020402101 | Wardancer 2        | ..... | \$3.50 |
| 020402102 | Wardancer 1        | ..... | \$3.50 |
| 020402103 | Wardancer 3        | ..... | \$3.50 |
| 020402104 | Wardancer 4        | ..... | \$3.50 |
| 020402105 | Wardancer 5        | ..... | \$3.50 |
| 020402106 | Wardancer 6        | ..... | \$3.50 |
| 020402107 | Wardancer 7        | ..... | \$3.50 |
| 020402108 | Wardancer 8        | ..... | \$3.50 |
| 079901501 | Wardancer Champion | ..... | \$6    |

## Wood Elf Scouts

|           |         |       |        |
|-----------|---------|-------|--------|
| 020402701 | Scout 1 | ..... | \$3.50 |
| 020402702 | Scout 2 | ..... | \$3.50 |
| 020402703 | Scout 3 | ..... | \$3.50 |
| 020402704 | Scout 4 | ..... | \$3.50 |
| 020402405 | Scout 5 | ..... | \$3.50 |
| 020402406 | Scout 6 | ..... | \$3.50 |

## Wood Elf Scout Command

|           |                       |       |        |
|-----------|-----------------------|-------|--------|
| 020402801 | Scout Champion        | ..... | \$3.75 |
| 020402901 | Scout Standard Bearer | ..... | \$3.75 |
| 020402902 | Scout Horn Blower     | ..... | \$3.75 |

## Metal Bitz - Rare

### Wood Elf Waywatchers

|           |              |       |        |
|-----------|--------------|-------|--------|
| 020401501 | Waywatcher 1 | ..... | \$5.25 |
| 020401502 | Waywatcher 2 | ..... | \$5.25 |
| 020401503 | Waywatcher 3 | ..... | \$5.25 |
| 020401504 | Waywatcher 4 | ..... | \$5.25 |
| 020401505 | Waywatcher 5 | ..... | \$5.25 |
| 020401506 | Waywatcher 6 | ..... | \$5.25 |

### Wood Elf Treemen

|           |                     |       |         |
|-----------|---------------------|-------|---------|
| 020401701 | Treeman A Body      | ..... | \$12.75 |
| 020401702 | Treeman A Right Arm | ..... | \$6.75  |
| 020401703 | Treeman A Left Arm  | ..... | \$6.75  |
| 020401704 | Treeman B Body      | ..... | \$12.75 |
| 020401705 | Treeman B Left Arm  | ..... | \$6.75  |
| 020401706 | Treeman B Right Arm | ..... | \$6.75  |

80% of  
actual size

Above: With this model Matt Parker won the Open Competition for the 2001 UK Golden Demon painting competition.



Bottom: Experiment with different ways of depicting smaller ranks to differentiate units

## COLORS OF WAR - COLOR SCHEMES

While the colors of a Wood Elf army are typically dominated by green tones, the Wood Elf painter should not feel limited to such a color scheme. Other colors can be used as either complements to the green tones or as main colors all on their own. Blues, yellows, browns, and reds are traditional complements

If you are looking for something different, consider how the Wood Elves are a part of the forest. Camouflage schemes may provide the inspiration for your army or at least your Scouts and Waywatchers

Also consider a Wood Elf force in seasons other than spring and summer. In early spring, the Wood Elves might don white or light green clothing for better camouflage. In autumn, the Wood Elves' garments would likely match the browns, oranges, yellows, and reds of the forest. In winter, the sylvan folk would likely wear white clothing to match the snow or dark greens to blend in with the evergreen trees. Look to hunters' clothing or different styles of military camouflage for inspiration.





# Terrain Workshop



Making a Wood Elf treetop village is not as hard as it looks. When you break the project down into its component parts, it is actually pretty simple and will look great to boot!

Start by making a sketch of a very large tree. Consider where the branches should be placed and where the platforms and other structures will be placed.

You can make the towers and platforms in many different ways. One option is to create buildings that are camouflaged to look like the rest of the tree or even part of the tree itself.

You may also consider how different types of trees might work for your tree village. How might an evergreen tree change the way your village looks?



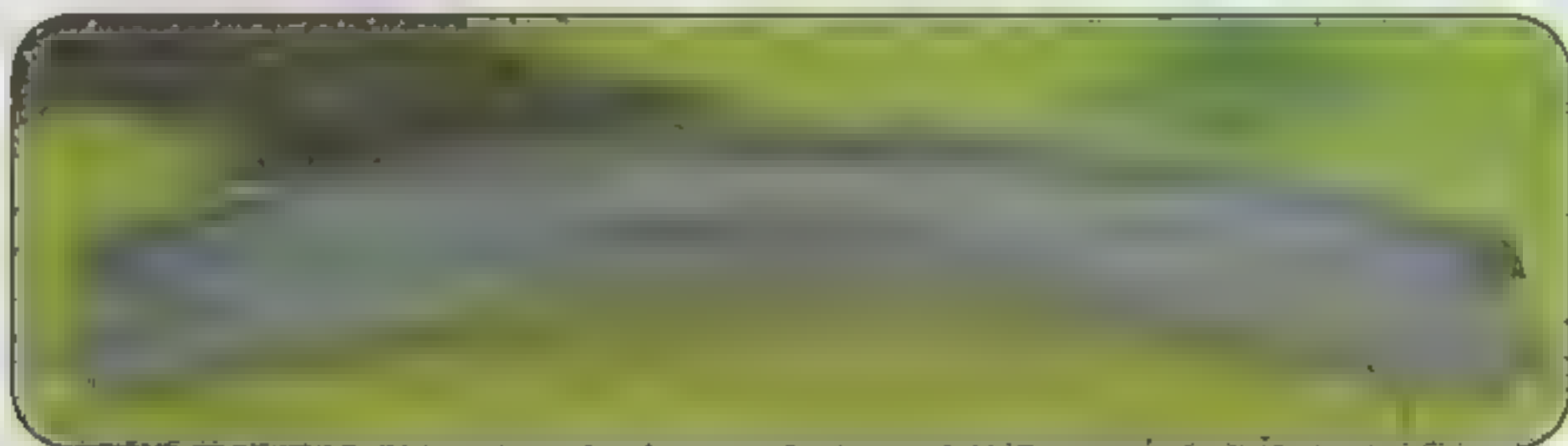




## Terrain Workshop

After you have made your tree and platforms, think of the ways your models will get from level to level or even from tree to tree. Some ideas used here are ladders from the siege range, a rope bridge (which was made from strips of card glued to a longer strip with string woven between the planks for appearance), and a more traditional bridge with notches cut into the ends so it can be moved from platform to platform. Instead of ladders, the Wood Elves could have ropes (think gym class) to get to different levels. Rather than bridges, perhaps the platforms could be connected by a series of smaller platforms that necessitate a series of Initiative tests to make it across.

However you make your bridges and ladders, it is a good idea to think about how the miniatures will fit in when you are playing. Keep a figure on hand to make sure you have enough clearance between your bridges and the branches of the trees. Feel free to copy the examples on this page or use them as the basis of your own ideas.







# THE LORD OF THE RINGS STRATEGY BATTLE GAME

## THE FULL LINE OF CITADEL MINIATURES AND GAMING SUPPLIES

*One Ring to rule them all, One Ring to find them,  
One Ring to bring them all, and in the darkness bind them.*

### Middle-earth on Your Tabletop

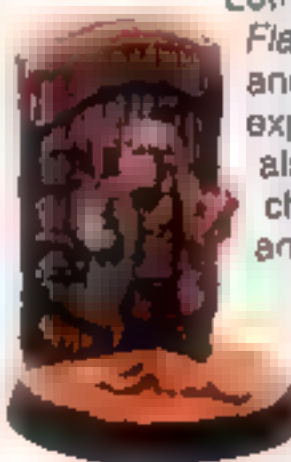
The Lord of The Rings Strategy Battle Game allows players to re-create all the action of Middle-earth. Begin the journey as the four Hobbits set out across the Shire, join the Fellowship, and dare to enter the murky dangers of Moria. You can charge with the Riders of Rohan to rid the land of Orcs or help stem the tide of Saruman's Uruk-hai at the Siege of Helm's Deep. From small skirmish games revolving around the well known heroes to the massive battles of The Last Alliance or Pelennor Fields, The Lord of The Rings game puts the excitement right onto your tabletop.

### The Range

The Lord of The Rings range of Citadel Miniatures contains all the figures a collector will want to represent his or her favorite character, monster, or troop type from the movies. Even better, gamers will find the extensive range and variety of figures ideal for gathering models to play all the scenarios from the action scenes of the movies. It is even possible to build up great armies for larger and more glorious battles.

In addition to all the fantastic models based on the films, Games Workshop has also obtained the license to delve into *The Lord of The Rings* novels as well. This opportunity allows for things like The War of The Ring section in The

Return of The King rulebook, which details the other battles that were raging all around Middle-earth while the camera's lens was focused on the heroes of the Fellowship and the attack on Minas Tirith (think about Den Ironfoot and his battles at the base of the Lonely Mountain or the Elven defense of Lothlorien!). The *Shadow & Flame* book adds gaming rules and scenarios for the Dwarven expedition to reclaim Moria. It also includes rules for other key characters like Tom Bombadil and the Elven hero Glorfindel.



*This promotional model of Bilbo Baggins was available for only a short while. This one was painted by Adam Carr.*

*The Weathered scenario from The Fellowship of The Ring is one of the terrifying scenarios in the Ringarounds.*





## And More

In addition to all the miniatures and a complete guide for The Lord of The Rings products, you will also find photos of some amazingly painted models and dioramas from Golden Demon competitors from around the world as well as some of the work from the talented 'Eavy Metal painting team. These pictures are excellent references for your own painting and modeling schemes and plans.

*This awesome diorama was done by Matt Parkes, a Golden Demon veteran from England. It depicts Gollum attempting to sneak up on Frodo and Sam.*



*Additional foliage and a scenic base help bring this Treebeard model to life. Notice the "splatted" Orc model underneath the mighty Ent's trunk-like foot! Painted by Matt Parkes.*

*Below: This extensive Helm's Deep terrain piece was made by Games Workshop experts Dave Andrews and Mark Jones. You will find the two-part battle report fought on this very table in White Dwarf 276 and 277.*







## GETTING STARTED



### The Lord of the Rings: The Two Towers

05-02-60

*The Lord of the Rings. The Two Towers boxed game includes a full-color rules manual, 32 highly detailed miniatures (12 Riders of Rohan and 20 fighting Uruk-hai), scenic ruins and dice*



### The Lord of the Rings: The Return of The King

05-02-00

*The Lord of the Rings. The Return of The King boxed game includes a full-color rules manual, 48 miniatures, stone ruins of Middle-earth and dice*





## The Lord of The Rings Dice Packs

Each of the dice packs contains eight specially made dice featuring an iconic symbol (indicating the side for which the dice are to be used) in place of the single pip on the "1" side of the die as well as a priority marker.



**FORCES OF MINAS TIRITH  
DICE PACK  
06-08**



**FORCES OF MORDOR  
DICE PACK  
08-10**



## The Lord of The Rings Strategy Battle Game Compilation 2

05-08

This full-color book contains the best articles about The Lord of The Rings from issues 263-271 of *White Dwarf* magazine. Painting tips, scenery projects, new rules, scenarios, battle reports, and more are contained between the covers.

### Starter Paint Sets

Each set below contains 10 plastic miniatures, 6 colors of Citadel Colour paints specifically chosen for those miniatures, and a brush.



**FORCES OF  
MINAS TIRITH  
STARTER  
PAINT SET  
06-23**



**FORCES OF  
MORDOR  
STARTER PAINT SET  
05-23**



**RUINS OF  
MIDDLE-EARTH  
STARTER  
PAINT SET  
00-20**

Contains a set of ruined buildings and statues







# THE FELLOWSHIP OF THE RING



Aragorn



Legolas



Sam



Sam



Boromir



Gimli



Eowyn



Merry



Galadriel

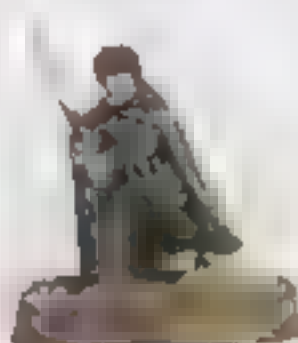
## The Fellowship of The Ring Box (9) 05-07



Aragorn



Frodo



Sam



Merry



Campfire



Pippin



The Watch King



Ringwraith



Ringwraith



Ringwraith



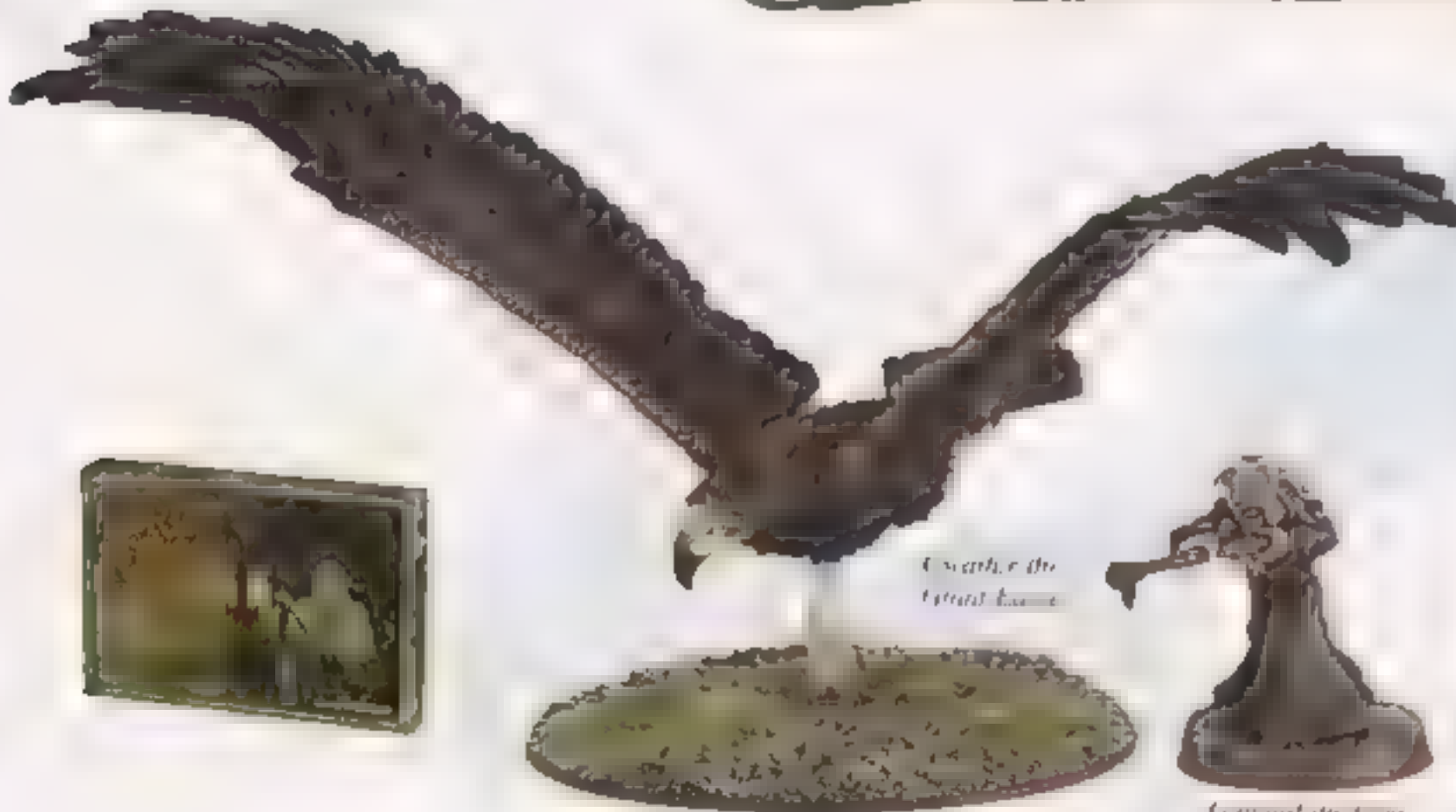
Ringwraith

## Attack at Weathertop Box (10) 05-09





# THE FELLOWSHIP OF THE RING



*Gandalf the White*



*Gandalf the White*

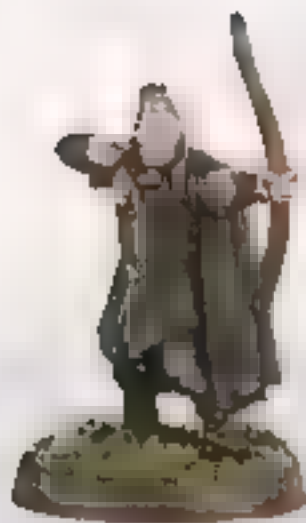


*Gandalf the White*



*Gandalf the White*

## Escape from Orthanc Box (4) 05-10



*Gandalf the White*



*Gandalf the White*



*Gandalf the White*



*Gandalf the White*



*Gandalf the White*



*Gandalf the White*



## Ambush at Amon Hen Box (24) 05-12



*Gandalf the White*



*Gandalf the White*





# THE FELLOWSHIP OF THE RING

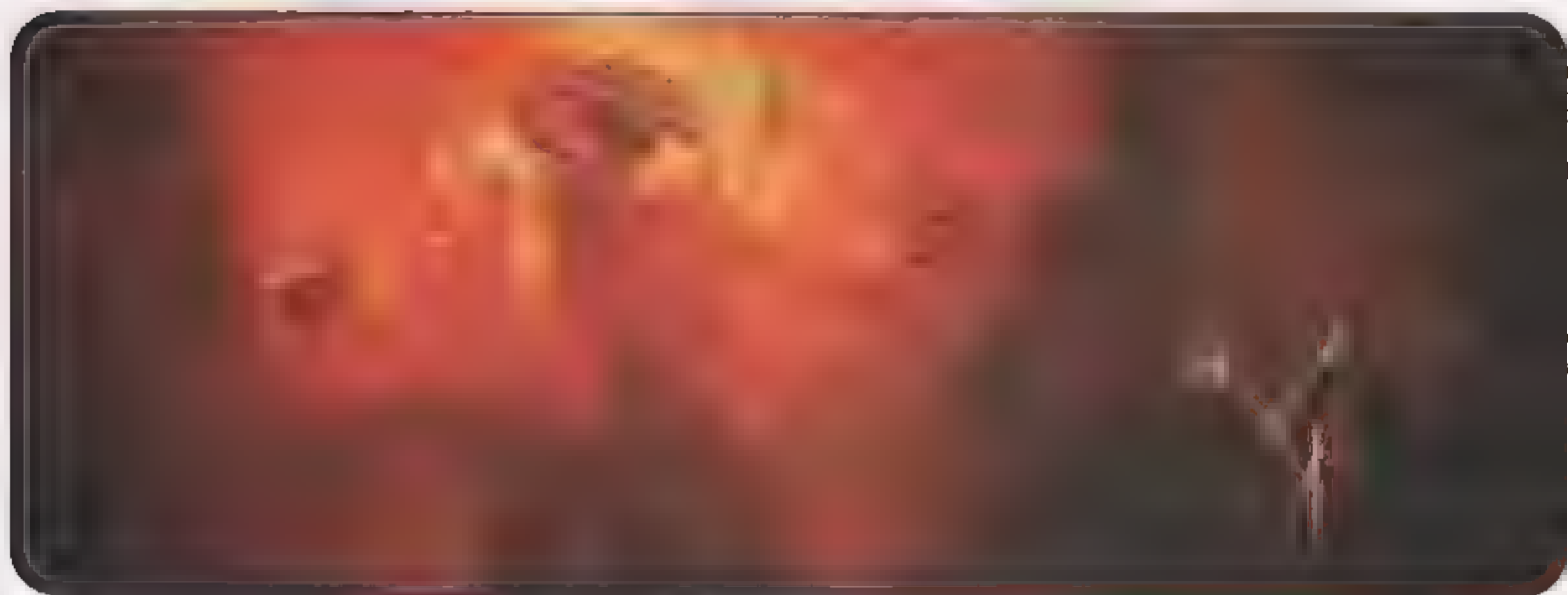


Gandalf the Grey



Balin

Battle at Khazad-Dûm Box (2)  
05-11







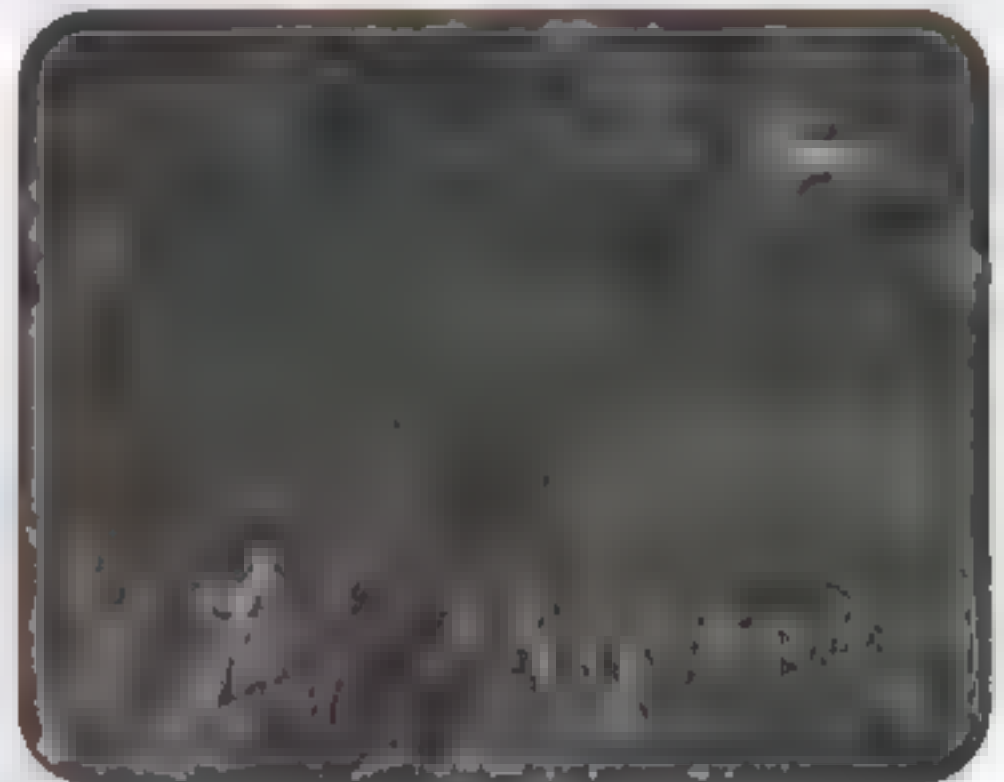
# THE FELLOWSHIP OF THE RING



Warriors of the Last Alliance Box (24)  
05-24



High Elf Spearmen Blister (Random 3)  
05-41



Gondorian Bowmen Blister (Random 3)  
05-38



Gondorian Spearmen Blister (Random 3)  
05-37





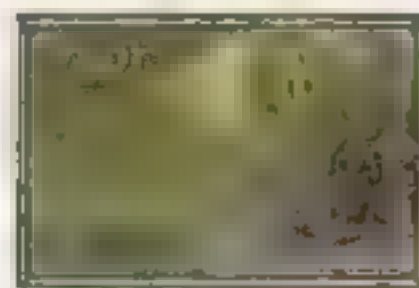
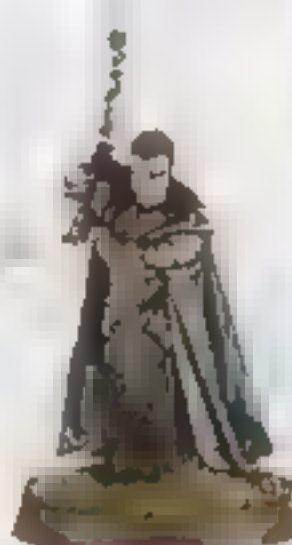
# THE FELLOWSHIP OF THE RING



Elendil and Isildur Blister (2)  
05-58



Elrond and Galadriel Blister (1)  
05-39



Sauron Box (3)  
05-13



## SHOWCASE



*The Last Alliance  
Battle of Dagorlad - this  
diorama by Sascha Heron  
earned first place at the  
2002 UK Golden Demon  
painting competition*





*Note. Mordor Orcs (05-43) come packaged in one of two random assortments. One assortment contains 1 Mordor Orc with a two-handed weapon and 2 Mordor Orcs with hand weapons and shields, the other comes with 1 Mordor Orc with a spear and 2 Mordor Orcs with hand weapons.*



# THE FELLOWSHIP OF THE RING



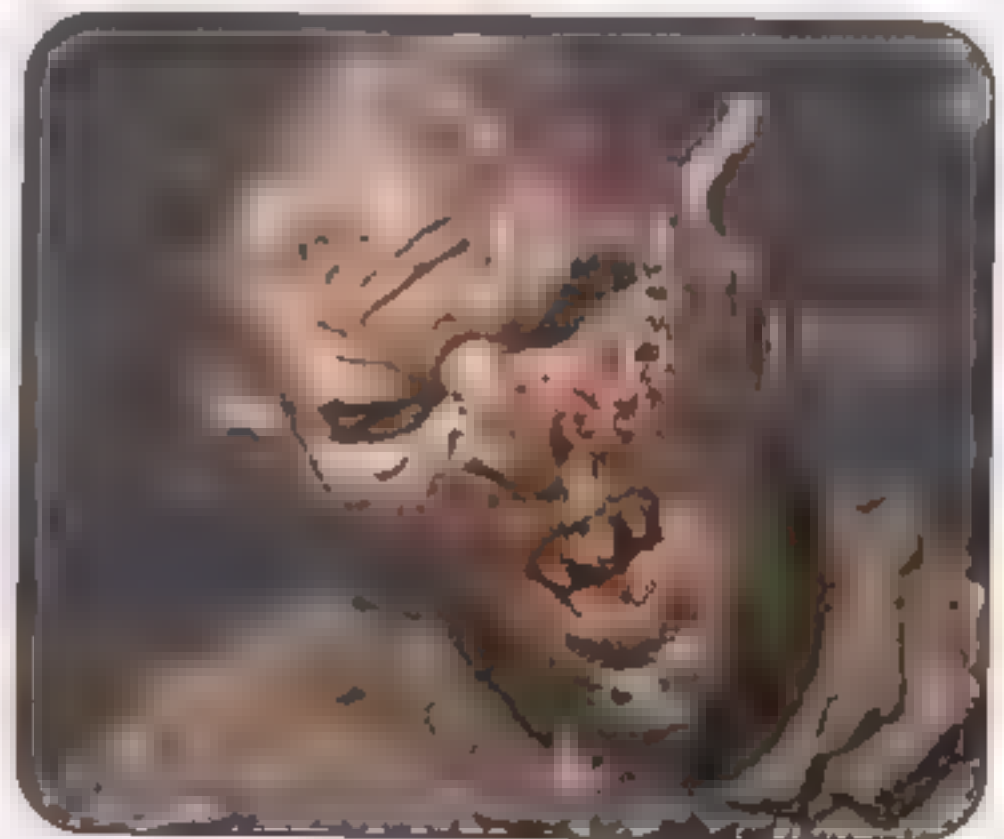
**Mordor Orc Warriors Blister – Assortment A (Random 1 and Random 2)**  
05-43



**Mordor Orc Warriors Blister – Assortment B (Random 1 and Random 2)**  
05-43



**Mordor Orc Bowmen Blister (Random 3)**  
05-44







# THE FELLOWSHIP OF THE RING



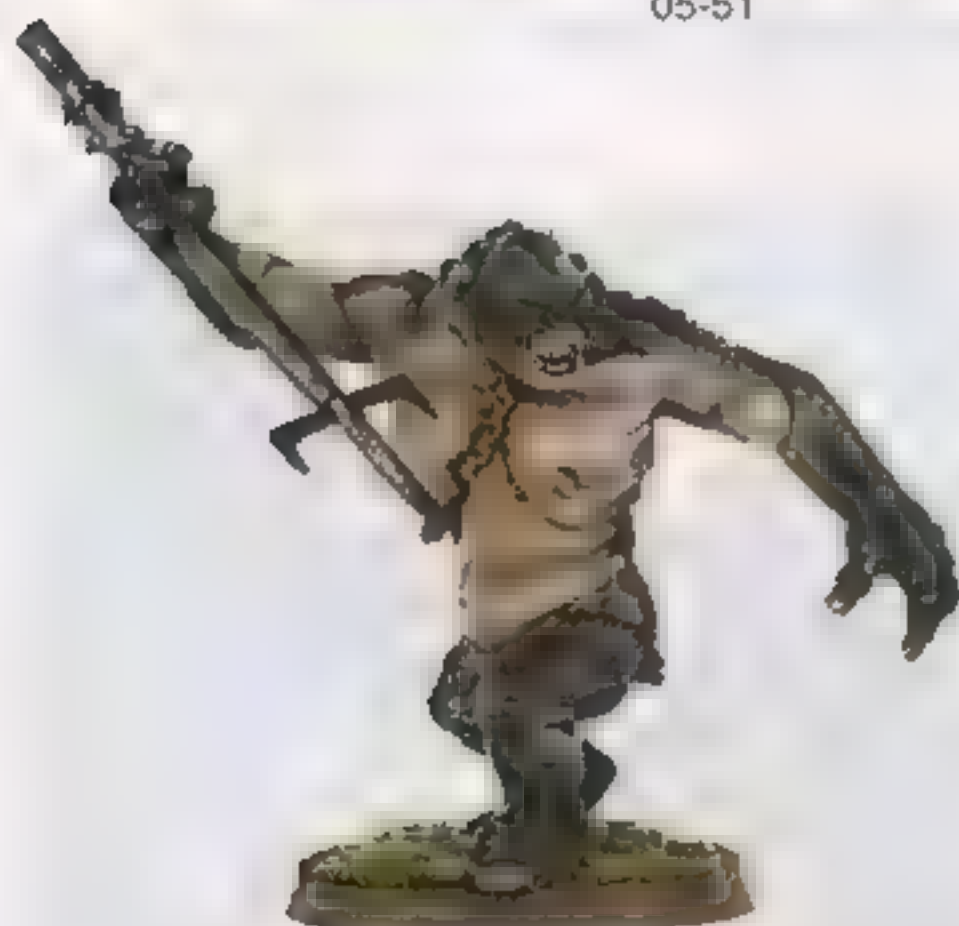
**Moria Goblins Boxed Set Box (24)**  
05-25



**Moria Armored Goblins Blister (Random 4)**  
05-51



**Cave Troll Blister (1)**  
05-50



**Cave Troll with Spear Blister (1)**  
05-78



**Moria Armored Goblin Bowmen Blister (Random 4)**  
05-52



# THE FELLOWSHIP OF THE RING



Twilight Ringwraith Blister (Random 1)  
05-49



Ringwraith Blister (Random 1)  
05-42



Mounted Ringwraith Blister (Random 1)  
05-48

*Note: Mounted Ringwraiths are also available in a boxed set (06-31) containing all three models shown here*



Kings of Men Blister (Random 2)  
05-47







# THE FELLOWSHIP OF THE RING



**Uruk-hai Bowmen Blister (Random 3)**  
05-36



**Uruk-hai Warriors Blister (Random 3)**  
05-35

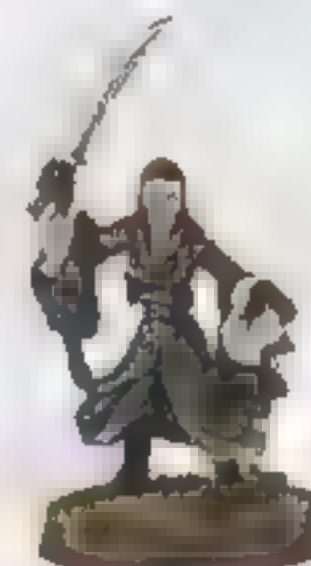


**Lurtz Blister (1)**  
05-46

## SHOWCASE



*Ringsmiths at the Ford of Bruinen – this diorama by Neil Liao, based upon second place at the 2002 UK Golden Demon painting competition.*



**Arwen Evenstar Blister (1)**  
05-45



**Mounted Arwen with Frodo Blister (1)**  
05-79





# THE FELLOWSHIP OF THE RING



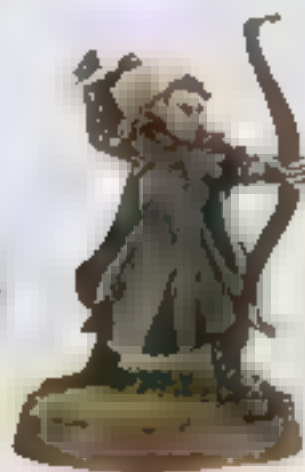
**Mounted Boromir  
Blister (1)**  
05-61



**Galadriel and Celeborn Blister (3)**  
05-57



**Haldir  
Blister (1)**  
05-53



**Lorien Elf Bowmen Blister (Random 3)**  
05-54



**Dwarf Kings Blister (Random 2)**  
05-56

*Bobby Kurtz-Courtney took home third place  
honors for his complete Fellowship at the  
2002 Chicago Golden Demon  
pin & box competition*



## SHOWCASE







# TERRAIN SHOWCASE



At the end of *The Lord of The Rings: The Fellowship of The Ring*, the Fellowship is broken on the slopes of Amon Hen. Frodo and Sam cross the river toward Mordor. Aragorn, Legolas, and Gimli set off to find the Uruk-hai that they believe have killed Merry and Pippin.

Boromir, after giving in to the temptation of The Ring, meets a hero's fate at the hands of Lurtz, the Uruk-hai captain. Such a pivotal setting deserves to be immortalized as a terrain table, so we made one. Here's a look at the table we created and a few of the details on it.



*Left and Right: In progress shots of the Amon Hen table*



*Left: A close-up of the river bank*

*Below: Boromir, Legolas, and Gimli stand between Uruk-hai warriors and Hobbits*

*Right: Frodo is closed in on by Uruk-hai warriors*

*Below: Rocks line the edge of the cliff that looks east toward Mordor*





# THE TWO TOWERS



Theoden

Aragorn

Gandalf

Legolas

Gimli

Merry

Pippin

Arwen

## Heroes of Helm's Deep Box (8) 05-16

*Note: The Warg Attack boxed set also contains two random models from the Warg Riders boxed set (05-77) shown later in this section*

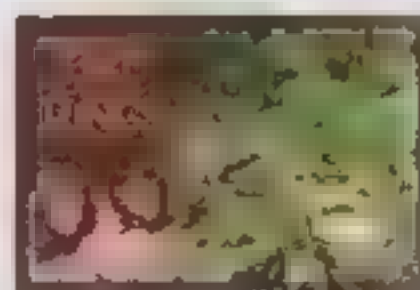


Theoden

Aragorn

Arwen

## Warg Attack Box (5) 05-18



Faramir



Sam



Frodo



Dainin

## Captured by Gondor Box (5) 05-20



## Treebeard, Mighty Ent Box (1) 05-19







## THE TWO TOWERS



Riders of Rohan Box (6)  
05-14



Warriors of Rohan Box (24)  
05-22



# THE TWO TOWERS



**Gandalf on Shadowfax  
Blister (1)**  
05-68



**Gandalf the White  
Blister (1)**  
05-75



**Legolas & Gimli  
on Horseback Blister (1)**  
05-70



*Merry*



*Pippin*



*Grishnakh*

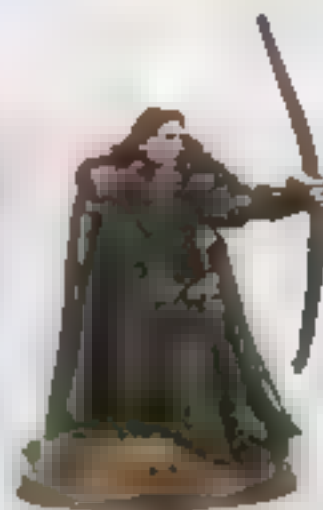
**Merry & Pippin vs. Grishnakh Blister (3)**  
05-67



**Haldir's Elves with Bows Blister (3)**  
05-60



**Haldir's Elves with Swords Blister (3)**  
05-64



**Faramir's Rangers Blister (Random 3)**  
05-76



*Gollum*



*Sam*



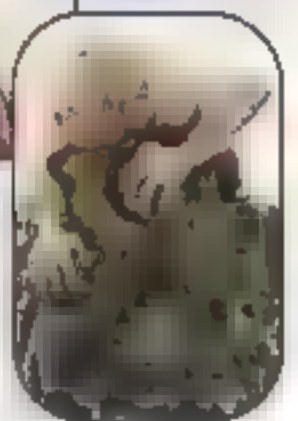
*Frodo*

**Gollum, Sam & Frodo Blister**  
05-74

## SHOWCASE



*Gilbert Moreno received second place honors in the Open Competition at the 2003 Chicago Golden Demon painting competition with his spectacularly painted Gollum*







# THE TWO TOWERS



Rohan Royal Guard Blister (3)  
05-71



Mounted Eomer Blister (1)  
05-69



Gamling, Rohan Royal Guard  
Standard Bearer  
Blister (1)  
05-72



Mounted Rohan Royal Guard Blister (Random 1)  
05-82





## THE TWO TOWERS



The Fighting Uruk-hai Box (24)  
05-15



Uruk-hai Siege Troops Box (10)  
05-21





## THE TWO TOWERS



Uruk-hai Battering Ram Blister (1)  
05-80



Uruk-hai Command Blister (Random 2)  
05-65



Uruk-hai Siege Ballista Box (1)  
05-17



Wildmen of Dunland Blister (Random 3)  
05-73



Uruk-hai with Crossbows Blister (Random 3)  
05-62



Uruk-hai Berserkers Blister (Random 3)  
05-63



*Note: Warg Riders are also available in a boxed set (06-30) containing a random mix of five of the three models shown here*



Warg Rider Blister (Random 1)  
05-77



Grima Wormtongue Blister (1)  
05-81



Saruman Blister (1)  
05-66

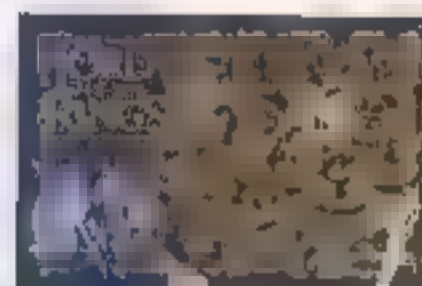


Ringwraith on Fell Beast and Frodo Box (2)  
06-26





# THE RETURN OF THE KING



Merry

Pippin

Legolas

Aragorn

Gimli

Gandalf

Gandalf

**Heroes of the West Box (9)**  
05-29



**Mounted Faramir**  
Blister (1)  
05-90



**Mounted Theoden**  
Blister (1)  
05-96



**Eowyn on Horseback**  
Blister (1)  
05-88



**Aragorn the King**  
Blister (1)  
06-97



**Denethor**  
Blister (1)  
05-83



**Dwarf Lord Dain**  
Blister (1)  
06-93



Gorbag



Shagrat

**Gorbag & Shagrat**  
Blister (2)  
06-95



Frodo



Sam

**Gollum, Sam & Frodo**  
Blister (3)  
06-98



Gollum



# THE RETURN OF THE KING



Warriors of Minas Tirith Box (24)  
05-27



Knights of Minas Tirith Box (Random 5)  
06-28

Knights of Minas Tirith  
Standard Bearer Blister (1)  
05-87





## THE RETURN OF THE KING



Guard of the Fountain Court  
Blister (Random 3)  
05-92



Warriors of Minas Tirith Command Blister (Random 2)  
05-85



The Army of the Dead Box (10)  
06-34



The Army of the Dead Blister (Random 3)  
05-98



# THE RETURN OF THE KING



Easterlings Command  
Blister (Random 2)  
05-95



Easterlings Blister (Random 3)  
05-94



Mordor Orcs Box (24)  
05-28



Mordor Uruk-hai Blister (Random 3)  
05-93



Mordor Orcs Command Blister (Random 2)  
05-84





# THE RETURN OF THE KING



**In the Clutches of Shelob Box (3)**  
05-33



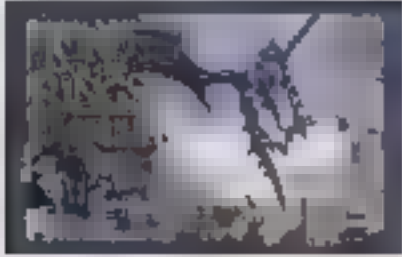
**Mordor Troll Box (1)**  
06-27



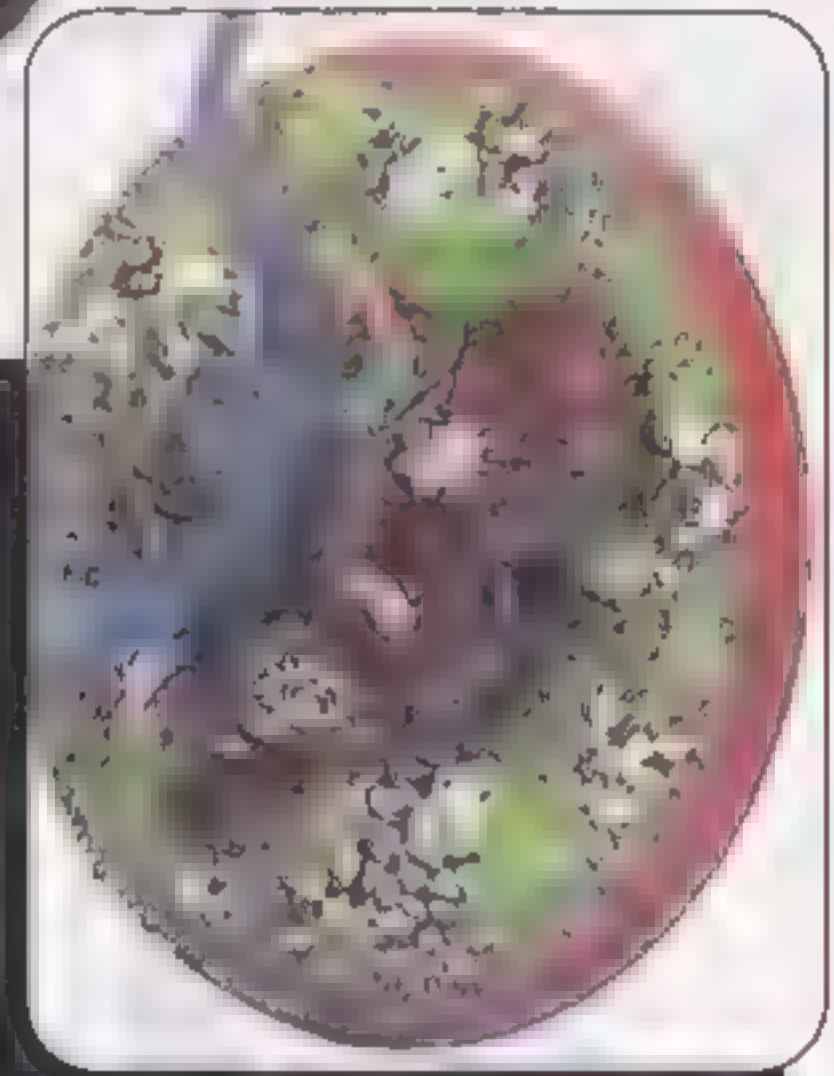
**The Fall of the Witch King Box (3)**  
05-98



# THE RETURN OF THE KING



Witch King on Fell Beast Box (1)  
05-34







# SHADOW & FLAME



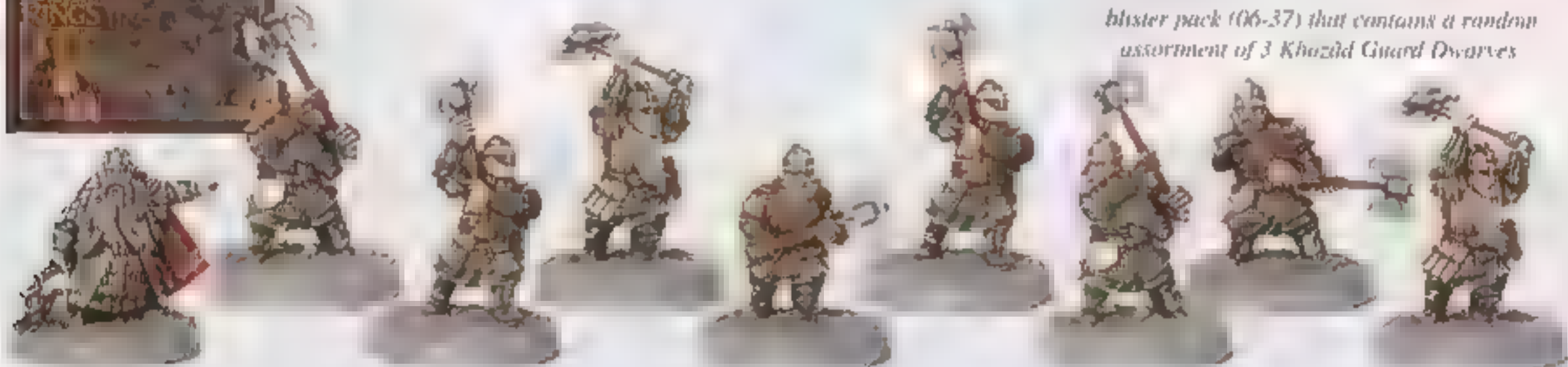
*Moria. You fear to go into those mines. The Dwarves delved too greedily and too deep. You know what they awoke in the darkness of Khazad-dûm. Shadow and flame.*

## Saruman the White

*The Shadow & Flame supplement is an invaluable guide to more gaming in Middle-earth. Inside, you will find rules for Balin and his Dwarves who dared to attempt to reclaim Moria from the darkness. Four linked scenarios re-create the struggle of the Dwarves versus the Goblins and the mighty Balrog. Additional rules cover Tom Bombadil, the Barrow Wights, Glorfindel, Radagast the Brown, and more. Three more scenarios explore battles in Rivendell, the Barrow Downs, and Fangorn Forest. Also included are painting tips, scenery, and more.*

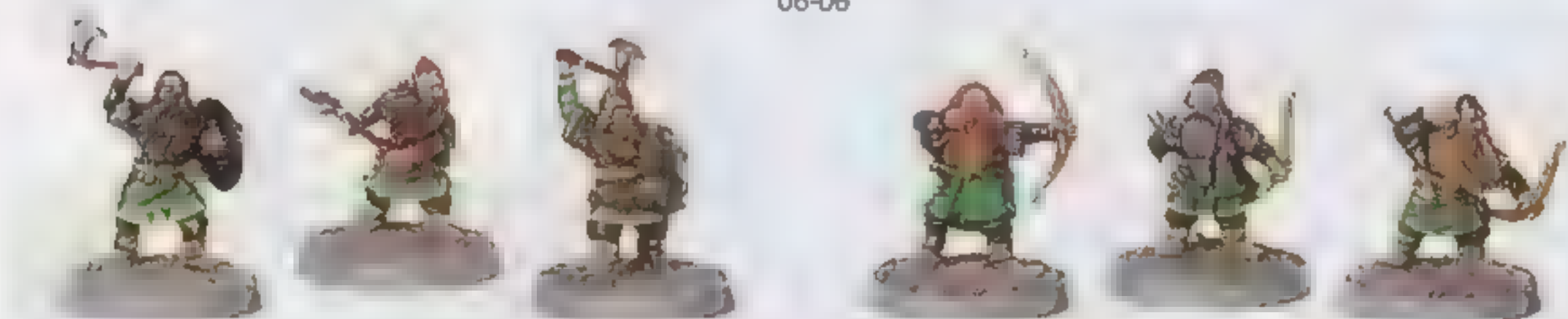


**Shadow & Flame Rulebook**  
06-01-60



**Balin's Guard Box (10)**  
06-06

*Note: Khazad Guard are also available in a blister pack (06-37) that contains a random assortment of 3 Khazad Guard Dwarves*



**Dwarf Warriors Blister (Random 3)**  
06-35

**Dwarf Bowmen Blister (Random 3)**  
06-36



**Moria Goblin Drummers Blister (3)**  
06-40

**Goblin King of Moria Blister (1)**  
06-38

**Moria Goblin Shaman Blister (1)**  
06-39



# SHADOW & FLAME



**Uruk-hai Shaman**  
Blister (1)  
06-44



**Radagast the Brown**  
Blister (1)  
06-45



**Glorfindel Mounted & on Foot** Blister (2)  
06-42



**Elladan & Elrohir** Blister (2)  
06-41



*Note: Barrow Wights are also available in a blister pack (06-43) that contains two Barrow Wights*



**Fog on the Barrow Downs** Box (10)  
06-07





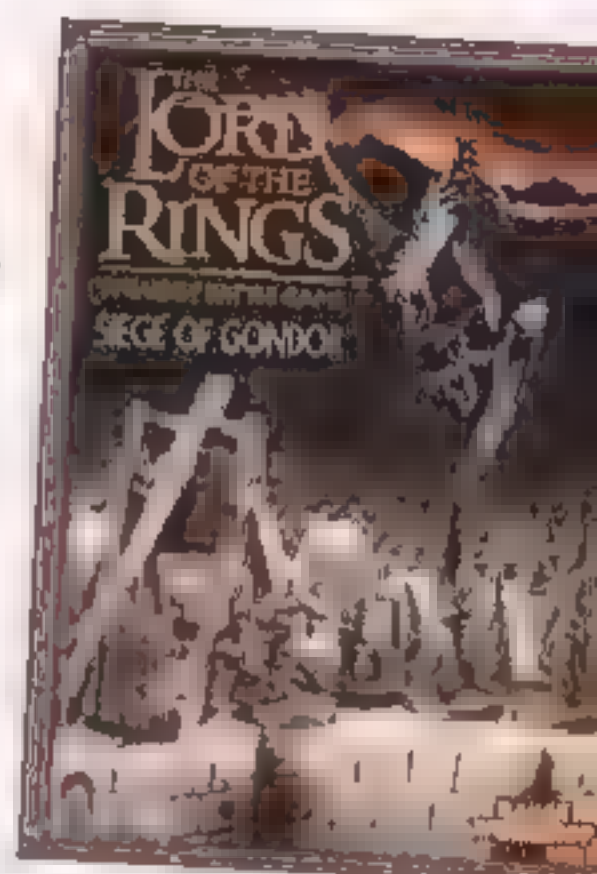


# SIEGE OF GONDOR

*The Darkness has begun. There will be no dawn.*

**Gandalf the White, *The Return of The King***

*Throughout the colorfully illustrated pages of this supplement to The Lord of The Rings Strategy Battle Game, you will find essential rules, information, and inspiration to bring even more detail to the battles of Middle-earth on your own tabletop. Included inside are the complete gaming rules for fighting sieges throughout Middle-earth, new warriors for the forces of Good and Evil, six linked scenarios to re-create the desperate battle for Gondor as Sauron sends forth his legions, and two additional scenarios to play out the tense and dramatic siege of Helm's Deep. In addition, you'll also find detailed advice on preparing your fortifications and siege towers, together with inspiring photographs of all the new models and scenery that have been designed for this book.*



**Siege of Gondor Rulebook**  
06-02-60



**Mordor War Catapult Box (1)**  
06-09



**Morannon Orcs Blister (Random 3)**  
06-92



**Orc Shaman Blister (Random 1)**  
06-50



**Mordor Siege Bow Blister (1)**  
06-53



**Orc Trackers Blister (Random 2)**  
06-47



# SIEGE OF GONDOR



**Boromir, Captain of  
the White Tower  
Blister (1)**  
06-48



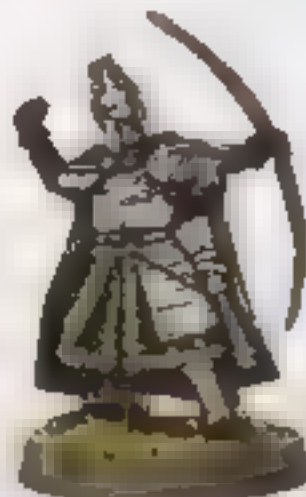
**Gondor Battlecry Trebuchet Box (1)**  
06-08



**Gondor Death-Shadow  
Bolt Thrower Blister (1)**  
06-52



**Minas Tirith Citadel Guard  
Blister (Random 3)**  
06-96



**Minas Tirith Citadel Guard Archers  
Blister (Random 3)**  
06-91



**Beregond  
Blister (1)**  
06-89

**Upcoming 2004 releases for  
Siege of Gondor (not shown)**

|       |   |         |
|-------|---|---------|
| 06-15 | Citadel of Gondor<br><small>Complete piece of LOTR scenery</small>              | \$90.00 |
| 06-49 | Gothmog, Lieutenant of Morgul<br><small>Blister pack containing 1 model</small> | \$9.00  |





# PRICE GUIDE

## Boxed Sets

|   |   |      |
|---|---|------|
| 05-02-60  | The Lord of The Rings<br>The Two Towers<br>Strategy Battle Game         | \$40 |
| Contents: 1 full-color rules manual, 32 highly detailed miniatures, 12 Riders of Rohan and 20 fighting Uruk-hai, scenic ruins, and dice |   |      |
| 05-03-80  | The Lord of The Rings<br>The Return of The King<br>Strategy Battle Game | \$40 |
| Contents: 1 full-color rules manual, 48 miniatures, scenic ruins of Middle-earth, and dice  |   |      |
| 06-01-60  | Shadow and Flame  | \$15 |
| 06-02-80  | Siege of Gondor   | \$15 |
| 05-04   | The Lord of The Rings Compilation 2                                     | \$20 |
| 05-23   | Uruk-hai Paint Set  | \$20 |
| Box includes 10 models and 6 paints   |   |      |
| 05-23   | Warriors of Minas Tirith Starter Paint Set                              | \$20 |
| Box includes 10 models and 6 paints   |   |      |
| 06-23   | Mordor Orcs Starter Paint Set   | \$20 |
| Box includes 10 models and 6 paints   |   |      |
| 06-25   | Ruins of Middle-earth   | \$15 |
| Box includes 2 models   |   |      |
| 65-09   | Forces of Minas Tirith Dice Pack  | \$8  |
| 65-10   | Forces of Mordor Dice Pack  | \$8  |

## Boxed Sets & Blister Packs – The Fellowship of The Ring

|                           |                               |      |
|---------------------------|-------------------------------|------|
| 05-07                     | The Fellowship of The Ring    | \$40 |
| Box includes 8 models     |                               |      |
| 05-09                     | Attack at Weathertop          | \$40 |
| Box includes 10 models    |                               |      |
| 05-10                     | Escape from Orthanc           | \$40 |
| Box includes 3 models     |                               |      |
| 05-11                     | Battle at Khazad-Dûm          | \$45 |
| Box includes 2 models     |                               |      |
| 05-12                     | Ambush at Amon Hen            | \$40 |
| Box includes 10 models    |                               |      |
| 05-13                     | Sauron                        | \$25 |
| Box includes 3 models     |                               |      |
| 05-24                     | Warriors of the Last Alliance | \$20 |
| Box includes 24 models    |                               |      |
| 05-25                     | Moria Goblins                 | \$20 |
| Box includes 24 models    |                               |      |
| 05-36                     | Uruk-hai                      | \$9  |
| Blister includes 3 models |                               |      |
| 05-38                     | Uruk-hai Bowmen               | \$9  |
| Blister includes 3 models |                               |      |
| 05-37                     | Gondorian Spearmen            | \$9  |
| Blister includes 3 models |                               |      |
| 05-38                     | Gondorian Bowmen              | \$9  |
| Blister includes 3 models |                               |      |
| 05-39                     | Elrond & Galadriel            | \$15 |
| Blister includes 2 models |                               |      |

|                           |                                    |      |
|---------------------------|------------------------------------|------|
| 05-41                     | High Elf Spearmen                  | \$9  |
| Blister includes 3 models |                                    |      |
| 05-42                     | Ringwraith                         | \$8  |
| Blister includes 1 model  |                                    |      |
| 05-43                     | Mordor Orc Warriors                | \$9  |
| Blister includes 3 models |                                    |      |
| 05-44                     | Mordor Orc Bowmen                  | \$9  |
| Blister includes 3 models |                                    |      |
| 05-45                     | Arwen                              | \$8  |
| Blister includes 1 model  |                                    |      |
| 05-46                     | Lurtz                              | \$8  |
| Blister includes 1 model  |                                    |      |
| 05-47                     | Kings of Men                       | \$9  |
| Blister includes 2 models |                                    |      |
| 05-48                     | Mounted Ringwraith                 | \$9  |
| Blister includes 1 model  |                                    |      |
| 05-49                     | Twilight Ringwraith                | \$8  |
| Blister includes 1 model  |                                    |      |
| 05-50                     | Cave Troll                         | \$15 |
| Blister includes 1 model  |                                    |      |
| 05-51                     | Moria Armored Goblins              | \$9  |
| Blister includes 3 models |                                    |      |
| 05-52                     | Moria Armored Goblin Bowmen        | \$9  |
| Blister includes 3 models |                                    |      |
| 05-53                     | Haldir                             | \$8  |
| Blister includes 1 model  |                                    |      |
| 05-54                     | Lorien Elf Bowmen                  | \$9  |
| Blister includes 3 models |                                    |      |
| 05-56                     | Dwarf Kings                        | \$9  |
| Blister includes 2 models |                                    |      |
| 05-57                     | Galadriel & Celeborn (with mirror) | \$15 |
| Blister includes 3 models |                                    |      |
| 05-58                     | Elendil and Isildur                | \$8  |
| Blister includes 2 models |                                    |      |
| 05-61                     | Mounted Boromir                    | \$8  |
| Blister includes 1 model  |                                    |      |
| 05-78                     | Cave Troll w/ Spear                | \$15 |
| Blister includes 1 model  |                                    |      |
| 05-79                     | Mounted Arwen w/ Frodo             | \$9  |
| Blister includes 1 model  |                                    |      |

## Boxed Sets & Blister Packs – The Two Towers

|                        |                         |      |
|------------------------|-------------------------|------|
| 05-14                  | Riders of Rohan         | \$20 |
| Box includes 8 models  |                         |      |
| 05-15                  | The Fighting Uruk-hai   | \$20 |
| Box includes 24 models |                         |      |
| 05-16                  | Heroes of Helm's Deep   | \$40 |
| Box includes 8 models  |                         |      |
| 05-17                  | Uruk-hai Siege Ballista | \$35 |
| Box includes 1 model   |                         |      |
| 05-18                  | Warg Attack             | \$40 |
| Box includes 5 models  |                         |      |

|                           |   |      |
|---------------------------|---|------|
| 05-19                     | Treebeard, Mighty Ent                       | \$36 |
| Box includes 1 model      |   |      |
| 05-20                     | Captured by Gondor                          | \$40 |
| Box includes 9 models     |   |      |
| 05-21                     | Uruk-hai Siege Troops                       | \$20 |
| Box includes 10 models    |   |      |
| 05-22                     | Warriors of Rohan                           | \$20 |
| Box includes 14 models    |   |      |
| 05-60                     | Haldir's Elves with Bows                    | \$9  |
| Blister includes 3 models |   |      |
| 05-62                     | Uruk-hai with Crossbows                     | \$9  |
| Blister includes 3 models |   |      |
| 05-63                     | Uruk-hai Berserkers                         | \$9  |
| Blister includes 3 models |   |      |
| 05-64                     | Haldir's Elves with Swords                  | \$9  |
| Blister includes 3 models |   |      |
| 05-65                     | Uruk-hai Command                            | \$9  |
| Blister includes 2 models |   |      |
| 05-66                     | Saruman                                     | \$8  |
| Blister includes 1 model  |   |      |
| 05-67                     | Merry & Pippin vs. Grishnakh                | \$9  |
| Blister includes 3 models |   |      |
| 05-68                     | Gandalf on Shadowfax                        | \$9  |
| Blister includes 1 model  |   |      |
| 05-69                     | Eomer (Mounted)                             | \$8  |
| Blister includes 1 model  |   |      |
| 05-70                     | Legolas & Gimli on Horseback                | \$9  |
| Blister includes 2 models |   |      |
| 05-71                     | Rohan Royal Guard                           | \$9  |
| Blister includes 3 models |   |      |
| 05-72                     | Gaming Rohan Royal Guard<br>Standard Bearer | \$8  |
| Blister includes 1 model  |   |      |
| 05-73                     | Wildmen of Dunlending                       | \$9  |
| Blister includes 3 models |   |      |
| 05-74                     | Gollum, Sam & Frodo                         | \$9  |
| Blister includes 3 models |   |      |
| 05-75                     | Gandalf the White                           | \$8  |
| Blister includes 1 model  |   |      |
| 05-76                     | Faramir's Rangers                           | \$9  |
| Blister includes 3 models |   |      |
| 05-77                     | Warg Riders                                 | \$9  |
| Blister includes 1 model  |   |      |
| 05-80                     | Uruk-hai, Battling Ram                      | \$20 |
| Blister includes 1 model  |   |      |
| 05-81                     | Grima Wormtongue                            | \$6  |
| Blister includes 1 model  |   |      |
| 05-82                     | Mounted Rohan Royal Guard                   | \$8  |
| Blister includes 1 model  |   |      |
| 06-28                     | Ringwraith on Fell Beast                    | \$40 |
| Box includes 2 models     |   |      |
| 06-30                     | Warg Riders                                 | \$40 |
| Box includes 5 models     |   |      |
| 06-31                     | Mounted Ringwraiths                         | \$25 |
| Box includes 3 models     |   |      |

## Boxed Sets & Blister Packs – The Return of The King

|                        |                          |      |
|------------------------|--------------------------|------|
| 05-27                  | Warriors of Minas Tirith | \$20 |
| Box includes 24 models |                          |      |



|       |  |      |
|-------|--|------|
| 05-28 | Mordor Orcs .....                                | \$20 |
|       | Box includes 24 models                           |      |
| 05-29 | Heroes of the West .....                         | \$40 |
|       | Box includes 9 models                            |      |
| 05-33 | In the Clutches of Shelob .....                  | TBA  |
|       | Box includes 3 models                            |      |
| 05-34 | Witch King on Fell Beast .....                   | TBA  |
|       | Box includes 1 model                             |      |
| 05-83 | Denathor .....                                   | \$8  |
|       | Blister includes 1 model                         |      |
| 05-84 | Mordor Orc Command .....                         | \$9  |
|       | Blister includes 2 models                        |      |
| 05-85 | Warriors of Gondor Command .....                 | \$9  |
|       | Blister includes 2 models                        |      |
| 05-87 | Knights of Minas Tirith<br>Standard Bearer ..... | \$9  |
|       | Blister includes 1 model                         |      |
| 05-88 | Eowyn on Horseback .....                         | \$9  |
|       | Blister includes 1 model                         |      |
| 05-90 | Mounted Faramir .....                            | \$9  |
|       | Blister includes 1 model                         |      |
| 05-92 | Guards of the Fountain Court .....               | \$9  |
|       | Blister includes 2 models                        |      |
| 05-93 | Mordor Uruk-hai .....                            | \$9  |
|       | Blister includes 3 models                        |      |
| 05-94 | Easterlings .....                                | \$9  |
|       | Blister includes 3 models                        |      |
| 05-95 | Easterlings Command .....                        | \$9  |
|       | Blister includes 2 models                        |      |
| 05-96 | Mounted Theoden .....                            | \$9  |
|       | Blister includes 1 model                         |      |
| 05-98 | Army of the Dead .....                           | \$9  |
|       | Blister includes 3 models                        |      |
| 08-14 | The Fall of the Witch King .....                 | TBA  |
|       | Box includes 3 models                            |      |
| 06-27 | Mordor Troll .....                               | TBA  |
|       | Box includes 1 model                             |      |
| 06-28 | Knights of Minas Tirith .....                    | \$40 |
|       | Box includes 6 models                            |      |
| 06-34 | Army of the Dead .....                           | \$35 |
|       | Box includes 10 models                           |      |
| 06-93 | Dwarf Lord Dain .....                            | \$8  |
|       | Blister includes 1 model                         |      |
| 06-95 | Gorbag & Shagrat .....                           | \$9  |
|       | Blister includes 2 models                        |      |
| 08-97 | Aragorn the King .....                           | \$9  |
|       | Blister includes 1 model                         |      |
| 08-98 | ROTK Gollum, Sam & Frodo .....                   | \$9  |
|       | Blister includes 3 models                        |      |

#### Boxed Sets & Blister Packs – Siege of Gondor

|       |  |      |
|-------|--|------|
| 06-08 | Gondor Battlery Trebuchet .....        | \$35 |
|       | Box includes 10 models                 |      |
| 06-09 | Mordor War Catapult .....              | \$30 |
|       | Box includes 10 models                 |      |
| 06-15 | Citadel of Gondor .....                | \$90 |
|       | Box includes 10 models                 |      |
| 06-47 | Orc Trackers .....                     | \$9  |
|       | Box includes 10 models                 |      |
| 06-48 | Boromir, Captain of the White Tower .. | \$9  |
|       | Box includes 10 models                 |      |
| 06-49 | Gothmog, Lieutenant of Morgul .....    | \$8  |
|       | Box includes 10 models                 |      |
| 06-52 | Gondor Death-Shadow Bolt Thrower ..    | \$20 |
|       | Box includes 10 models                 |      |
| 06-53 | Mordor Siege Bow .....                 | \$20 |
|       | Box includes 10 models                 |      |
| 06-89 | Beregond .....                         | \$8  |
|       | Box includes 10 models                 |      |
| 06-91 | Minas Tirith Citadel Guard Archers ..  | \$9  |
|       | Box includes 10 models                 |      |
| 06-92 | Morannon Orcs .....                    | \$9  |
|       | Box includes 10 models                 |      |
| 06-96 | Minas Tirith Citadel Guard .....       | \$9  |
|       | Box includes 10 models                 |      |

#### Boxed Sets & Blister Packs – Shadow & Flame

|       |                               |      |
|-------|-------------------------------|------|
| 06-06 | Bahn's Guard .....            | \$35 |
|       | Box includes 10 models        |      |
| 06-07 | Fog on the Barrow Downs ..... | \$35 |
|       | Box includes 10 models        |      |
| 06-35 | Dwarf Warriors .....          | \$9  |
|       | Blister includes 3 models     |      |
| 06-36 | Dwarf Bowman .....            | \$9  |
|       | Blister includes 3 models     |      |
| 06-37 | Khazad Guard .....            | \$10 |
|       | Blister includes 3 models     |      |
| 06-38 | Goblin King of Moria .....    | \$8  |
|       | Blister includes 1 model      |      |

|       |  |      |
|-------|--|------|
| 06-39 | Moria Goblin Shaman .....                            | \$8  |
|       | Blister includes 1 model                             |      |
| 06-40 | Moria Goblin Drummer .....                           | \$9  |
|       | Blister includes 3 models                            |      |
| 06-41 | Elladan and Elrohir<br>Twilight Sons of Elrond ..... | \$15 |
|       | Blister includes 2 models                            |      |
| 06-42 | Glorfindel (Mounted and on Foot) ..                  | \$15 |
|       | Blister includes 2 models                            |      |
| 06-43 | Barrow Wights .....                                  | \$9  |
|       | Blister includes 2 models                            |      |
| 06-44 | Uruk-hai Shaman .....                                | \$8  |
|       | Blister includes 1 model                             |      |
| 06-45 | Radagast the Brown .....                             | \$8  |
|       | Blister includes 1 model                             |      |

## SHOWCASE



*Kent Plumb was awarded a first place trophy at the 2002 Chicago Golden Demon Competition for his complete Fellowship of The Ring in the Mines of Moria*





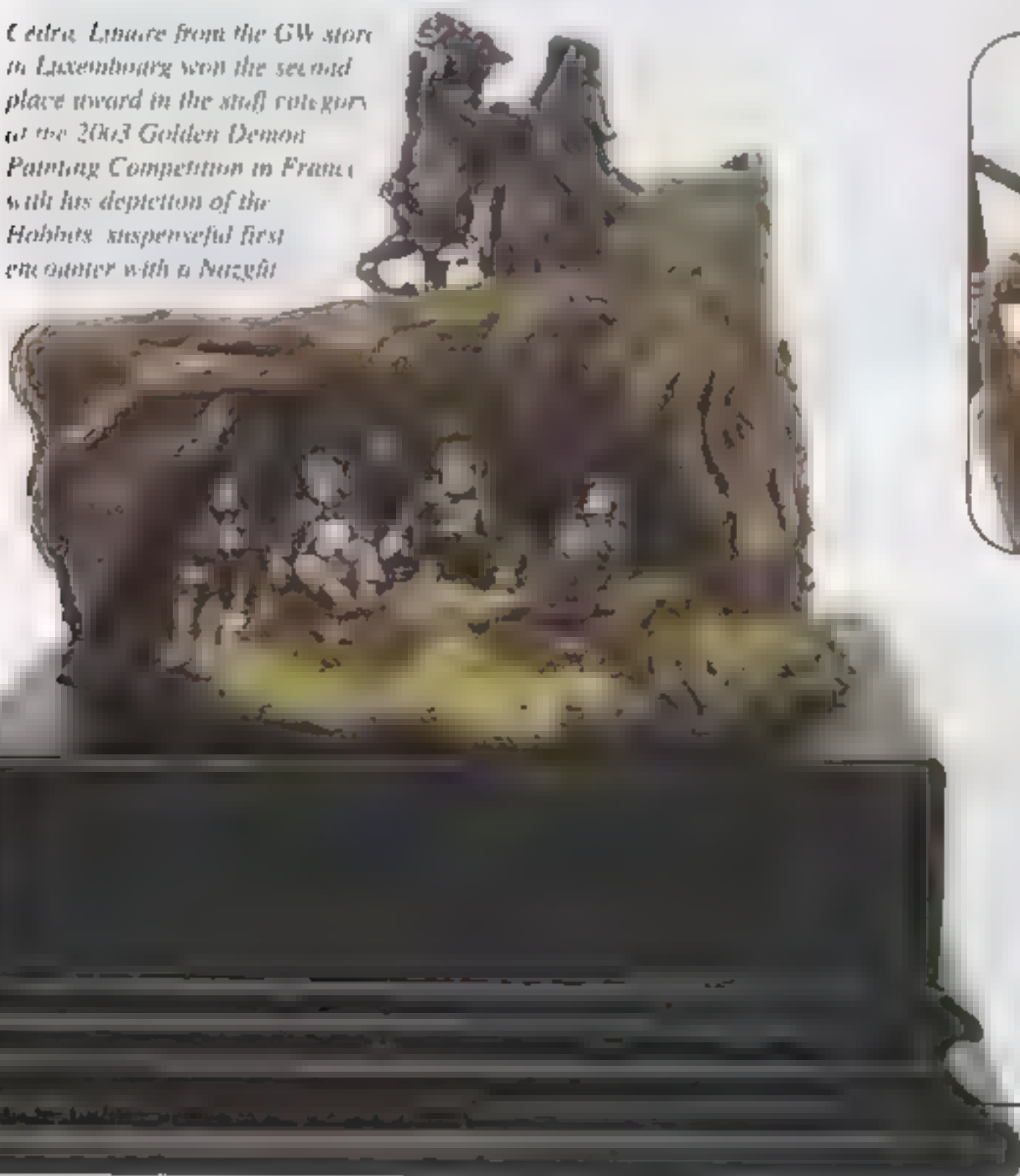
## SHOWCASE

Here, we display some very impressive miniatures and film scenes. These dioramas come from both members of the Studio and from attendees of Games Days and other gaming events from around the world



At Games Day 2002 in Canada, Ted Kalinowski was judged to have the best scene from The Lord of the Rings. The Fellowship of the Ring - an his depiction of the confrontation between Gandalf and the Balinog on the bridge at Khazad Dûm. The glow of the crystals in Gandalf's staff and the scorching flame from within the body of the Balinog was re-created with a sophisticated use of lights.

Cedric Linacre from the GW store in Luxembourg won the second place award in the stuff category at the 2003 Golden Demon Painting Competition in France with his depiction of the Hobbits' suspenseful first encounter with a Nazgûl.



Jan Wantuchowicz placed first with his Rohan Standard Bearer in The Lord of the Rings Strategy Battle Game Single Miniature category in the 2003 Canada Golden Demon painting competition.



## SHOWCASE



Jeremie Bonchamant entered this absolutely incredible diorama in the 2003 Golden Demon Painting Competition in France and took home the award for first place. Excellent conversion of existing miniatures combined with astounding scratch-built elements (most notably the huge Stone Troops) and impeccable attention to detail (like the bird's nest on the Troop's back) made the judges' jobs easy.





# BATTLEFLEET GOTHIC

- In the void of space, massive battlefleets pierce the darkness to enforce the will of the Emperor. Vast warships maneuver and fire at each other; fighters and bombers are launched in waves; and torpedoes race toward their targets.



There is no peace among the stars. Battlefleet Gothic allows you to command fleets of warships in deadly conflict in the voids of space. The Gothic war was a grim time when the Imperium of Mankind battled for survival in the hostile depths of space. The system was plagued by Ork pirates, Eldar corsairs, and the most dangerous foe of all...Chaos.

The original Battlefleet Gothic game came with rules for four fleets: Imperial, Chaos, Orks, and Eldar. Since that time, the hard-working guys in the Specialists Games Division have made rules and models for Necrons, Tau, Space Marines, Dark Eldar, and other space phenomenon like mines and more.

## CHOOSING YOUR OWN FLEET

As a potential new Admiral about to embark on a mission to conquer the galaxy, it is essential to decide which fleet you want to command. Some Commanders choose a fleet based on what Warhammer 40,000 army they already own, while others may base a decision on the looks and "paint-ability" of the ships. For the more tactically minded, here is a quick rundown on the general strategies behind each type of fleet.

**Imperial Fleets.** In general, it seems as if Imperial powers favor armor and long-ranged striking power over sheer speed. Almost all Cruisers and Battleships have massively armored prows that can absorb mighty punishment, and when you add in the fearsome Nova Cannon, you get a blend of longevity and firepower.

**Chaos Fleets.** These are largely constructed of older versions of Imperial ships that defected during the Heresy. Chaos tends toward faster ships with shorter ranged weaponry. This means that it is imperative for a Chaos Fleet to close quickly and unleash its potent weaponry point-blank.

**Eldar Fleets.** The Eldar are thin and sleek vessels that use superior speed and maneuverability. While Eldar ships can dish out, they are not particularly sturdy, nor do they hold up well under sustained heavy fire.

**Ork Fleets.** As one might expect, Orks are not subtle. They prefer by far to rush headlong at any enemy they can find. Though rusty, neglected, and ill-kempt (at best), Ork ships are loaded with weapons!

**Space Marines.** While launching quick striking operations is their strong suit, Space Marine Fleets are formidable all on the crown. The Battle Barges, in particular, are regarded (respectively) as a close range—and before a foe knows it, wave after wave of Thunderhawks are streaking toward his fleet!

**Necrons.** These mysterious aliens have more bizarre, arcane weapon systems than any other fleet. Multidirectional lightning arcs, forced Leadership checks, and reactive hulls are just a few of the technologically advanced items at a Necron's disposal.

**Tyranids.** The Tyrant Fleets are a terror up close. These completely biological vessels are in essence huge creatures floating through the depths of space. While most of their weaponry is close ranged, the horrible ships also have claws, tentacles, and appendages that can make attacks should any foe approach too close.

**Dark Eldar.** The Dark Eldar are raiders and slave merchants. Just like their race themselves, Dark Eldar ships are wicked and hard-hitting. Fast like their goodly brethren, the Dark Eldar ships do much better on the speedy assault than in defense.



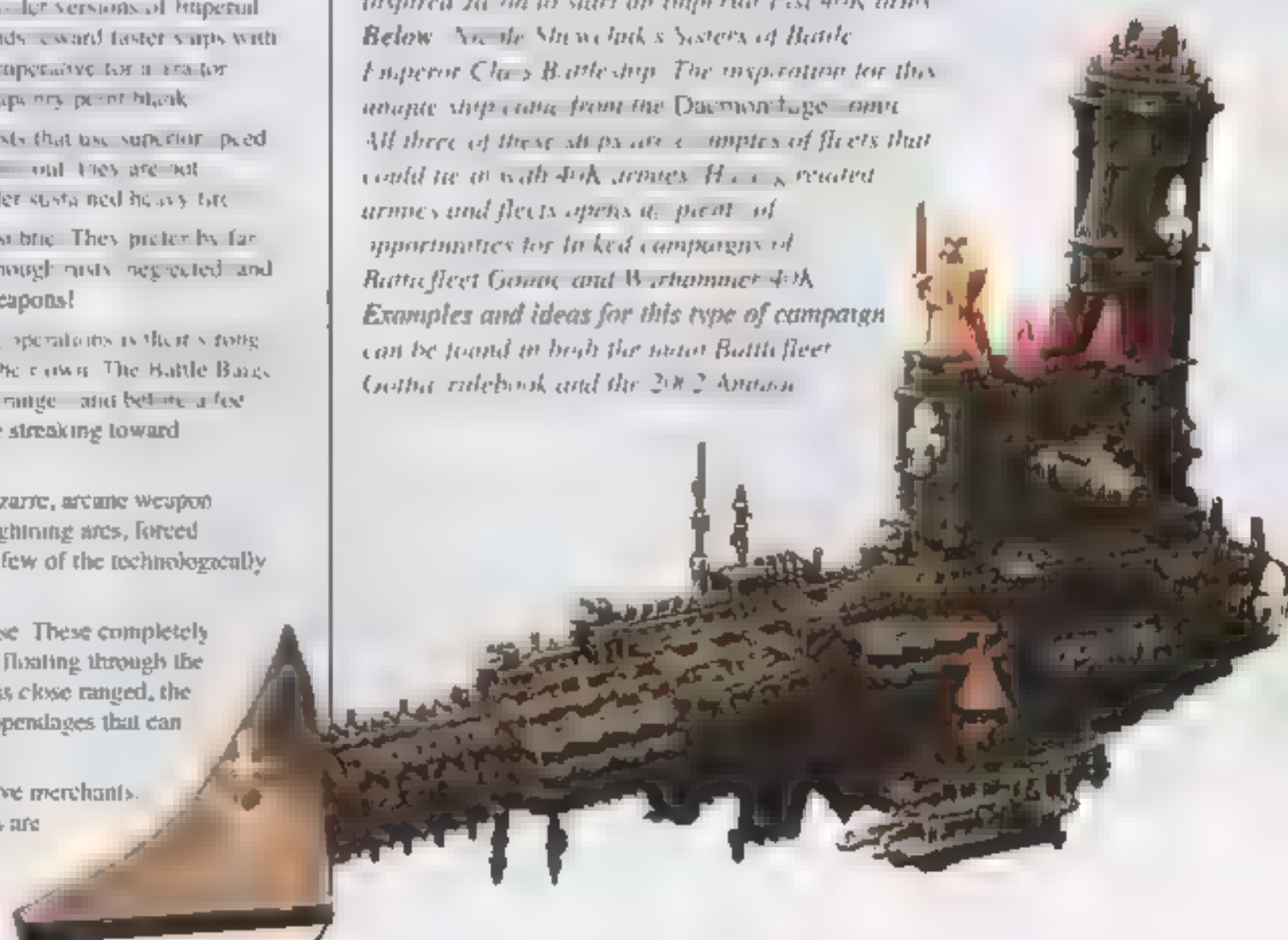
*Top: Ty Finocchiaro's Slaughter Class Cruiser has most definitely felt the tender mercies of Nurgle.*

*Above: Jason Foley's Imperial Fist Space Marine Battle Barge. Painting an Imperial Fist fleet inspired Jason to start an Imperial Fist 40K army.*

*Below: Nicole Shewlock's Sisters of Battle Emperor Class Battleship. The inspiration for this unique ship came from the Dawn of War game.*

*All three of these ships are examples of fleets that could tie in with 40K armies. Hereskov's related armies and fleets opens up plenty of opportunities for linked campaigns of Battlefleet Gothic and Warhammer 40K.*

*Examples and ideas for this type of campaign can be found in both the main Battlefleet Gothic rulebook and the 2002 Annual.*







**Battlefleet Gothic**  
10-01-60



**Battlefleet Gothic**  
Annual 2002  
BG 600

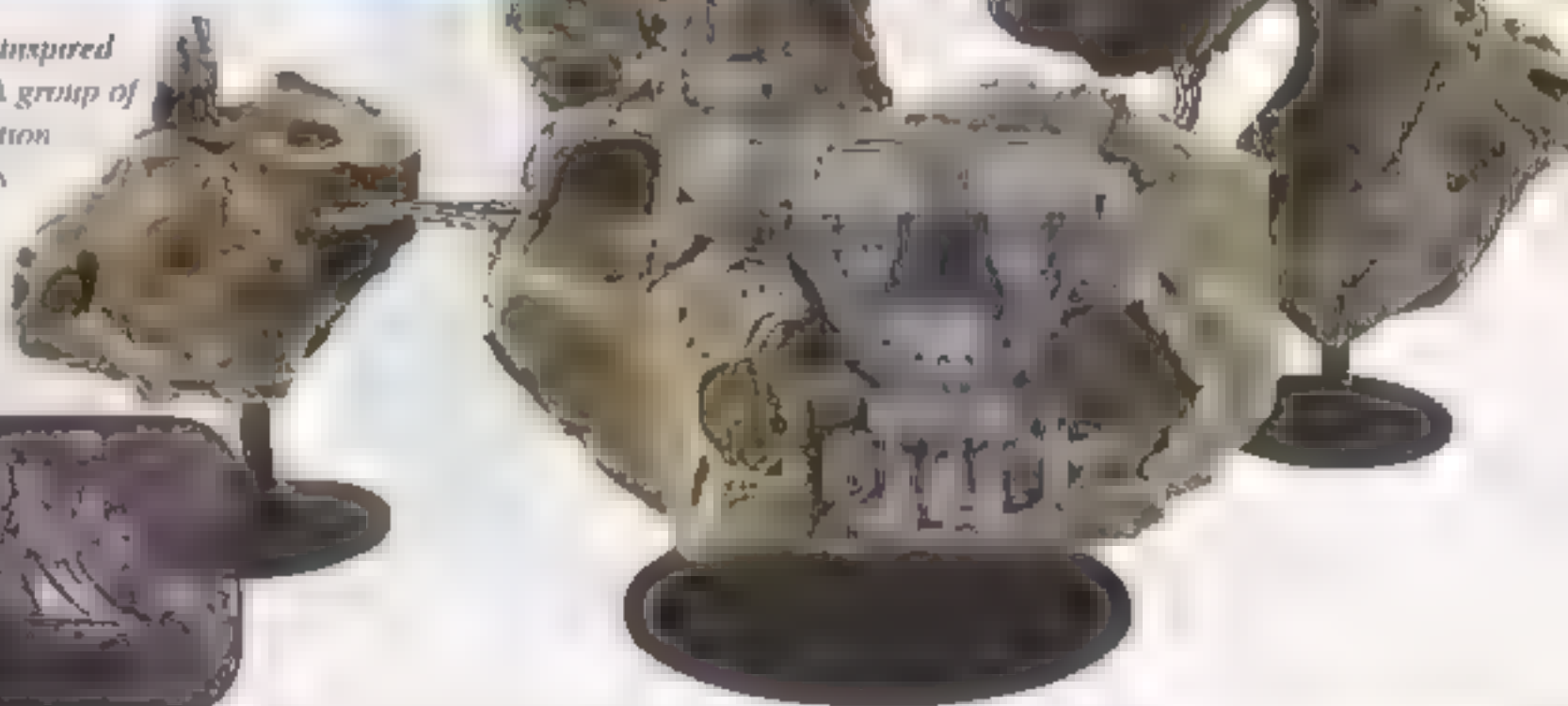
## GAME DESCRIPTION

The Battlefleet Gothic game contains everything you need to get started, including a rulebook, four Imperial Cruisers, four Chaos Cruisers, 12 assorted dice, a fleet registry pad, reference sheets, and over 1100 game counters. Begin your conquest of the stars.

# GETTING STARTED



*Right: These asteroids done by Chud Mierzwu were inspired by a piece of art in the Battlefleet Gothic rulebook. A group of asteroids like these are limited only by your imagination. They could be used as terrain – you could use them as an objective in a game, all game, or there could be special rules in a campaign setting for an Astropathic relay, a refueling depot, or a Mechanicus research station.*





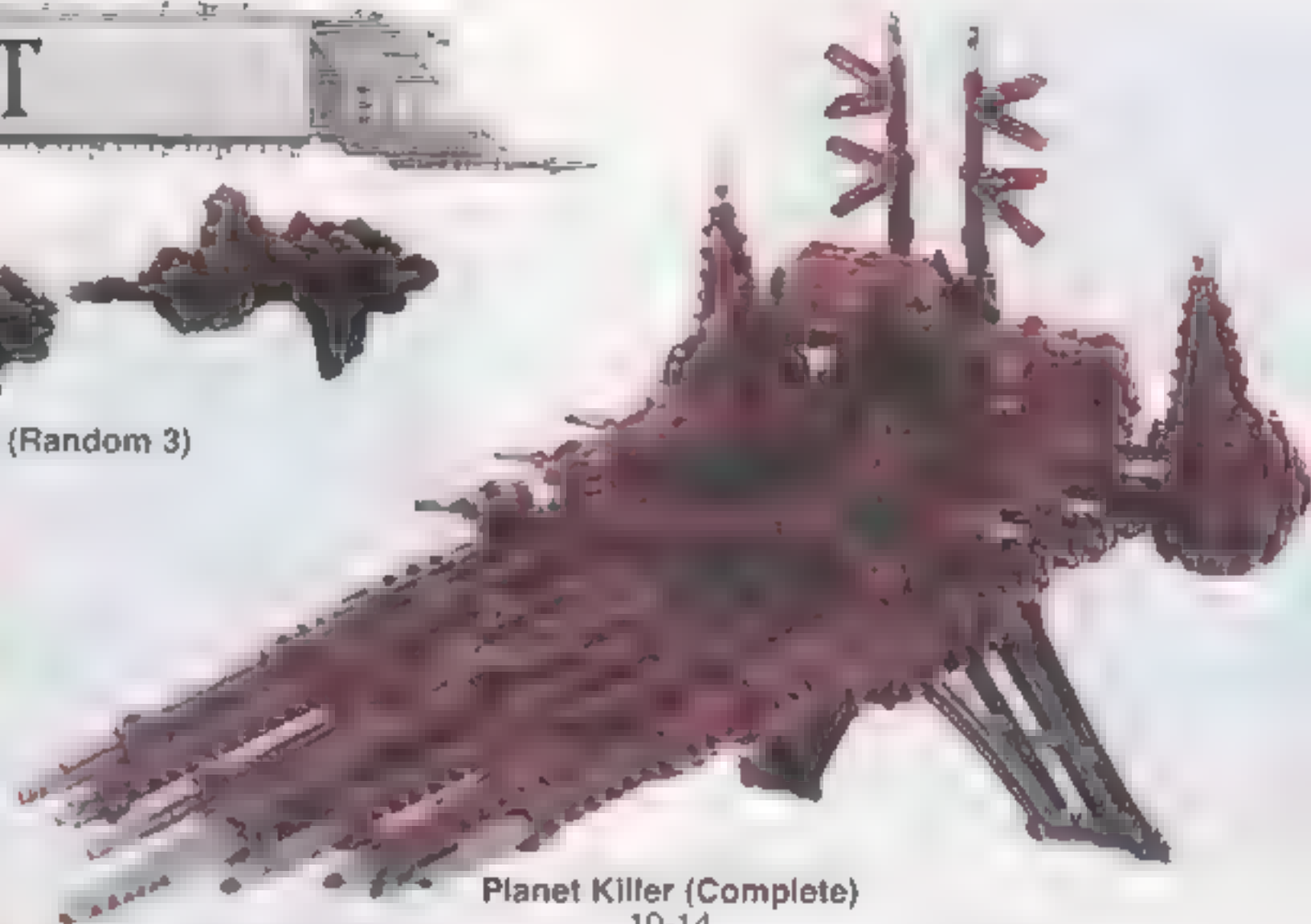
# CHAOS FLEET



Iconoclast Destroyers (Random 3)  
10-42



Chaos Fighters (6)  
BG 31



Planet Killer (Complete)  
10-14



Infidel Raiders (Random 3)  
10-41



Hellfire Possessed Daemon Ship (Complete)  
BG 33



Chaos Bombers (6)  
BG 30



Desolator Class Battleship (Complete)  
10-10



Repulsive Class Grand Cruiser (Complete)  
BG 32



# CHAOS FLEET



**Chaos Cruisers (2)**  
10-07

*Note: The Chaos Cruiser box set includes two multipart kits that can each be assembled to represent one of seven possible variants.*

**Despoiler Class Battleship (Complete)**  
10-12

**Idolater Raiders (Random 3)**  
10-40

# DARK ELDAR FLEET



**Torture Class Cruiser (Complete)**  
BG 40

**Corsair Class Escort (Complete)**  
BG 41

**Dark Eldar Ship Booster Pack**  
BG 42

*Note: The Dark Eldar Ship Booster Pack can be used on both the Torture and the Corsair to make different variants of each class of ship.*

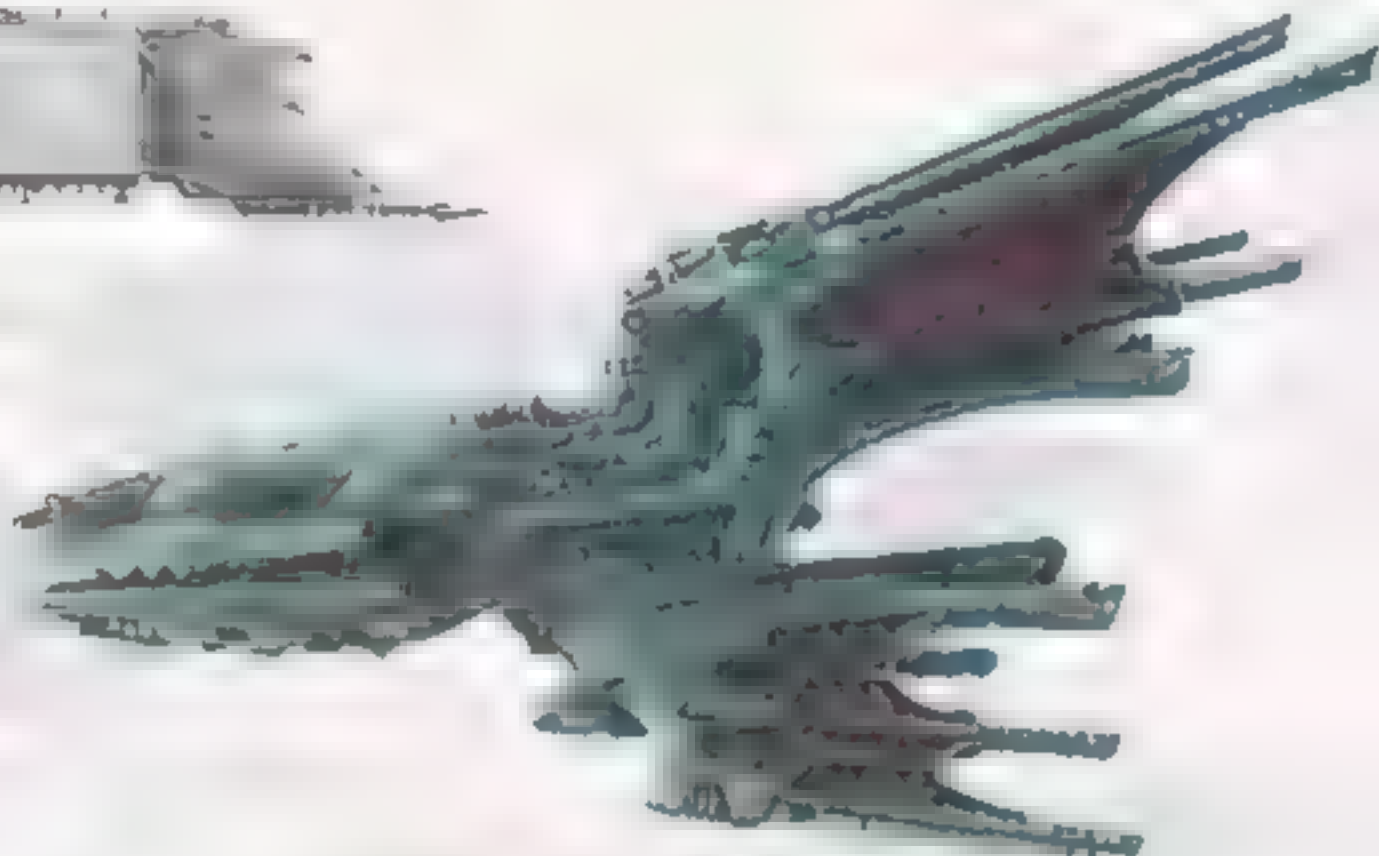




# ELDAR FLEET



Nightshade Destroyers (Random 3)  
10-46



Void Stalker Battleship (Complete)  
BG 45



Aconite Frigates (Random 3)  
10-48



Hemlock Destroyers (Random 3)  
10-47



Shadow Cruiser (Complete)  
10-44



Hellebore Frigates (Random 2)  
10-45



Eclipse Cruiser (Complete)  
10-43



# IMPERIAL NAVY



**Dauntless Class Light Cruiser (Complete)**  
10-38



**Cobra Class Destroyers (Random 4)**  
10-36



**Apocalypse Class Battleship (Complete)**  
BG 27



**Firestorm Class Frigates (Random 3)**  
10-37



**Falchion Class Escorts (Random 3)**  
BG 25



**Retribution Class Battleship (Complete)**  
10-08



**Fury Interceptors (6)**  
BG 24



**Emperor Class Battleship (Complete)**  
10-09



# IMPERIAL NAVY

*Note: The Imperial Cruiser boxed set includes two multipart kits that can each be assembled to represent one of seven possible variants.*



**Imperial Cruisers (2)**  
10-06



**Shark Assault Boats (6)**  
BG 22

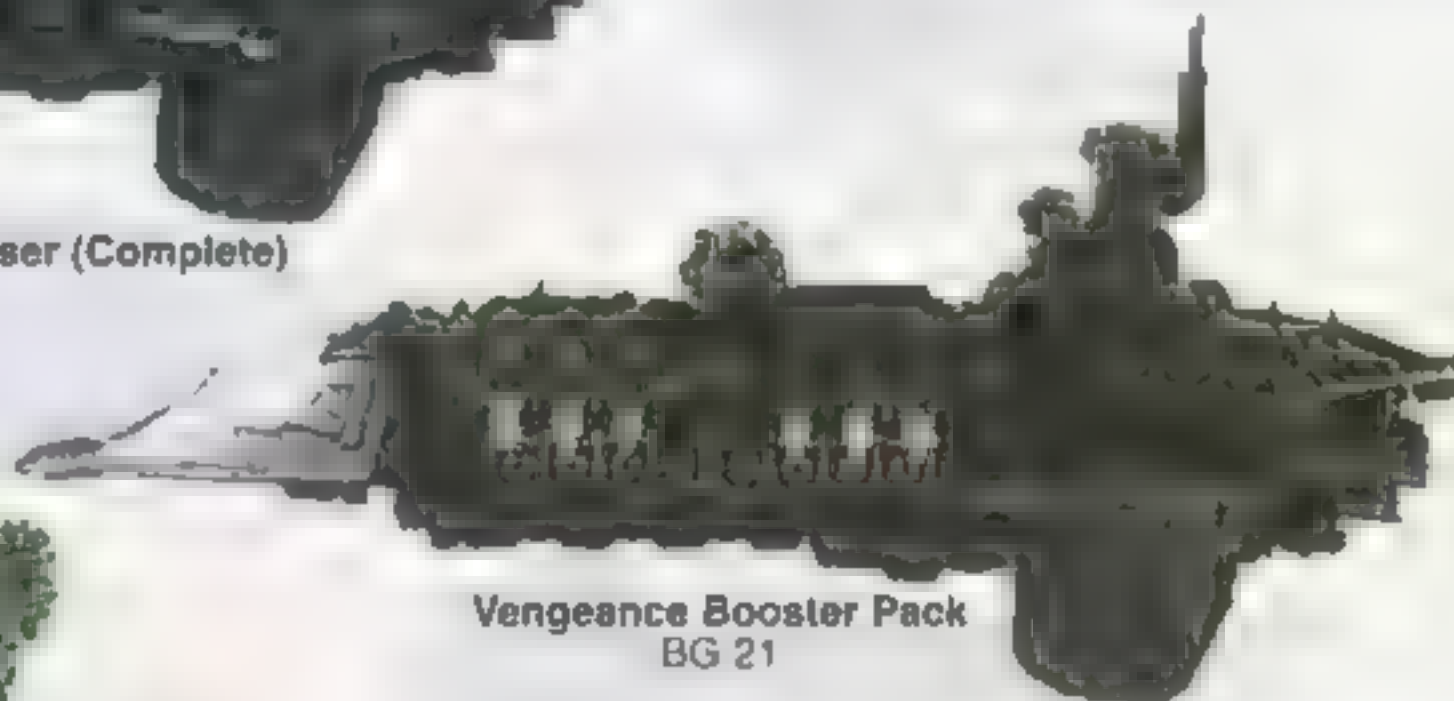


**Starhawk Bombers (6)**  
BG 23



**Vengeance Class Grand Cruiser (Complete)**  
BG 20

*Note: The Vengeance Booster Pack is used to make the Avenger, Executor, and Retaliator Class variants of the basic Vengeance Class Grand Cruiser.*



**Vengeance Booster Pack**  
BG 21

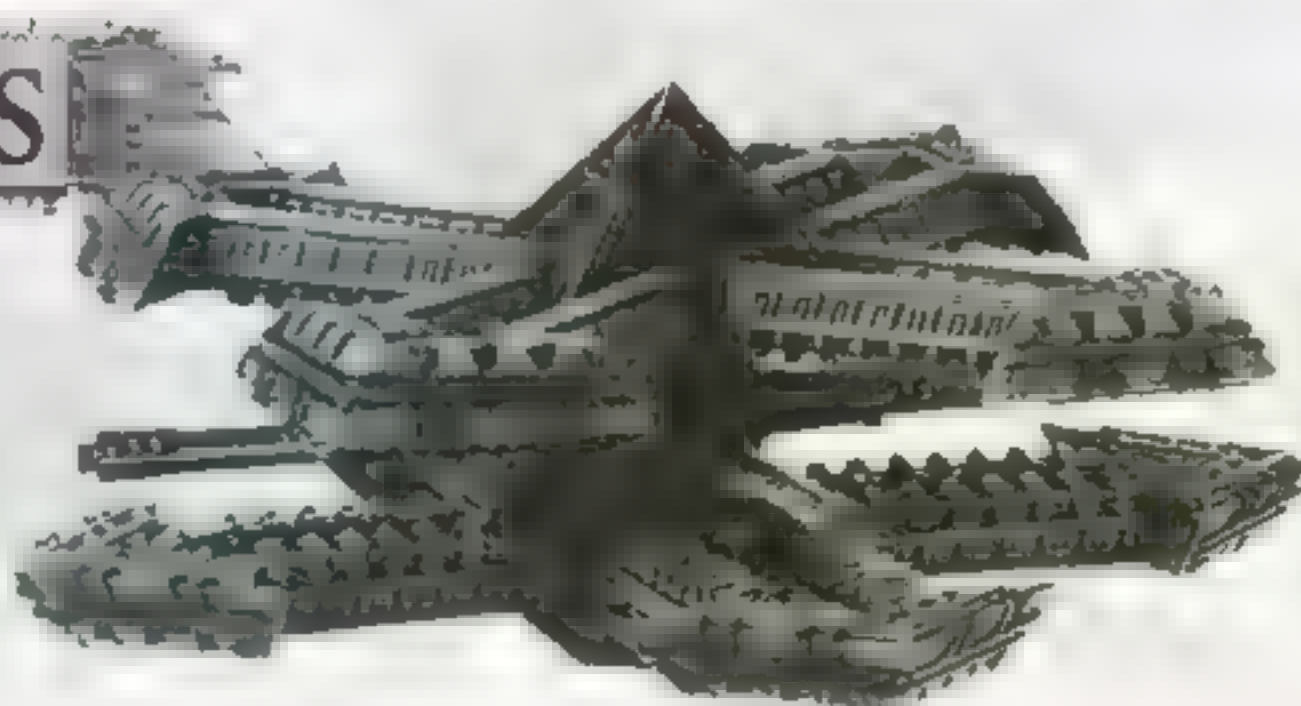


**Sword Class Frigates (Random 3)**  
10-35

# INDEPENDENT SHIPS



**Transports (Random 3)**  
MO 0149



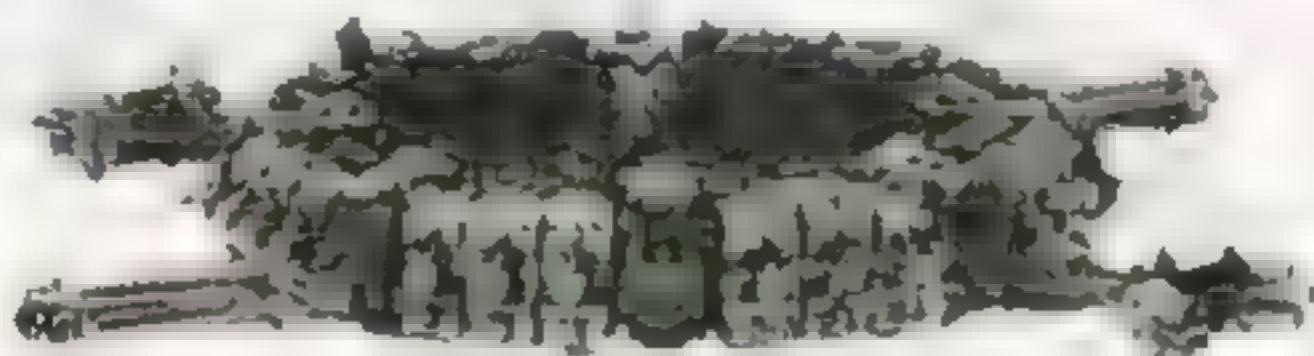
**Blackstone Fortress (Complete)**  
10-11



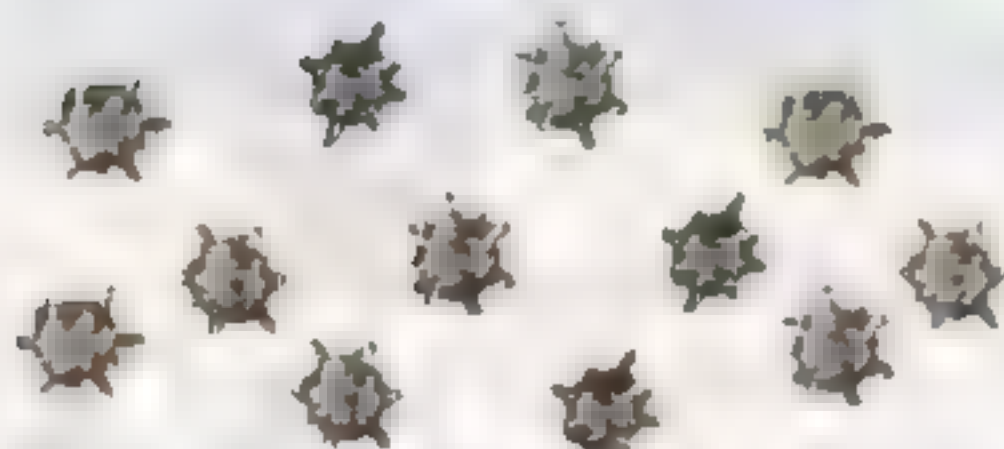
# INDEPENDENT SHIPS



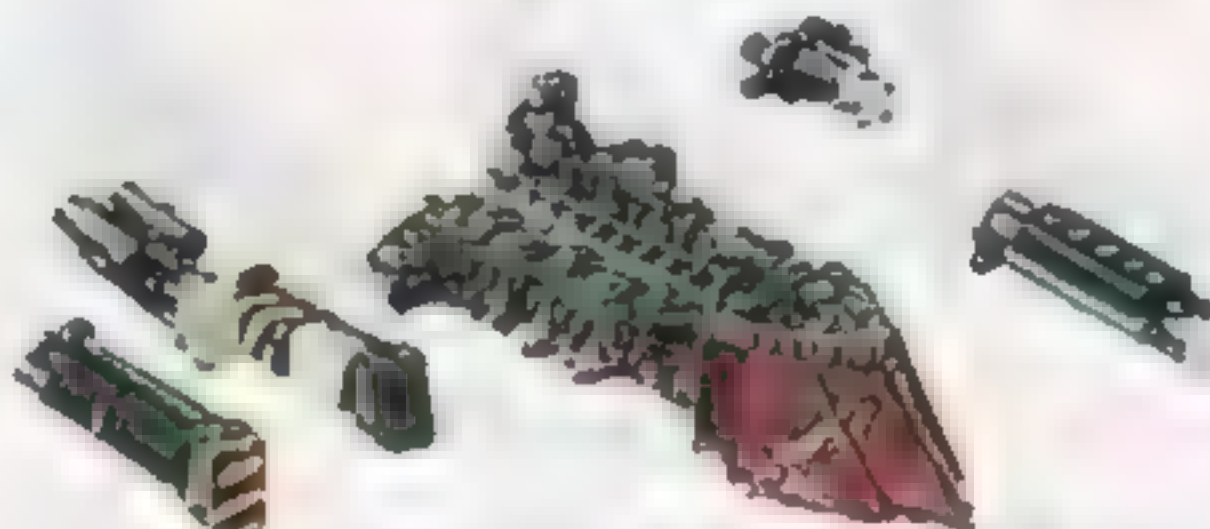
Defense Platforms (Random 3)  
BG 94



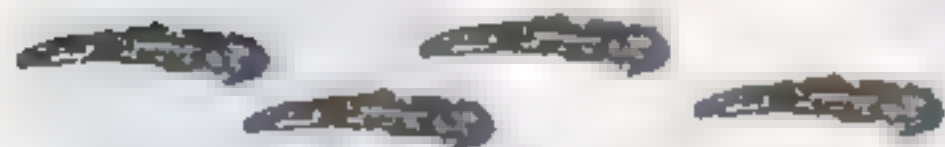
Space Station Orbital Dock (Complete)  
BG 91



Mines (8)  
BG 90



Defense Monitor & System Ships (Random 3)  
BG 93



Dirge Escorts (Random 4)  
BG 04



Harvester/Scythe Cruiser (Complete)  
BG 02

# NECRON FLEET



Jackal Escorts (Random 3)  
BG 03



Shroud Light Cruiser (Complete)  
BG 05



Tombship (Complete)  
BG 01



# ORK FLEET



**Onslaught Escorts (Random 3)**  
10-51



**Slamblasta Battleship (Complete)**  
BG 51



**Ravager Attack Ships (Random 3)**  
10-52



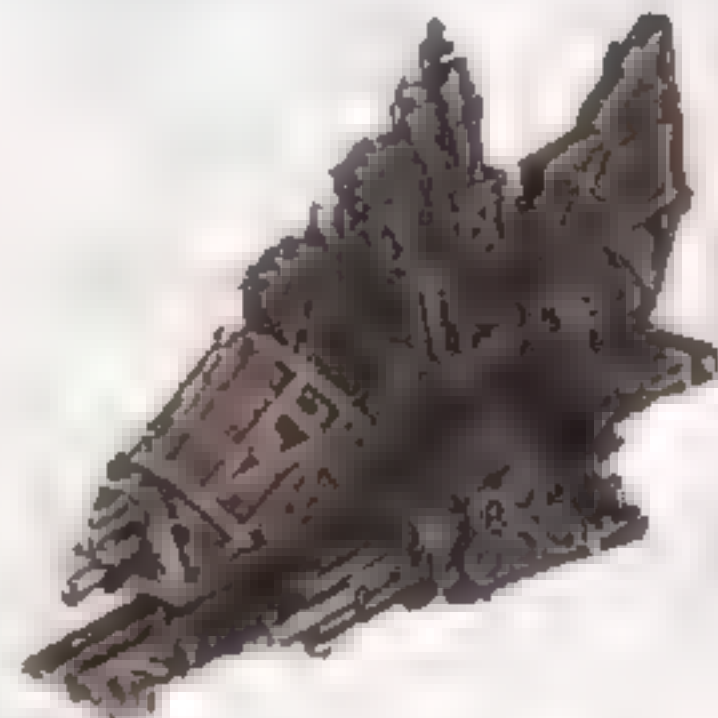
**Deathdeala Battleship (Complete)**  
BG 53



**Brute Ramships (Random 4)**  
10-54



**Gorbag's Revenge Battleship (Complete)**  
BG 50



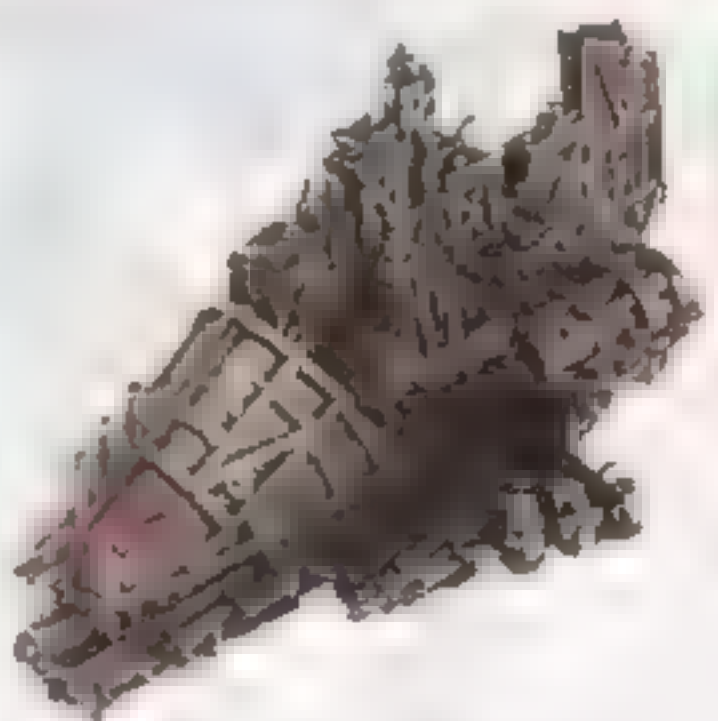
**Terror Ship (Complete)**  
10-50



**Kroolboy Battleship (Complete)**  
BG 52



**Savage Gunships (Random 3)**  
10-53



**Kill Kroozer (Complete)**  
10-49



# SPACE MARINE FLEET



Hunter Class Destroyers (Random 4)  
BG 29



Battle Barge (Complete)  
10-13



Strike Craft (Complete)  
10-55



Nova Class Frigates (Random 3)  
BG 61



Gladius Class Frigates (Random 3)  
BG 60

Note: Orca Escorts are included on the Explorer kit.

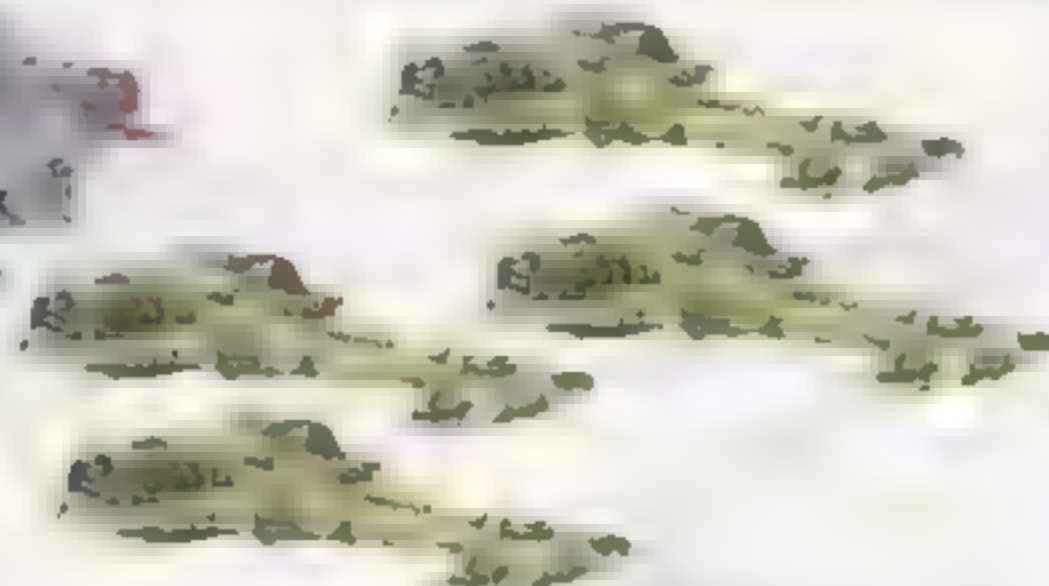
# TAU FLEET



Explorer Battleship (Complete)  
BG 070



Hero Starship  
BG 072



Defender Escorts (Random 4)  
BG 074



Orca Escorts (Random 4)  
BG 073



Merchant Starship (Complete)  
BG 071





# TYRANID HIVEFLEET



**Leviathan Hive Ship (Complete)**  
BG 10



**Prowler Drone Ships (Random 4)**  
BG 14



**Razorfiend Drone Ship (Complete)**  
BG 12



**Stalker Drone Ships (Random 3)**  
BG 13

## **Starting Slaves**

10-01-60 **Battlefleet Gothic** ..... \$50  
Contents: rulebook, 8 Imperial Cruisers, 4 Chaos Cruisers, 12 Assorted Dice, Fleet Registry Roster Pad, 2 Plastic Range Rulers, Over 100 Game Counters, 2 Reference Sheets, and a Getting Started Guide

BG 600 **Battlefleet Gothic Annual 2002** ..... \$15

## **Boxed Sets & Blister Packs - Chaos**

10-07 **Chaos Cruisers** ..... \$15  
Box includes 2 models

|       |   |      |
|-------|---|------|
| 10-10 | <b>Desolator Class Battleship</b> .....           | \$35 |
|       | Box includes 1 model                              |      |
| 10-12 | <b>Despoiler Class Battleship</b> .....           | \$35 |
|       | Box includes 1 model                              |      |
| 10-14 | <b>Planet Killer</b> .....                        | \$35 |
|       | Box includes 1 model                              |      |
| 10-40 | <b>Idolater Raiders</b> .....                     | \$9  |
|       | Blister includes 3 models                         |      |
| 10-41 | <b>Infidel Raiders</b> .....                      | \$9  |
|       | Blister includes 3 models                         |      |
| 10-42 | <b>Iconoclast Destroyers</b> .....                | \$9  |
|       | Blister includes 3 models                         |      |
| BG 32 | <b>Reputative Class Grand Cruiser</b> .....       | \$20 |
|       | Box includes 1 model                              |      |
| BG 30 | <b>Chaos Bombers</b> .....                        | \$10 |
|       | Blister includes 6 models                         |      |
| BG 31 | <b>Chaos Fighters</b> .....                       | \$10 |
|       | Blister includes 6 models                         |      |
| BG 33 | <b>Chaos Hellfire Possessed Daemon Ship</b> ..... | \$15 |
|       | Box includes 1 model                              |      |

## **Boxed Sets & Blister Packs - Dark Eldar**

|       |   |      |
|-------|---|------|
| BG 40 | <b>Torture Class Cruiser</b> .....        | \$15 |
|       | Blister includes 1 model                  |      |
| BG 41 | <b>Corseir Class Escort</b> .....         | \$9  |
|       | Blister includes 1 model                  |      |
| BG 42 | <b>Dark Eldar Ship Booster Pack</b> ..... | \$9  |
|       | Blister includes 5 pieces                 |      |

## **Boxed Sets & Blister Packs - Eldar**

|       |                                      |      |
|-------|--------------------------------------|------|
| 10-43 | <b>Eclipse Cruiser</b> .....         | \$15 |
|       | Blister includes 1 model             |      |
| 10-44 | <b>Shadow Cruiser</b> .....          | \$15 |
|       | Blister includes 1 model             |      |
| 10-45 | <b>Hekaboru Frigates</b> .....       | \$9  |
|       | Blister includes 2 models            |      |
| 10-46 | <b>Nightshade Destroyers</b> .....   | \$9  |
|       | Blister includes 3 models            |      |
| 10-47 | <b>Hemlock Destroyers</b> .....      | \$9  |
|       | Blister includes 3 models            |      |
| 10-48 | <b>Acorite Frigates</b> .....        | \$9  |
|       | Blister includes 2 models            |      |
| BG 45 | <b>Void Stalker Battleship</b> ..... | \$30 |
|       | Box includes 1 model                 |      |

## **Boxed Sets & Blister Packs - Imperial Navy**

|       |  |      |
|-------|--|------|
| 10-06 | <b>Imperial Cruisers</b> .....             | \$15 |
|       | Box includes 2 models                      |      |
| 10-08 | <b>Retribution Battleship</b> .....        | \$35 |
|       | Box includes 1 model                       |      |
| 10-09 | <b>Emperor Battleship</b> .....            | \$35 |
|       | Box includes 1 model                       |      |
| 10-35 | <b>Sword Frigates</b> .....                | \$9  |
|       | Blister includes 3 models                  |      |
| 10-36 | <b>Cobra Destroyers</b> .....              | \$9  |
|       | Blister includes 4 models                  |      |
| 10-37 | <b>Firestorm Frigates</b> .....            | \$9  |
|       | Blister includes 3 models                  |      |
| 10-38 | <b>Dauntless Light Cruiser</b> .....       | \$10 |
|       | Blister includes 1 model                   |      |
| BG 20 | <b>Vengeance Class Grand Cruiser</b> ..... | \$30 |
|       | Box includes 1 model                       |      |
| BG 21 | <b>Vengeance Booster Pack</b> .....        | \$9  |
|       | Blister includes 1 model                   |      |
| BG 22 | <b>Shark Assault Boats</b> .....           | \$10 |
|       | Blister includes 6 models                  |      |
| BG 23 | <b>Starhawk Bombers</b> .....              | \$10 |
|       | Blister includes 6 models                  |      |
| BG 24 | <b>Fury Interceptors</b> .....             | \$10 |
|       | Blister includes 3 models                  |      |
| BG 25 | <b>Falchion Escorts</b> .....              | \$9  |
|       | Blister includes 3 models                  |      |
| BG 27 | <b>Apocalypse Class Battleship</b> .....   | \$30 |
|       | Box includes 1 model                       |      |

## **Boxed Sets & Blister Packs - Independent Ships**

|       |                                  |      |
|-------|----------------------------------|------|
| 10-11 | <b>Blackstone Fortress</b> ..... | \$35 |
|       | Box includes 1 model             |      |



|         |                                     |      |
|---------|-------------------------------------|------|
| BG 90   | Mines .....                         | \$9  |
| BG 91   | Space Station Orbital Dock .....    | \$15 |
| BG 93   | Defense Monitors/System Ships ..... | \$9  |
| BG 94   | Defense Platforms .....             | \$9  |
| MO 0149 | Transports .....                    | \$9  |

**Boxed Sets & Blister Packs – Necrons**

|       |                                  |      |
|-------|----------------------------------|------|
| BG 01 | Tombship .....                   | \$35 |
| BG 02 | Harvest/Scythe Cruiser .....     | \$15 |
| BG 03 | Jackal Class Escort .....        | \$9  |
| BG 04 | Durge Class Escort .....         | \$9  |
| BG 05 | Shroud Class Light Cruiser ..... | \$10 |

**Boxed Sets & Blister Packs – Orks**

|       |                                   |      |
|-------|-----------------------------------|------|
| 10-49 | Kill Kroozer .....                | \$15 |
| 10-50 | Terror Ship .....                 | \$15 |
| 10-51 | Onslaught Ships .....             | \$9  |
| 10-52 | Ravager Attack Ships .....        | \$9  |
| 10-53 | Savage Gunships .....             | \$9  |
| 10-54 | Brute Ramships .....              | \$9  |
| BG 50 | Gorbag's Revenge Battleship ..... | \$30 |
| BG 51 | Slamblasta Battleship .....       | \$30 |
| BG 52 | Kroolboy Battleship .....         | \$30 |
| BG 53 | Deathdeia Battleship .....        | \$30 |

**Boxed Sets & Blister Packs – Space Marines**

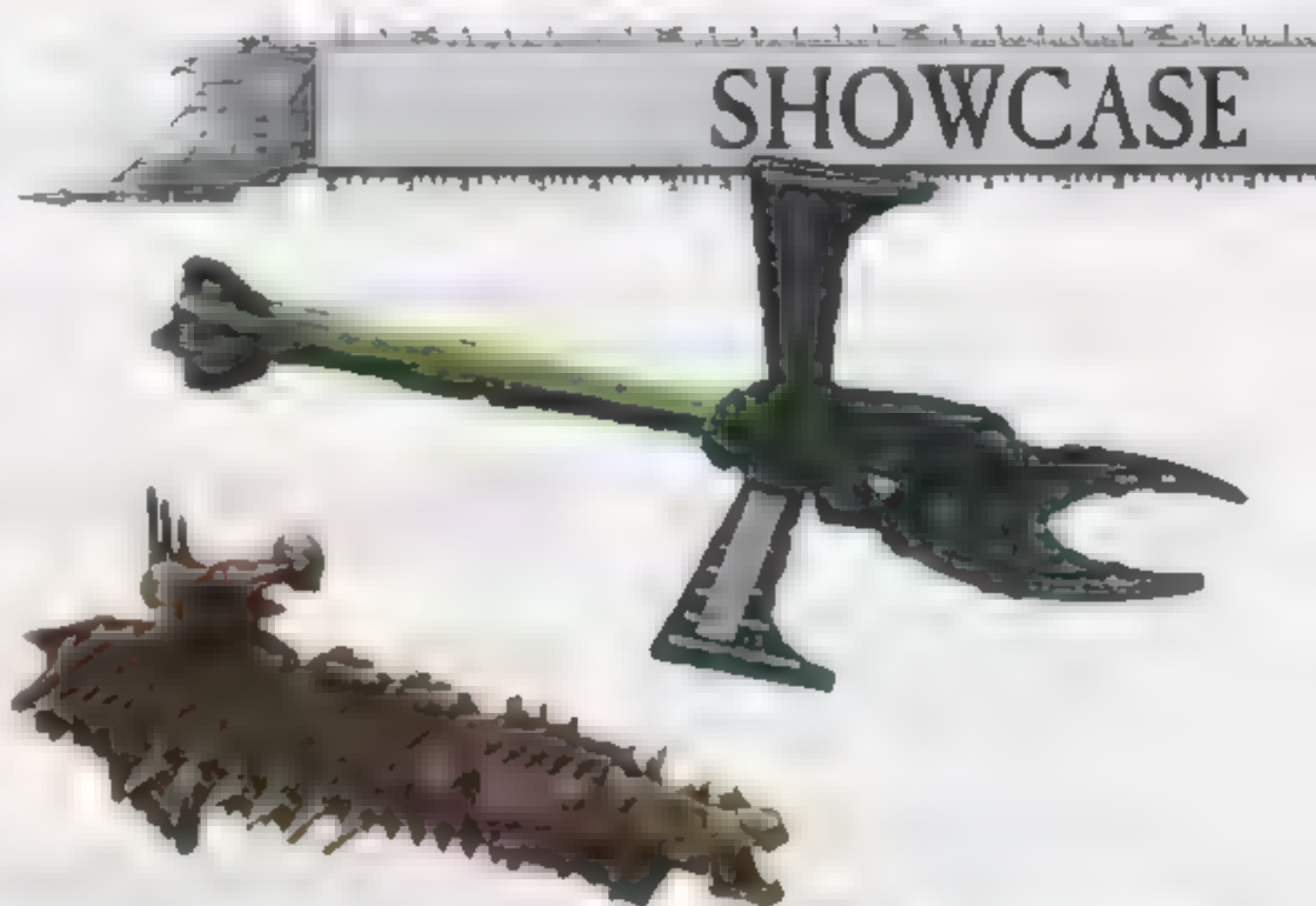
|       |                              |      |
|-------|------------------------------|------|
| 10-13 | Battle Barge .....           | \$35 |
| 10-55 | Strike Craft .....           | \$10 |
| BG 29 | Hunter Class Destroyer ..... | \$9  |
| BG 60 | Gladus Class Frigate .....   | \$9  |
| BG 61 | Nova Class Frigate .....     | \$9  |

**Boxed Sets & Blister Packs – Tau**

|        |                               |      |
|--------|-------------------------------|------|
| BG 070 | Explorer Battleship .....     | \$35 |
| BG 071 | Merchant Class Starship ..... | \$30 |
| BG 072 | Hero Class Starship .....     | \$30 |
| BG 073 | Orca Class Escort .....       | \$9  |
| BG 074 | Defender Class Escort .....   | \$9  |

**Boxed Sets & Blister Packs – Tyranids**

|       |                             |      |
|-------|-----------------------------|------|
| BG 10 | Leviathan Hive Ship .....   | \$35 |
| BG 12 | Razorfland Drone Ship ..... | \$15 |
| BG 13 | Stalker Drone Ships .....   | \$9  |
| BG 14 | Prowler Drone Ships .....   | \$9  |



*Above Right: This Haat-Class Chariot Unit has been converted by Rick Smith who used the 40K Green Vehicle Accessories Sprue to make the ship look even more ancient and evil!*

*Above Left: Jake Landis used colored translucent plastic rod to carry the look of the 40K-Scout Vectra's into the Battlefleet Gothic Vectra's that.*

*Below: Both the Retribution-Class Battleship and Port Mox Space Station are the handiwork of Chris Mue... The Retribution uses pieces from Epic Titans while Port Mox was put from Epic Titans as well, and from Space Marine Land Speeders, Leman Russ tanks, and various Battlefleet Gothic ships.*





# SPECIALIST GAMES

*Specialist Games is a division of Games Workshop that produces its own line of games, gaming supplements, new miniatures, and magazines. Before showing off their awesome model ranges, these two pages explain what Specialist Games is all about, how you can get the models, and how to find out more.*

## What Games Are in the Specialist Games Range?

In the U.S., the Specialist Games range includes Blood Bowl, Epic 40,000, Inquisitor Mordheim, Necromunda, and Warmaster. If (or rather when) the main Games Workshop division comes out with any more games, then they will be included in ongoing support as well.

## How Can I Get My Hands on All That Great Specialist Games Stuff?

The entire range of Specialist Games is available via special order from:

ANY participating Independent Retailer

ANY Games Workshop Hobby Center

Games Workshop Mail Order

The Games Workshop Online Store

That means, if you want any Specialist Game model, bit, or supplement that is listed in this catalog, you can get it. Just ask the staff of your favorite store how to place the order.

**BLOOD BOWL**

**MORDHEIM**

**INQUISITOR**

**NECROMUNDA**

**EPIC 40,000**

**WARMASTER**



*A Warmaster battle in progress!*

*The amazing Tomb Kings Blood Bowl team takes to the field in silence (there is no applause, as the fans are dead)*



## Why Was the Specialist Games Division Set up?

The success of the main Games Workshop games – Warhammer, Warhammer 40,000, The Lord of The Rings, and Battlefleet Gothic – has made it difficult for Games Workshop to provide support for the other fantastic gaming systems that Games Workshop has invented over the years. The Specialist Games branch is dedicated to supporting these fine additions to the Games Workshop gaming worlds.

While you may occasionally see *White Dwarf* articles on any of the Specialist Games, the real place to get Blood Bowl, Inquisitor, Epic 40,000, Mordheim, Necromunda, or Warmaster information is from Specialist Games themselves. There is a line of Fanatic Magazines that deal exclusively with the aforementioned games.



*The Sisters of Sigmar defend a ruined temple against a Skaven warband!*



## Keep Tabs on What's Going on with Specialist Games

The best way to stay on top of all the happenings and releases for Specialist Games is to keep an eye on the Specialist Games web site, which can be found at

**WWW.SPECIALIST-GAMES.COM**

This web site is a must-see for fans of any of the Specialist Games ranges. This is a great place, in addition to *White Dwarf*, to see new releases and upcoming new supplements

## You Can Contribute!!!

The support for Specialist Games is written for fanatical GW gamers and by fanatical GW gamers. If you (yes, YOU!) are really into any of the Specialist Games, then why not submit some work? A contributions link on the Specialist Games web site details the information that freelancers require

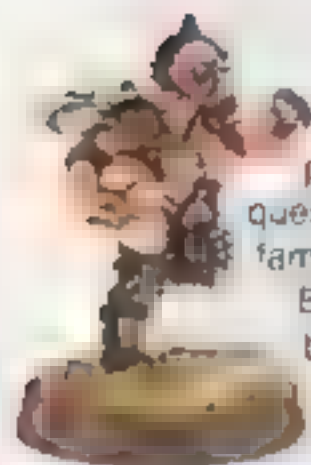
*With the Inquisitor game, you get a great mix of roleplaying and a detailed miniature battle game!*





# BLOOD BOWL

## THE GAME OF FANTASY FOOTBALL



"Welcome sports fans to the hardest hitting section of the catalog. In these hallowed pages you will find all the teams fit to take the field (and probably some that are a bit questionable). Additionally you will find coaches, cheerleaders, and some of the most famous Star Players to ever play the game, grace the pitch, or mangle an opponent. But what's that? You don't know the game of Blood Bowl? Before the match starts, I'd better hand you over to the color commentator, Bob?"

"Thanks Jim. Hard to believe there are any fans out there who have not heard of Blood Bowl. This sport pits two teams of heavily armored and quite insane warriors against each other.

Players on each team may pass, throw, or run with the ball in order to get it to the opposite end of their field into the End Zone to score a Touchdown (1 point). Of course, it's true that some players (or whole teams) prefer to ignore the ball and just pummel and stomp the opposition into the dirt... but hey, that's only

one strategy! Getting the ball into the End Zone is plenty tough, as the other team is trying to crush the ball carrier, take the ball, and start streaking off in the opposite direction.

"The team with the most Touchdowns at the end of the match is declared the winner. Over the course of a season teams will hire new team members, recruit Star Players, replace dead players, deal with injuries, and more. It takes a lot of training to reach the finals! But our game tonight is about to start and before we get underway with the kickoff, we have a special interview with ex-player Stu McGore who has just dropped by the booth. Good to see you Stu, what's your opinion on the type of game we'll see tonight?"

"Get 'em! Stomp on 'em! Crump 'em! Get 'em!"

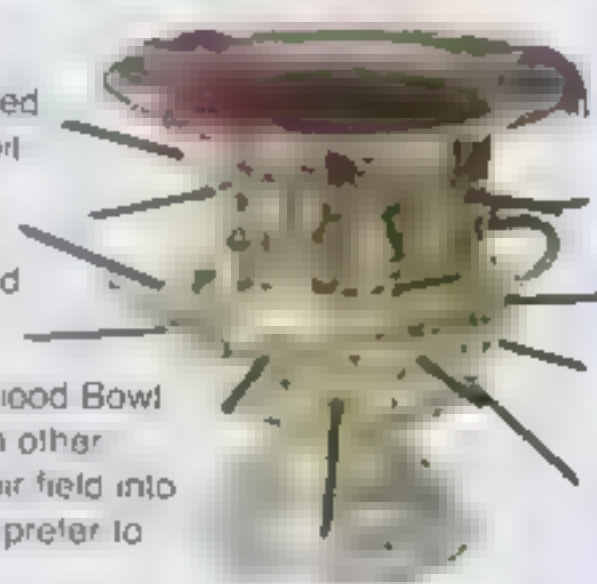
"Er... thanks for that, Stu. As I thought, hit in the head and thrown off the playing pitch too many times. Now back to you Jim..."

## LEAGUE PLAY

Blood Bowl can be played as an enjoyable one-off game over the course of few hours. To really experience the full-on, bone-crunching joys of Blood Bowl, you have to play a league of seasons of games.

In most leagues, all players show many! As many of them as you can round up! Enter their teams in a quest for a particular Cup or Championship. Wins and losses are tracked and so are Star Player points and the amount of gold crowns earned from fan attendance. Each player builds up his team, fan base, and player skills. Rivalries are established, players gain notoriety, and trades for new and better players are made.

Depending on how gamers structure their league, the matches can last over the course of a weekend, a few weeks, or even months and longer. At the end of the season, a playoff round is battled out by the top players, with the overall winner taking the cup and being declared Champion. Great prestige and possibly a lot of money is won by the winner.



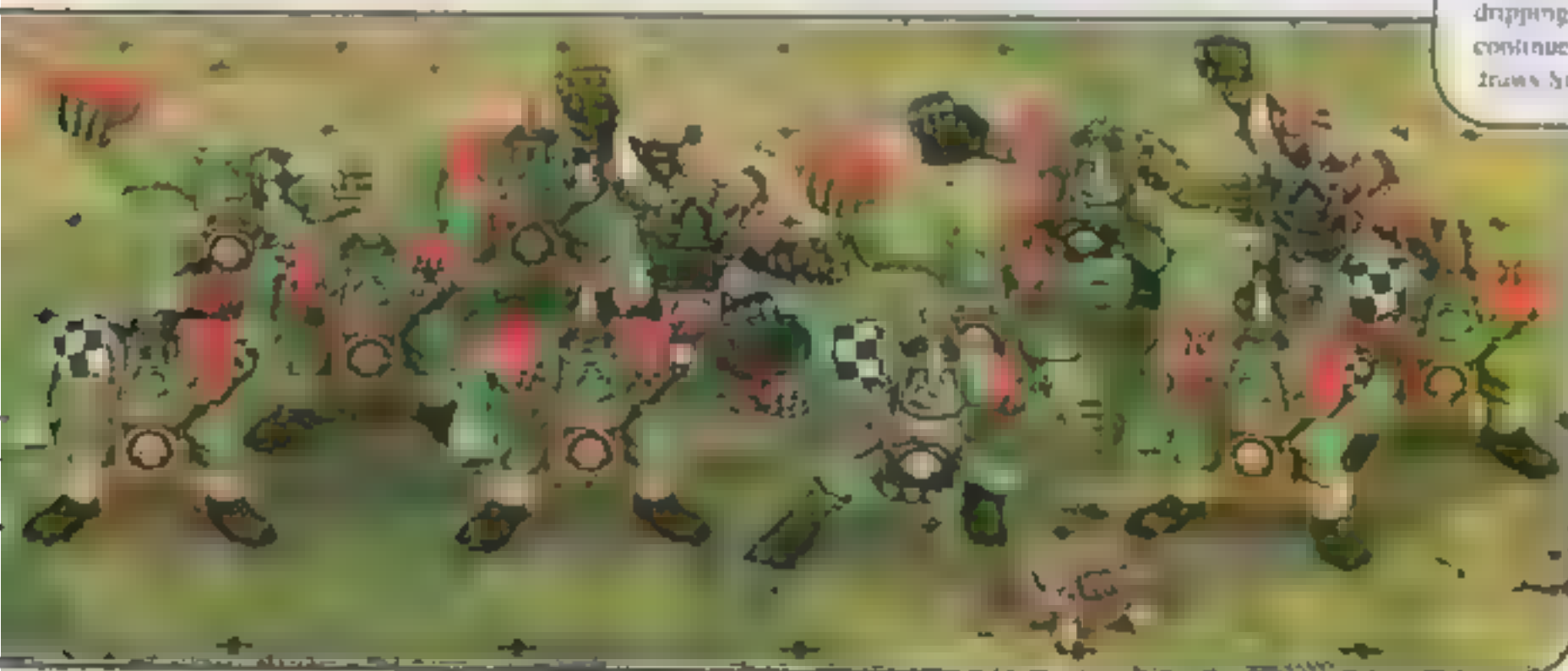
## US HEADQUARTERS BLOOD BOWL LEAGUES

Like wildfire spreading across the Games Workshop U.S. headquarters, word of a Blood Bowl League sets about a flurry of frenzied gaming activity. Over the years, many traditional and made-up Cups have been fought over. Some Leagues were organized along Departmental lines: Promotions versus Mail Order.

Statistics: Players are set schedules of exactly what times each team would play. The most infamous of all our Staff Cups, however, is without a doubt the Spiky Oozy Deathcup.

Although run haphazardly, perhaps based when the stars align, the Spiky Oozy Deathcup has ranged in size upwards of 80 players vying for the ultimate victory. Such a rampant rush of Blood Bowl occurs that pitches are set up after work and at lunch tables. It is even speculated that, behind the closed conference doors of Blood Meetings, the not-so-subtle sounds of the game can be heard! Although fancier Cups have been made since the late 1980s, some would say dripping sincerity of the Spiky Oozy Deathcup continues to draw would-be champions like Squigghen from Staff cups.

**Previous Champions**  
1998 John Matthews  
2001 Jeremy Vetrock  
2003 Kevin Henry



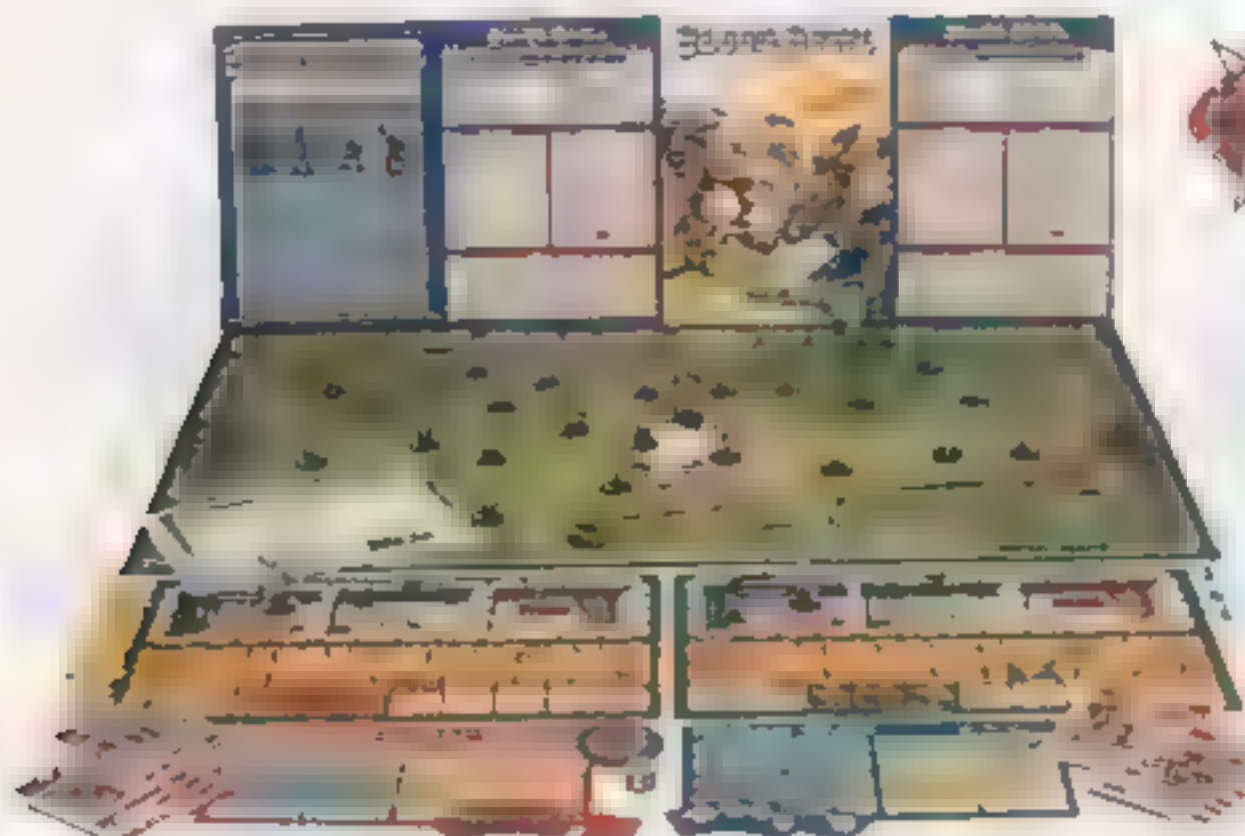
*Blood Bowl is a complete game ready to go as soon as you open the box! Inside, you will find two complete teams that only need you to coach them to the fame and glory that can only be found at the top of the league standings.*

*Left: The plastic Orc Team provided in the Blood Bowl boxed set.*

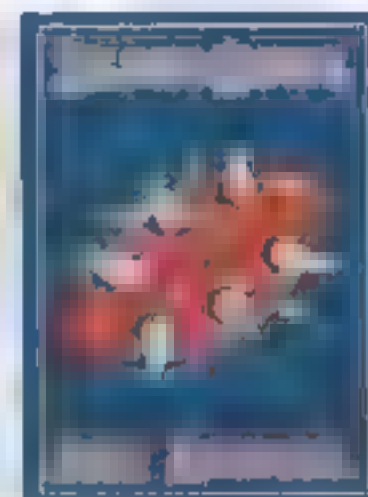
*Right: The plastic Human Team also found within the Blood Bowl boxed set.*



## GETTING STARTED



Blood Bowl  
B 001



**Blood Bowl  
Annual 2002  
B 600**



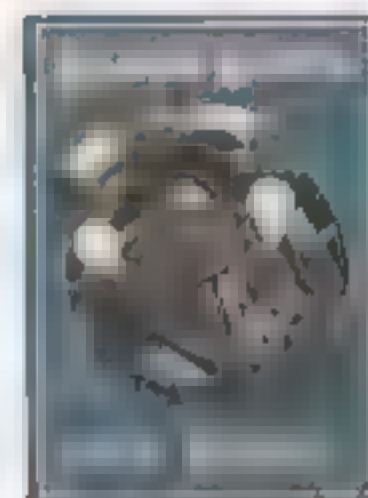
**Blood Bowl  
Trophy 1  
099905801**



**Blood Bowl  
Trophy 2  
099905802**



**Blood Bowl  
Trophy 3**  
099958J3



**Blood Bowl  
Annual 2003  
B 601**



Blood Bowl  
Trophy 4  
099905804



**Blood Bowl  
Trophy 4 Top  
099905805**

**The Major Trophies (4)**  
B 147

The Blood Bowl trophies and Referees aren't necessary to play the game but are cool additions to a league especially the trophies. One could use them to signify a team's past winning seasons, standings in a league, etc. but it is not vital to play the game. I have seen some people add a bit of a Coaching Staff to their league but it is not vital. I have also seen people throw a Poison can at the end of a season upon an opposing Coach.

Some of the things found within the *Antenna* are new, bygone and a few that have been added to the new additions.

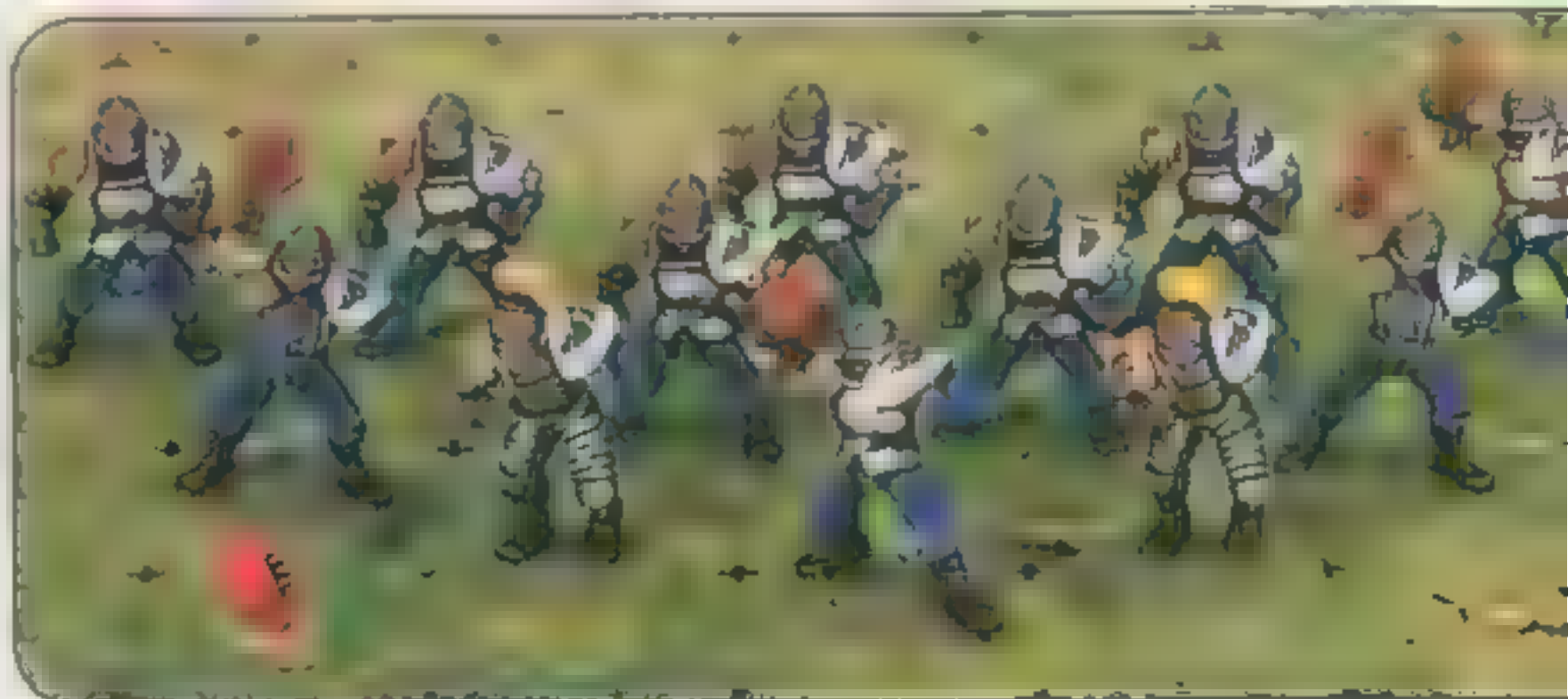


**Dwarf  
Referee  
099903506**

**Dwarf  
Referee (1)  
B 091**



Human  
Referee  
099903507  
Human  
Referee (1)  
B 036





# AMAZONS



**Amazon  
Linewoman 1**  
099906201



**Amazon  
Linewoman 2**  
099906202



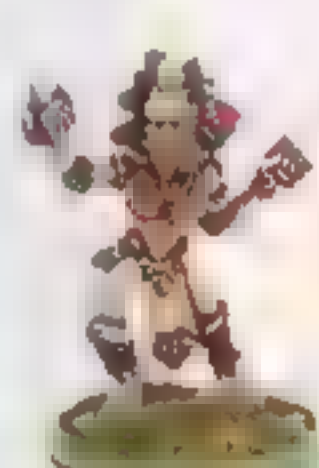
**Amazon  
Linewoman 3**  
099906203



**Amazon  
Linewoman 4**  
099906204



**Amazon  
Blitzer 2**  
099906205



**Amazon  
Blitzer 1**  
099906206

**Amazon Blood Bowl Team (12)**  
B 019

**Amazon Team Booster Pack (Random 4)**  
B 040

*Note: The Amazon Blood Bowl Team set includes  
2 x 099906201, 1 x 099906202, 2 x 099906203,  
2 x 099906204, 1 x 099906205, 1 x 099906206,  
1 x 099906207, and 2 x 099906208.*

*Note: The Amazon Team Booster Pack includes 1  
random Linewoman, 1 random Blitzer, 1 Thruver  
and 1 Catcher.*



**Amazon  
Thrower**  
099906207



**Amazon  
Catcher**  
099906208



**Amazon  
Coach**  
099906301

**Amazon Coach (1)**  
B 041



**Amazon  
Cheerleader A**  
099906401

**Amazon Cheerleaders (Random 3)**  
B 042



**Amazon  
Cheerleader B**  
099906402

# CHAOS DWARFS



**Chaos  
Dwarf 1**  
099903301



**Chaos  
Dwarf 2**  
099903302



**Chaos  
Dwarf 3**  
099903303



**Chaos  
Dwarf 4**  
099903304

**Chaos Dwarf Blood Bowl Team (12)**  
B 015

**Chaos Dwarf Team  
Booster Pack (Random 2)**  
B 085

*Note: The Chaos Dwarf Blood Bowl Team set includes  
1 x 099903301, 1 x 099903302, 1 x 099903303,  
1 x 099903304, 2 x 099903401, 2 x 099903402,  
2 x 099903403, and 2 x 099903404.*

*Note: The Chaos Dwarf Team Booster Pack  
includes 1 random Chaos Dwarf and 1  
random Hobgoblin.*



**Hobgoblin 1**  
099903401



**Hobgoblin 2**  
099903402



**Hobgoblin 3**  
099903403



**Hobgoblin 4**  
099903404



*Note: The Chaos Team Booster Pack includes 1 random Chaos Warrior, 1 random Beastman and 1 random Chaos Mutant*

## CHAOS



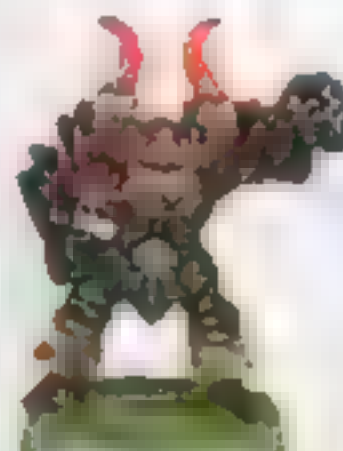
**Chaos Mutant 1**  
099903101



**Chaos Mutant 2**  
099903102



**Chaos Mutant 3**  
099903103



**Chaos Warrior 1**  
099901101

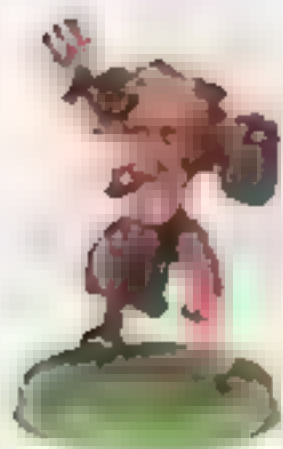


**Chaos Warrior 2**  
099901102



**Chaos Warrior 3**  
099901103

**Chaos Team Booster Pack (Random 3)**  
B 080



**Beastman 1**  
099901104



**Beastman 2**  
099901105



**Beastman 3**  
099901106



**Beastman 4**  
099901107



**Chaos Cheerleader**  
099903505

**Chaos Blood Bowl Team (12)**  
B 012

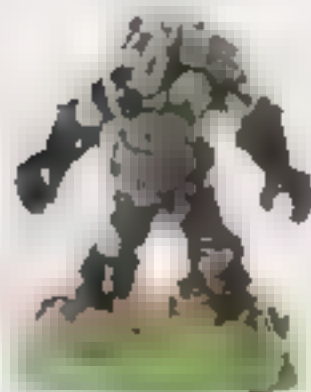
*Note: The Chaos Blood Bowl Team set includes 1 x 099901101, 1 x 099901102, 1 x 099901103, 2 x 099901104, 2 x 099901105, 2 x 099901106, and 2 x 099901107*

**Chaos Cheerleaders (3)**  
B 081

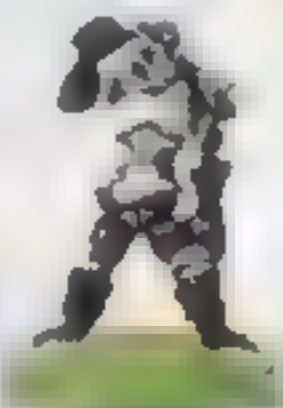
## NURGLES ROTTERS



**Nurgle's Rotter 1**  
099905302



**Nurgle's Rotter 2**  
099905303



**Nurgle's Rotter 3**  
099905301



**Nurgle's Rotter Beastman 1**  
099905304



**Nurgle's Rotter Beastman 2**  
099905305

**Nurgle's Rotters Team (12)**  
B 022

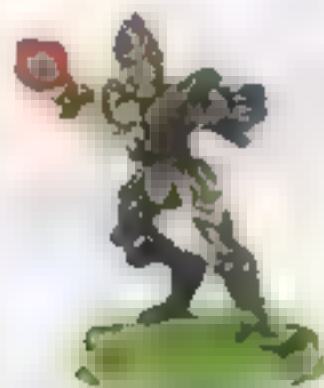
*Note: The Nurgle's Rotters Team set includes 1 x 099905301, 1 x 099905302, 1 x 099905303, 2 x 099905304, and 2 x 099905305. It also includes 1 x 099901104, 1 x 099901105, 1 x 099901106, and 1 x 099901107 from the Chaos set*

**Nurgle's Rotters Team Booster Pack (Random 2)**  
B 083

*Note: The Nurgle's Rotters Team Booster Pack includes 1 random Nurgle's Rotter and 1 random Nurgle's Rotter Beastman*



# DARK ELVES



Dark Elf  
Thrower  
099900201



Dark Elf  
Blitzer 1  
099900203



Dark Elf  
Blitzer 2  
099900202



Dark Elf  
Witch Elf 1  
099900204



Dark Elf  
Witch Elf 2  
099900205

Dark Elf Blood Bowl Team (12)  
B 011

Dark Elf Team Booster Pack (Random 4)  
B 070



Dark Elf  
Lineman 1  
099900206



Dark Elf  
Lineman 2  
099900207



Dark Elf  
Lineman 3  
099900208

*Note: The Dark Elf Blood Bowl Team set includes  
1 x (099900201), 1 x (099900202), 1 x (099900203),  
1 x (099900204), 1 x (099900205), 3 x (099900206),  
2 x (099900207) and 2 x (099900208).*

*The Dark Elf Team Booster Pack includes  
1 Thrower, 1 random Blitzer, 1 random Witch Elf  
and 1 random Lineman.*



Dark Elf  
Cheerleader  
099903501

Dark Elf  
Cheerleaders (3)  
B 071

# DWARFS

Dwarf Blood Bowl Team (12)  
B 008

*Note: The Dwarf Blood Bowl Team set includes  
2 x (099900501), 2 x (099900502), 2 x (099900503),  
1 x (099900504), 1 x (099900505), 1 x (099900506),  
1 x (099900507), 1 x (099900508) and 1 x (099900509).*



Dwarf  
Longbeard 1  
099900501



Dwarf  
Longbeard 2  
099900502



Dwarf  
Longbeard 3  
099900503



Dwarf  
Runner 1  
099900504



Dwarf  
Blitzer 1  
099900505



Dwarf  
Slayer 1  
099900506



Dwarf  
Runner 2  
099900507



Dwarf  
Blitzer 2  
099900508



Dwarf  
Slayer 2  
099900509



Dwarf  
Cheerleader  
099903508

Dwarf  
Cheerleaders (3)  
B 092

Dwarf Team Booster Pack (Random 4)  
B 090

*Note: The Dwarf Team Booster Pack includes 1 random Longbeard,  
1 random Runner, 1 random Blitzer, and 1 random Slayer.*



# ELVES



**Elf Lineman 1**  
099905901



**Elf Lineman 2**  
099905902



**Elf Lineman 3**  
099905903



**Elf Lineman 4**  
099905904



**Elf Blitzzer 1**  
099905905



**Elf Blitzzer 6**  
099905906

**Elf Blood Bowl Team (12)**  
B 009



**Elf Thrower 1**  
099905907



**Elf Thrower 2**  
099905908



**Elf Catcher 1**  
099905909



**Elf Catcher 2**  
099905910



**Elf Cheerleader**  
099906101

**Elf Team Booster Pack (Random 4)**  
B 056

**Elf Cheerleaders (4)**  
B 057



**Goblin Cheerleader 1**  
099903509



**Goblin Cheerleader 2**  
099903510

**Goblin Cheerleaders (Random 3)**  
B 111

*Note: The Elf Blood Bowl Team set includes 2 x 099905901, 2 x 099905902, 2 x 099905903, 1 x 099905904, 1 x 099905905, 1 x 099905906, 1 x 099905907, 1 x 099905909 and 1 x 099905910.*

*The Elf Team Booster Pack includes 1 random Thrower, 1 random Blitzzer, 1 random Catcher and 1 random Lineman.*



# GOBLINS



**Goblin 1**  
099902501



**Goblin 2**  
099902502



**Goblin 3**  
099902503



**Goblin 4**  
099902504



**Goblin 5**  
099902505

**Goblin Team Booster Pack (Random 3)**  
B 110



# HALFLINGS



**Halfling 2**  
099902001



**Halfling 1**  
099902002



**Treeman  
Right Arm**  
099907001



**Treeman  
Left Arm**  
099907003



**Treeman  
Body**  
099907002



**Blood Bowl  
Treeman (Complete)**  
B 054



**Halfling 3**  
099902003



**Halfling 6**  
099902004



**Halfling 4**  
099902005



**Halfling 5**  
099902006

**Halfling Team Booster Pack (Random 3)**  
B 130

# HIGH ELVES

*Note: The High Elf Blood Bowl Team set includes  
2 x 099900101, 2 x 099900102, 1 x 099900103  
2 x 099900104, 1 x 099900105, 1 x 099900106  
1 x 099900107, 1 x 099900108, and 1 x 099900109*

*Note: The High Elf Team Booster Pack includes 1  
random Lineman, 1 random Dragon Warrior  
1 Thrower and 1 random Lion Warrior*



**High Elf  
Lineman 1**  
099900101



**High Elf  
Lineman 2**  
099900102



**High Elf  
Lineman 3**  
099900103



**High Elf  
Cheerleader**  
0999003502

**High Elf  
Cheerleaders (3)**  
B 051



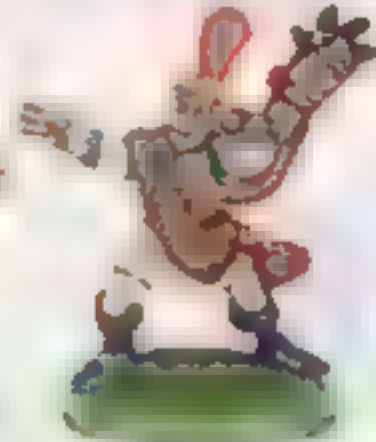
**High Elf  
Lineman 4**  
099900104



**High Elf  
Thrower**  
099900105



**High Elf  
Dragon Warrior 1**  
099900106



**High Elf  
Lion Warrior 1**  
099900107



**High Elf  
Dragon Warrior 2**  
099900108



**High Elf  
Lion Warrior 2**  
099900109

**High Elf Blood Bowl Team (12)**  
B 026

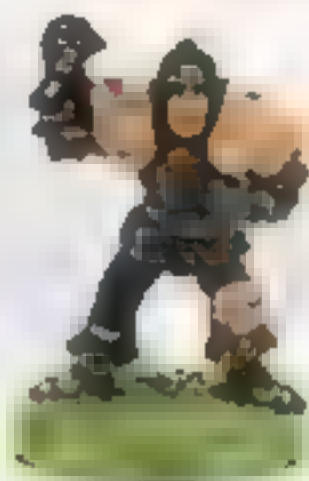
**High Elf Team Booster Pack (Random 4)**  
B 050



# HUMANS



Human  
Lineman 1  
099903701



Human  
Lineman 2  
099903702

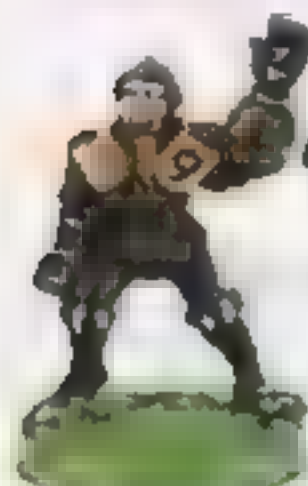


Human  
Lineman 3  
099903703



*Note: The Human Blood Bowl Team set includes 2 x 099903701, 2 x 099903702, 2 x 099903703, 1 x 099903704, 1 x 099903705, 1 x 099903706, 1 x 099903707, 1 x 099903708, and 1 x 099903709.*

*Note: The Human Team Booster Pack includes 1 random Lineman, 1 random Catcher, 1 Thrower, and 1 random Blitz.*



Human  
Catcher 1  
099903704



Human  
Catcher 2  
099903705



Human  
Thrower  
099903706



Human  
Blitz 1  
099903707



Human  
Blitz 2  
099903708



Human  
Blitz 3  
099903709

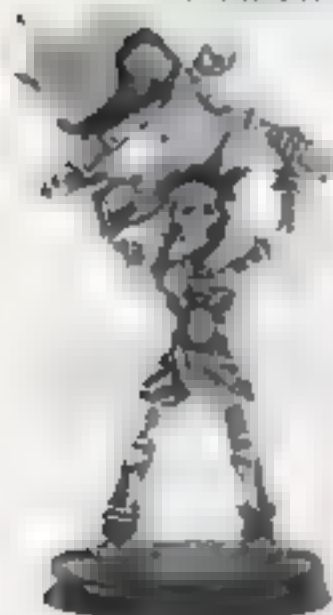


Human  
Cheerleader  
099903504

Human  
Cheerleaders (3)  
B 037

Human Blood Bowl Team (12)  
B 006

Human Team Booster Pack (Random 4)  
B 035



Khemri  
Cheerleader  
099909101



Khemri  
Mummy 1  
099905101



Khemri  
Mummy 2  
099905102



Khemri Blood Bowl Team (12)  
B 021



Khemri Skeleton  
Head Sprue  
099905103



Khemri  
Head 1  
099905104



Khemri  
Head 2  
099905105

Khemri Team Booster Pack (Random 4)  
B 061

*Note: The Khemri Blood Bowl Team set includes 1 x 099905101, 1 x 099905102, 2 x 099905103, 2 x 099905104, 2 x 099905105, 6 x 099905106, 10 x 099905107, 10 x 099905108, 5 x 099905109, and 10 x 099905110.*

*Note: The Khemri Team Booster Pack includes 1 random Mummy, 1 Skeleton Head Sprue, 1 Khemri Head 1, 1 Khemri Head 2, 1 Khemri Collar, 1 Khemri Skeleton Torso, 3 Khemri Arm Sprues, 2 Khemri Pad Sprues, and 3 random Khemri Skeleton Legs.*



Khemri  
Collar  
099905106



Khemri  
Skeleton Torso  
099905107



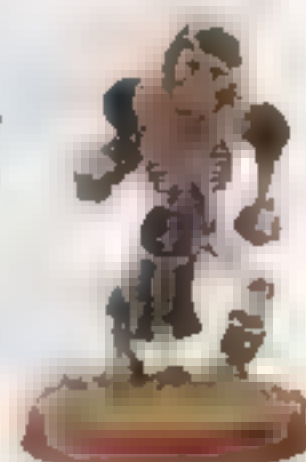
Khemri  
Arm Sprue  
099905108



Khemri  
Pad Sprue  
099905109



Khemri Skeleton  
Legs (Random 1)  
099905110



*Above: Two examples of complete Khemri Blood Bowl models.*



# LIZARDMEN



Kroxigor w/o  
Head Crest  
099907801



Kroxigor w/  
Head Crest  
099907802



Kroxigor  
Arm  
099907804



Kroxigor  
Tail  
099907805



Kroxigor  
Body  
099907803



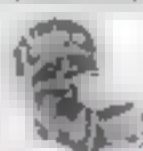
Blood Bowl  
Kroxigor (Complete)  
B 121



Saurus w/  
One Horn  
099906501



Saurus  
Arm 1  
099906502



Saurus  
Arm 2  
099906504



Saurus w/  
Two Horns  
099906503



Skink w/  
Long Crest  
099906505



Skink w/  
Two Crests  
099906506



Skink w/  
Short Crest  
099906507



Above: Two examples of complete  
Lizardmen Blood Bowl models

Lizardmen Blood Bowl Team (12)  
B 020

Lizardmen Team Booster Pack (Random 2)  
B 120

Note: The Lizardmen Blood Bowl Team set includes 2 x 099906501, 2 x 099906502, 2 x 099906503, 2 x 099906504, 2 x 099906505, 2 x 099906506, 2 x 099906507 and 2 x 099906508.

Note: The Lizardmen Team Booster Pack includes 1 random Saurus body, 1 random Saurus arm, and 1 random Skink.



Skink w/  
No Helmet  
099906508

# NECROMANCER & UNDEAD



Ghoul 1  
0999001001



Ghoul 2  
0999001002



Skeleton 1  
0999001003



Skeleton 2  
0999001004



Zombie 1  
0999001005



Zombie 2  
0999001006

Necromancer Blood Bowl Team (12)  
B 024

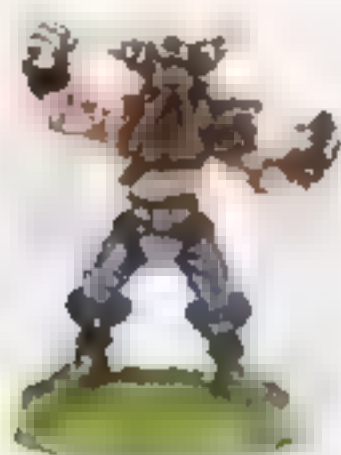
Undead Blood Bowl Team (10)  
B 014

Note: The Necromancer Blood Bowl Team set includes 1 x 0999001001, 1 x 0999001002, 1 x 0999001003, 1 x 0999001004, 1 x 0999001005, 3 x 0999001006, 1 x 0999001009, and 1 x 0999001010.

Note: The Necromancer Team Booster Pack includes 1 Flesh Golem, 1 Werewolf, 1 of each Zombie, and 1 random Wight.



# NORSE



**Norse  
Lineman 1**  
099903602



**Norse  
Lineman 2**  
099903603



**Norse  
Lineman 3**  
099903604

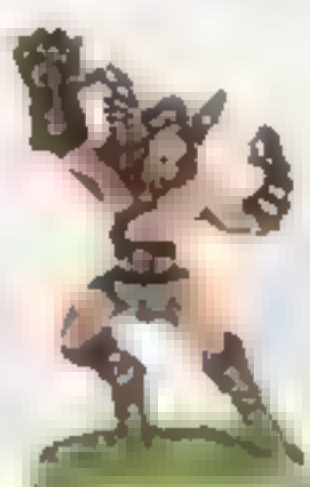


*Note: The Norse Blood Bowl Team set includes 2 x 099903601, 2 x 099903602, 2 x 099903603, 2 x 099903604, 1 x 099903605, 1 x 099903606, 1 x 099903607, and 1 x 099903608.*

*Note: The Norse Team Booster Pack includes 1 Thrower, 1 random Lineman, 1 random Blitzzer, and 1 random Catcher.*



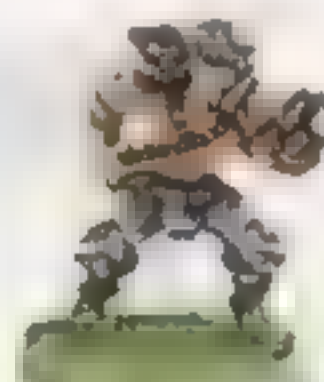
**Norse  
Thrower**  
099903601



**Norse  
Catcher 1**  
099903605



**Norse  
Catcher 2**  
099903606



**Norse  
Blitzzer 1**  
099903607



**Norse  
Blitzzer 2**  
099903608

**Norse Blood Bowl Team (12)**  
B 018

**Norse Team Booster Pack (Random 4)**  
B 043

# NECROMANCER & UNDEAD



**Necromancer  
Cheerleader**  
0999009201  
**Necromancer  
Cheerleader(3)**  
B 106



**Mummy 1**  
099901007



**Mummy 2**  
099901008

*Note: The Undead Blood Bowl Team set includes 2 x 099901005, 2 x 099901003, 099901001, 099901002, 099901004, 099901006, 099901007, 099901008, 099901009, and 099901010.*

*Note: The Undead Team Booster Pack includes 1 random Skeleton, 1 random Zombie, 1 random Wight, 1 random Ghoul, and 1 random Mummy.*



**Werewolf Head**  
099908202



**Werewolf Body**  
099908203



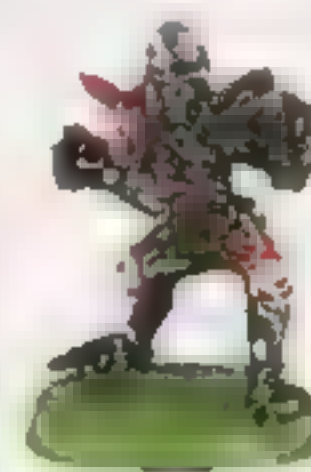
*Above 4 complete  
Blood Bowl Werewolf*



**Flesh Golem**  
099908401



**Wight 1**  
099901009



**Wight 2**  
099901010

**Necromancer Team Booster Pack (Random 5)**  
B 105

**Undead Team Booster Pack (Random 5)**  
B 060



# OGRES



Ogre Thrower  
Torso  
099905513



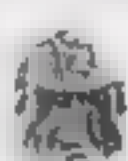
Ogre  
Torso A  
099905502



Ogre  
Torso B  
099905503



Ogre  
Shoulder Pads  
099905504



Ogre  
Head (Random)  
099905501



Ogre  
Legs A  
099905505



Ogre  
Legs B  
099905506



Ogre  
Legs C  
099905507



Ogre Thrower  
Legs  
099905514



Ogre Arm  
Sprue A  
099905508



Ogre Arm  
Sprue B  
099905509



Ogre Arm  
Sprue C  
099905510



Ogre Arm  
Sprue D  
099905511

## Ogre Blood Bowl Team (6) MO 0289

*Note. The Ogre Blood Bowl Team set includes 5 complete  
Ogres, 1 complete Ogre Thrower and 1 Snottling*



Ogre Thrower  
Arm (Grot)  
099905512



Ogre Grot  
w/ Ball  
099905515



Blood Bowl Ogre  
(Complete Random 1)  
B 150



Blood Bowl Ogre  
Thrower (Complete)  
B 151



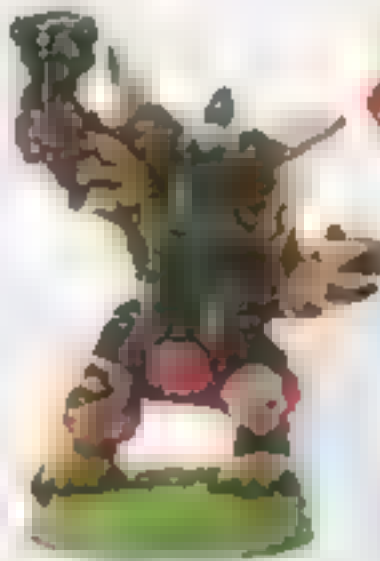
# ORCS



Orc  
Cheerleader  
099903503



Black Orc  
Blocker 1  
099900301



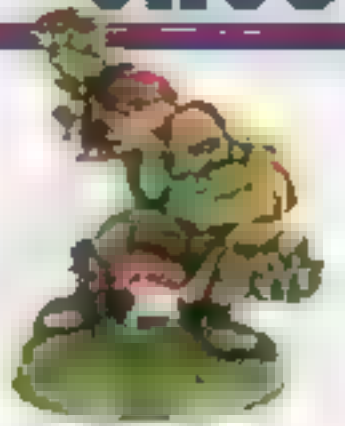
Black Orc  
Blocker 2  
099900302



Orc  
Blitzzer 1  
099900303



Orc  
Blitzzer 2  
099900304



Orc  
Blitzzer 3  
099900305

Orc  
Cheerleaders (3)  
B 101

Orc Blood Bowl Team (11)  
B 007

Orc Team Booster Pack (Random 4)  
B 100

*Note: The Orc Blood Bowl Team set includes 1 x 099900101, 1 x 099900102, 1 x 099900103, 1 x 099900104, 1 x 099900105, 1 x 099900106, 1 x 099900107, 2 x 099900308 and 2 x 099900109.*

*Note: The Orc Team Booster Pack includes 1 random Black Orc Blocker, 1 Thrower, 1 random Lineman, and 1 random Blitzzer.*

*Note: The Skaven Blood Bowl Team set includes 2 x 099900401, 2 x 099900402, 2 x 099900403, 2 x 099900404, 1 x 099900405, 1 x 099900406, 1 x 099900407 and 1 x 099900408.*

*Note: The Skaven Team Booster Pack includes 1 random Lineman, 1 random Gutter Runner, 1 Thrower, 1 random Stormvermin, and 1 random Mutant.*



Orc  
Thrower  
099900306



Orc  
Lineman 1  
099900307



Orc  
Lineman 2  
099900308



Orc  
Lineman 3  
099900309

# SKAVEN



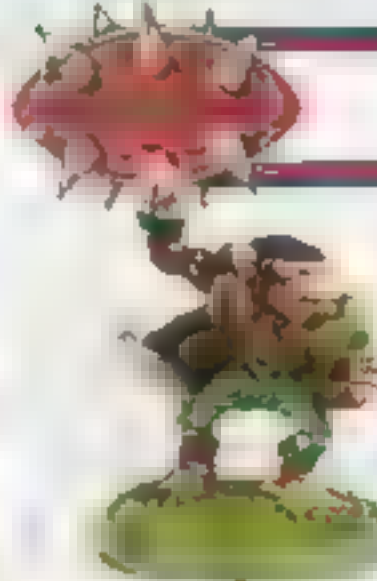
Skaven  
Lineman 1  
099900401



Skaven  
Lineman 2  
099900402



Skaven  
Lineman 3  
099900403



Skaven  
Gutter Runner 1  
099900404



Skaven  
Gutter Runner 2  
099900405



Skaven  
Thrower  
099900406

Skaven Team Booster Pack (Random 5)  
B 125

Skaven Blood Bowl Team (12)  
B 013



Skaven  
Stormvermin 1  
099900407



Skaven  
Stormvermin 2  
099900408



Skaven Mutant  
w/ Extra Arms  
099902702



Skaven Mutant  
w/ Claw  
099902703



Skaven Mutant  
w/ Big Hand  
099902704



Skaven Mutant  
w/ Long Legs  
099902705



# VAMPIRE COUNTS



*Note: The Vampire Counts Blood Bowl Team set includes 1 x 099908801, 1 x 099908802, 1 x 099908803, 1 x 099908804, 1 x 099908805, 2 x 099908806, 2 x 099908807, 2 x 099908808, and 2 x 099908809.*



**Vampire Player 1**  
099908801



**Vampire Player 2**  
099908802



**Vampire Player 3**  
099908803



**Vampire Player 4**  
099908804



**Vampire Player 5**  
099908805



**Vampire Thrall 1**  
099908806



**Vampire Thrall 2**  
099908807



**Vampire Thrall 3**  
099908808



**Vampire Thrall 4**  
099908809



**Vampire Cheerleader**  
099909001

**Vampire Counts Blood Bowl Team (12)**  
B 025

**Vampire Counts Team Booster Pack (Random 1)**  
B 066

*Note: The Vampire Counts Team Booster Pack includes 1 random Vampire Player and 2 random Vampire Thralls.*

**Vampire Cheerleaders (3)**  
B 067

# WOOD ELVES



*Note: The Wood Elf Blood Bowl Team set includes 4 x 099901201, 3 x 099901202, 1 x 099901203, 1 x 099901204, 1 x 099901205, 1 x 099901206, and 1 x 099901207.*



**Wood Elf Thrower**  
099901203



**Wood Elf Catcher 1**  
099901204



**Wood Elf Catcher 2**  
099901205



**Wood Elf Lineman 1**  
099901201



**Wood Elf Lineman 2**  
099901202



**Wood Elf Wardancer 1**  
099901206



**Wood Elf Wardancer 2**  
099901207

**Wood Elf Blood Bowl Team (12)**  
B 010

**Wood Elf Team Booster Pack (Random 3)**  
B 053

*Note: The Wood Elf Team Booster Pack includes 1 random Lineman, 1 Thrower, 1 random Catcher, and 1 random Wardancer.*



# STAR PLAYERS



**Scrappa  
Sorehead**  
099900601  
**Scrappa  
Sorehead (1)**  
B 112



**Griff  
Oberwald**  
099900701

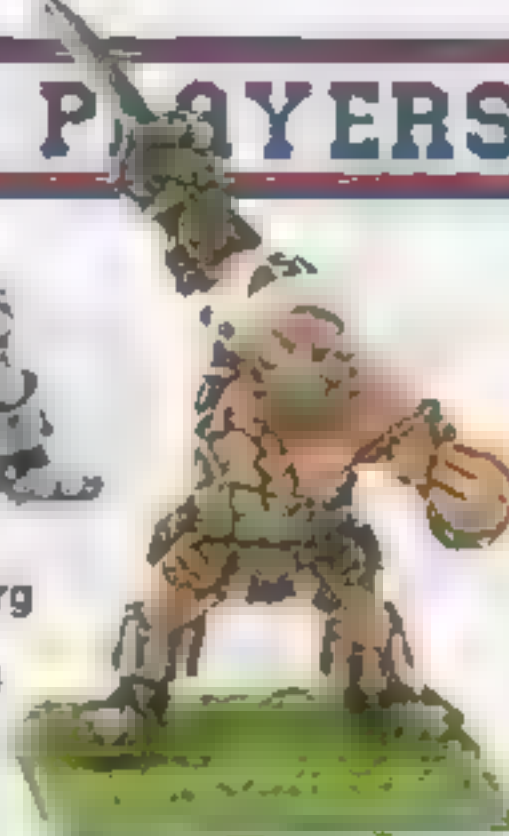
**Morg N Thorg  
Head**  
099900801



**Morg N Thorg  
Torso**  
099900802



**Morg N Thorg  
Legs**  
099900803



*Above - A complete Morg N Thorg*

**Morg N  
Thorg (1)**  
B 140



**Nobbia  
Blackwort**  
099900901

**Nobbia  
Blackwort (1)**  
B 113



**Mighty  
Zug**  
099901301

**Mighty  
Zug (1)**  
B 044



**Varag  
Ghoul-Chewer**  
099901401

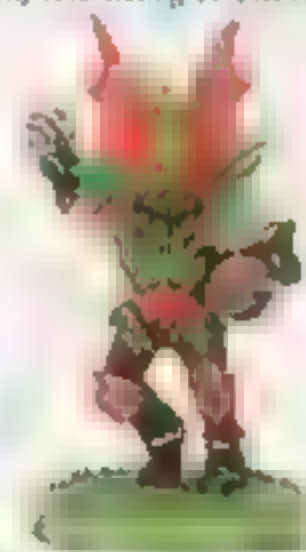


**Count Luthor  
von Drakenborg**  
099901501



**Horkon  
Heartripper**  
099901601

**Horkon  
Heartripper (1)**  
B 072



**Prince  
Moranion**  
099901701

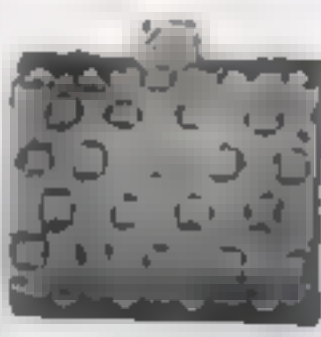
**Prince  
Moranion (1)**  
B 052



**Deathroller  
Driver**  
099901901



**Deathroller  
Wheel Top**  
099901902



**Deathroller  
Wheel Bottom**  
099901903



**Grim  
Ironjaw**  
099901801

**Grim  
Ironjaw (1)**  
B 039



**Bomber  
Dribblesnot**  
099902201

**Bomber  
Dribblesnot (1)**  
B 115



**Fungus  
the Loon**  
099902101

**Fungus  
the Loon (1)**  
B 114



**Deathroller  
Seat**  
099901904



**Deathroller  
Side**  
099901905



**Deathroller  
Gear Stick**  
099901906



**Dwarf Deathroller  
(Complete) (1)**  
B 093



# STAR PLAYERS



**Ripper  
Bolgrot (1)  
B 141**



**Gnashnak  
Blackhoof Head  
099902801**



**Gnashnak  
Blackhoof Torso  
099902802**

**Ripper  
Bolgrot Head  
099902301**

**Ripper  
Bolgrot Arm  
099902303**



**Gnashnak  
Blackhoof Arm  
099902804**



**Gnashnak  
Blackhoof Legs  
099902803**



**Ripper  
Bolgrot Torso  
099902302**



**Ripper  
Bolgrot Legs  
099902304**



*Above: A complete Ripper Bolgrot*

**Head Splitter (1)  
B 126**

**Head Splitter  
Head  
099902401**

**Head Splitter  
Legs  
099902403**

*Left  
complete  
Headsplitter*

**Head Splitter  
Torso  
099902402**

**Gnashnak  
Blackhoof (1)  
B 082**



**Bull Centaur  
Right Side  
021100505**

**Hthark the  
Unstoppable (1)  
B 086**



**Lord Borak  
the Despoiler  
099902601**



**Jordell  
Freshbreeze  
099902901**



**Hthark the  
Unstoppable  
099903003**



**Bull Centaur  
Left Side  
021100506**




*Above: A complete Hthark the Unstoppable*

**Lord Borak  
the Despoiler (1)  
B 087**

**Jordell  
Freshbreeze (1)  
B 055**





# PRICE LIST



**Silibill Body**  
099906601



**Silibill Arm & Horns**  
099906602



*Above: A complete Silibill*



**Thrudd Head 1**  
099907901



**Thrudd Head 2**  
099907902



**Thrudd Body**  
099907903



**Thrudd Arm**  
099907904



**Thrudd Base**  
099907905



**Hakliem Skuttlespike**  
099903201



**Thrudd (Complete) (1)**  
B 146



**Zara the Slayer**  
099908501  
**Zara the Slayer (1)**  
B 065



**Ramtut III**  
099908601  
**Ramtut III (1)**  
B 068

## Getting Started

|       |                        |      |
|-------|------------------------|------|
| B 001 | Blood Bowl             | \$75 |
| B 600 | Blood Bowl Annual 2002 | \$15 |
| B 601 | Blood Bowl Annual 2003 | \$15 |

## Boxed Sets & Blister Packs

|                        |                                  |      |
|------------------------|----------------------------------|------|
| B 006                  | Human Blood Bowl Team            | \$45 |
| Box includes 12 models |                                  |      |
| B 007                  | Orc Blood Bowl Team              | \$45 |
| Box includes 11 models |                                  |      |
| B 008                  | Dwarf Blood Bowl Team            | \$45 |
| Box includes 12 models |                                  |      |
| B 009                  | Elf Blood Bowl Team              | \$45 |
| Box includes 12 models |                                  |      |
| B 010                  | Wood Elf Blood Bowl Team         | \$45 |
| Box includes 12 models |                                  |      |
| B 011                  | Dark Elf Blood Bowl Team         | \$45 |
| Box includes 12 models |                                  |      |
| B 012                  | Chaos Blood Bowl Team            | \$45 |
| Box includes 11 models |                                  |      |
| B 013                  | Skaven Blood Bowl Team           | \$45 |
| Box includes 12 models |                                  |      |
| B 014                  | Undead Blood Bowl Team           | \$45 |
| Box includes 12 models |                                  |      |
| B 015                  | Chaos Dwarf Blood Bowl Team      | \$45 |
| Box includes 12 models |                                  |      |
| B 018                  | Norse Blood Bowl Team            | \$45 |
| Box includes 12 models |                                  |      |
| B 019                  | Amazon Blood Bowl Team           | \$45 |
| Box includes 12 models |                                  |      |
| B 020                  | Lizardmen Blood Bowl Team        | \$45 |
| Box includes 12 models |                                  |      |
| B 021                  | Khemri Blood Bowl Team           | \$45 |
| Box includes 12 models |                                  |      |
| B 022                  | Nurgle's Rotting Blood Bowl Team | \$45 |
| Box includes 12 models |                                  |      |
| B 024                  | Necromancer Blood Bowl Team      | \$45 |
| Box includes 12 models |                                  |      |

|                            |                                    |      |
|----------------------------|------------------------------------|------|
| B 025                      | Vampire Counts Blood Bowl Team     | \$45 |
| Box includes 12 models     |                                    |      |
| B 026                      | High Elf Blood Bowl Team           | \$45 |
| Box includes 12 models     |                                    |      |
| B 035                      | Human Team Booster Pack            | \$15 |
| Blister includes 12 models |                                    |      |
| B 036                      | Human Referee                      | \$7  |
| Blister includes 1 model   |                                    |      |
| B 037                      | Human Cheerleaders                 | \$10 |
| Blister includes 3 models  |                                    |      |
| B 039                      | Grim Ironjaw                       | \$8  |
| Blister includes 1 model   |                                    |      |
| B 040                      | Amazon Team Booster Pack           | \$15 |
| Blister includes 4 models  |                                    |      |
| B 041                      | Amazon Coach                       | \$7  |
| Blister includes 1 model   |                                    |      |
| B 042                      | Amazon Cheerleaders                | \$10 |
| Blister includes 3 models  |                                    |      |
| B 043                      | Norse Team Booster Pack            | \$15 |
| Blister includes 4 models  |                                    |      |
| B 044                      | Mighty Zug                         | \$9  |
| Blister includes 1 model   |                                    |      |
| B 050                      | High Elf Team Booster Pack         | \$15 |
| Blister includes 4 models  |                                    |      |
| B 051                      | High Elf Cheerleaders              | \$10 |
| Blister includes 3 models  |                                    |      |
| B 052                      | Prince Morannon                    | \$9  |
| Blister includes 1 model   |                                    |      |
| B 053                      | Wood Elf Team Booster Pack         | \$15 |
| Blister includes 4 models  |                                    |      |
| B 054                      | Blood Bowl Treeman                 | \$20 |
| Blister includes 1 model   |                                    |      |
| B 055                      | Jordalt Freshbreeze                | \$9  |
| Blister includes 1 model   |                                    |      |
| B 056                      | E+ Team Booster Pack               | \$15 |
| Blister includes 4 models  |                                    |      |
| B 057                      | Elf Cheerleaders                   | \$10 |
| Blister includes 4 models  |                                    |      |
| B 060                      | Undead Team Booster Pack           | \$20 |
| Blister includes 4 models  |                                    |      |
| B 061                      | Khemri Team Booster Pack           | \$15 |
| Blister includes 4 models  |                                    |      |
| B 065                      | Zara the Slayer                    | \$9  |
| Blister includes 1 model   |                                    |      |
| B 066                      | Vampire Counts Team Booster Pack   | \$9  |
| Blister includes 1 model   |                                    |      |
| B 067                      | Vampire Counts Cheerleader         | \$10 |
| Blister includes 1 model   |                                    |      |
| B 068                      | Ramtut III                         | \$9  |
| Blister includes 1 model   |                                    |      |
| B 069                      | Khemri Cheerleader                 | \$10 |
| Blister includes 1 model   |                                    |      |
| B 070                      | Dark Elf Team Booster Pack         | \$15 |
| Blister includes 4 models  |                                    |      |
| B 071                      | Dark Elf Cheerleaders              | \$10 |
| Blister includes 3 models  |                                    |      |
| B 072                      | Horkon Hearingipper                | \$9  |
| Blister includes 1 model   |                                    |      |
| B 080                      | Chaos Team Booster Pack            | \$12 |
| Blister includes 3 models  |                                    |      |
| B 081                      | Chaos Cheerleaders                 | \$10 |
| Blister includes 3 models  |                                    |      |
| B 082                      | Minotaur                           | \$15 |
| Blister includes 1 model   |                                    |      |
| B 083                      | Nurgle's Rotting Team Booster Pack | \$9  |
| Blister includes 2 models  |                                    |      |
| B 085                      | Chaos Dwarf Team Booster Pack      | \$9  |
| Blister includes 2 models  |                                    |      |
| B 086                      | Hthark the Unstoppable             | \$12 |
| Blister includes 1 model   |                                    |      |
| B 087                      | Lord Borak the Despoiler           | \$8  |
| Blister includes 1 model   |                                    |      |
| B 091                      | Dwarf Referee                      | \$7  |
| Blister includes 1 model   |                                    |      |
| B 092                      | Dwarf Cheerleaders                 | \$10 |
| Blister includes 3 models  |                                    |      |
| B 093                      | Dwarf Deathriar                    | \$20 |
| Blister includes 1 model   |                                    |      |



# PRICE LIST



|         |  |      |
|---------|--|------|
| B 100   | Orc Team Booster Pack<br>Blister includes 4 models         | \$15 |
| B 101   | Orc Cheerleaders<br>Blister includes 2 models              | \$10 |
| B 105   | Necromancer Team Booster Pack<br>Blister includes 5 models | \$20 |
| B 106   | Necromancer Cheerleader ....<br>Blister includes 1 model   | \$10 |
| B 110   | Goblin Team Booster Pack<br>Blister includes 3 models      | \$10 |
| B 111   | Goblin Cheerleaders<br>Blister includes 1 model            | \$10 |
| B 112   | Scrappa Sorehead<br>Blister includes 1 model               | \$9  |
| B 113   | Nobbia Blackwort<br>Blister includes 1 model               | \$9  |
| B 114   | Fungus the Loon<br>Blister includes 1 model                | \$9  |
| B 115   | Bommer Dribblesnot<br>Blister includes 1 model             | \$9  |
| B 120   | Lizardmen Team Booster Pack<br>Blister includes 3 models   | \$9  |
| B 121   | Blood Bowl Kroxigor<br>Blister includes 1 model            | \$15 |
| B 125   | Skaven Team Booster Pack<br>Blister includes 3 models      | \$15 |
| B 126   | Blood Bowl Rai Ogre<br>Blister includes 1 model            | \$15 |
| B 130   | Halfling Team Booster Pack<br>Blister includes 3 models    | \$10 |
| B 140   | Morg N Thorg<br>Blister includes 1 model                   | \$15 |
| B 141   | Blood Bowl Troll<br>Blister includes 1 model               | \$15 |
| B 146   | Thrudd the Barbarian<br>Blister includes 1 model           | \$15 |
| B 147   | Blood Bowl Major Trophies<br>Blister includes 6 models     | \$10 |
| B 150   | Blood Bowl Ogre<br>Blister includes 1 model                | \$15 |
| B 151   | Blood Bowl Ogre Thrower<br>Blister includes 2 models       | \$20 |
| MO 0289 | Ogre Blood Bowl Team<br>Box includes 6 models              | \$90 |

## Metal Bitz

### Amazons

|           |                    |        |
|-----------|--------------------|--------|
| 099906201 | Amazon Linewoman 1 | \$4.25 |
| 099906202 | Amazon Linewoman 2 | \$4.25 |
| 099906203 | Amazon Linewoman 3 | \$4.25 |
| 099906204 | Amazon Linewoman 4 | \$4.25 |
| 099906205 | Amazon Blitzzer 2  | \$4.25 |
| 099906206 | Amazon Blitzzer 1  | \$4.25 |
| 099906207 | Amazon Thrower     | \$4.25 |
| 099906208 | Amazon Catcher     | \$4.25 |
| 099906301 | Amazon Coach       | \$7    |

### Chaos

|           |                 |        |
|-----------|-----------------|--------|
| 099901101 | Chaos Warrior 1 | \$4.50 |
| 099901102 | Chaos Warrior 2 | \$4.50 |
| 099901103 | Chaos Warrior 3 | \$4.50 |
| 099901104 | Beastman 1      | \$4.50 |
| 099901105 | Beastman 2      | \$4.50 |
| 099901106 | Beastman 3      | \$4.50 |
| 099901107 | Beastman 4      | \$4.50 |
| 099903101 | Chaos Mutant 1  | \$4    |
| 099903102 | Chaos Mutant 2  | \$4    |
| 099903103 | Chaos Mutant 3  | \$4    |

### Chaos (Nurgie's Rotters)

|           |                       |        |
|-----------|-----------------------|--------|
| 099905301 | Nurgie's Rotter 1 ... | \$4.50 |
|-----------|-----------------------|--------|

|           |                            |        |
|-----------|----------------------------|--------|
| 099905302 | Nurgie's Rotter 2          | \$4.50 |
| 099905303 | Nurgie's Rotter 3          | \$4.50 |
| 099905304 | Nurgie's Rotter Beastman 1 | \$4.50 |
| 099905305 | Nurgie's Rotter Beastman 2 | \$4.50 |

### Chaos Dwarfs

|           |               |        |
|-----------|---------------|--------|
| 099903301 | Chaos Dwarf 1 | \$4.25 |
| 099903302 | Chaos Dwarf 2 | \$4.25 |
| 099903303 | Chaos Dwarf 3 | \$4.25 |
| 099903304 | Chaos Dwarf 4 | \$4.25 |
| 099903401 | Hobgoblin 1   | \$3.75 |
| 099903402 | Hobgoblin 2   | \$3.75 |
| 099903403 | Hobgoblin 3   | \$3.75 |
| 099903404 | Hobgoblin 4   | \$3.75 |

### Cheerleaders

|           |                                  |        |
|-----------|----------------------------------|--------|
| 099903501 | Dark Elf Cheerleader             | \$3    |
| 099903502 | High Elf Cheerleader             | \$3    |
| 099903503 | Orc Cheerleader                  | \$3    |
| 099903504 | Human Cheerleader                | \$3    |
| 099903505 | Chaos Cheerleader                | \$3    |
| 099903508 | Dwarf Cheerleader                | \$3    |
| 099903509 | Goblin Cheerleader 1 (Pony Tail) | \$3    |
| 099903510 | Goblin Cheerleader 2 (Topknot)   | \$3    |
| 099906101 | Elf Cheerleader                  | \$3.50 |
| 099906401 | Amazon Cheerleader A             | \$3.50 |
| 099906402 | Amazon Cheerleader B             | \$3.50 |
| 099909001 | Vampire Cheerleader              | \$3.50 |
| 099909101 | Khemri Cheerleader               | \$3.50 |
| 099909201 | Necromancer Cheerleader          | \$3.50 |

### Dark Elves

|           |                     |        |
|-----------|---------------------|--------|
| 099900201 | Dark Elf Thrower    | \$4.25 |
| 099900202 | Dark Elf Blitzzer 2 | \$4.25 |
| 099900203 | Dark Elf Blitzzer 1 | \$4.25 |
| 099900204 | Witch Elf 1         | \$4.25 |
| 099900205 | Witch Elf 2         | \$4.25 |
| 099900206 | Dark Elf Lineman 1  | \$4.25 |
| 099900207 | Dark Elf Lineman 2  | \$4.25 |
| 099900208 | Dark Elf Lineman 3  | \$4.25 |

### Dwarfs

|           |                   |        |
|-----------|-------------------|--------|
| 099900501 | Dwarf Longbeard 1 | \$4.25 |
| 099900502 | Dwarf Longbeard 2 | \$4.25 |
| 099900503 | Dwarf Longbeard 3 | \$4.25 |
| 099900504 | Dwarf Runner 1    | \$4.25 |
| 099900505 | Dwarf Blitzzer 1  | \$4.25 |
| 099900506 | Dwarf Slayer 1    | \$4.25 |
| 099900507 | Dwarf Runner 2    | \$4.25 |
| 099900508 | Dwarf Blitzzer 2  | \$4.25 |
| 099900509 | Dwarf Slayer 2    | \$4.25 |

### Elves

|           |                |        |
|-----------|----------------|--------|
| 099905901 | Elf Lineman 1  | \$4.50 |
| 099905902 | Elf Lineman 2  | \$4.50 |
| 099905903 | Elf Lineman 3  | \$4.50 |
| 099905904 | Elf Lineman 4  | \$4.50 |
| 099905905 | Elf Blitzzer 1 | \$4.50 |
| 099905906 | Elf Blitzzer 2 | \$4.50 |
| 099905907 | Elf Thrower 1  | \$4.50 |
| 099905908 | Elf Thrower 2  | \$4.50 |
| 099905909 | Elf Catcher 1  | \$4.50 |
| 099905910 | Elf Catcher 2  | \$4.50 |

### Goblins

|           |          |        |
|-----------|----------|--------|
| 099902501 | Goblin 1 | \$3.50 |
| 099902502 | Goblin 2 | \$3.50 |
| 099902503 | Goblin 3 | \$3.50 |
| 099902504 | Goblin 4 | \$3.50 |
| 099902505 | Goblin 5 | \$3.50 |

### Halflings

|           |                   |         |
|-----------|-------------------|---------|
| 099902101 | Halfling 2        | \$3.50  |
| 099902002 | Halfling 1        | \$3.50  |
| 099902003 | Halfling 3        | \$3.50  |
| 099902004 | Halfling 6        | \$3.50  |
| 099902005 | Halfling 4        | \$3.50  |
| 099902006 | Halfling 5        | \$3.50  |
| 099907001 | Treeman Right Arm | \$3.25  |
| 099907002 | Treeman Body      | \$12.50 |
| 099907003 | Treeman Left Arm  | \$3.25  |

### High Elves

|           |                           |        |
|-----------|---------------------------|--------|
| 099900101 | High Elf Lineman 1        | \$4.25 |
| 099900102 | High Elf Lineman 2        | \$4.25 |
| 099900103 | High Elf Lineman 3        | \$4.25 |
| 099900104 | High Elf Lineman 4        | \$4.25 |
| 099900105 | High Elf Thrower          | \$4.25 |
| 099900106 | High Elf Dragon Warrior 1 | \$4.25 |
| 099900107 | High Elf Lion Warrior 1   | \$4.25 |
| 099900108 | High Elf Dragon Warrior 2 | \$4.25 |
| 099900109 | High Elf Lion Warrior 2   | \$4.25 |

### Humans

|           |                  |        |
|-----------|------------------|--------|
| 099903701 | Human Lineman 1  | \$4.25 |
| 099903702 | Human Lineman 2  | \$4.25 |
| 099903703 | Human Lineman 3  | \$4.25 |
| 099903704 | Human Catcher 1  | \$4.25 |
| 099903705 | Human Catcher 2  | \$4.25 |
| 099903706 | Human Thrower    | \$4.25 |
| 099903707 | Human Blitzzer 1 | \$4.25 |
| 099903708 | Human Blitzzer 2 | \$4.25 |
| 099903709 | Human Blitzzer 3 | \$4.25 |

### Khemri

|           |                            |        |
|-----------|----------------------------|--------|
| 099905101 | Khemri Mummy 1             | \$4.50 |
| 099905102 | Khemri Mummy 2             | \$4.50 |
| 099905103 | Khemri Skeleton Head Sprue | \$2.25 |
| 099905104 | Khemri Head 1              | \$1.25 |
| 099905105 | Khemri Head 2              | \$1.25 |
| 099905106 | Khemri Collar              | \$0.75 |
| 099905107 | Khemri Skeleton Torso      | \$1.25 |
| 099905108 | Khemri Arm Sprue           | \$1.25 |
| 099905109 | Khemri Pad Sprue           | \$1.25 |
| 099905110 | Khemri Skeleton Legs       | \$1.25 |

### Lizardmen

|           |                                |        |
|-----------|--------------------------------|--------|
| 099906501 | Saurus with One Horn           | \$3.50 |
| 099906502 | Saurus Arm 1                   | \$2.25 |
| 099906503 | Saurus with Two Horns          | \$3.50 |
| 099906504 | Saurus Arm 2                   | \$2.25 |
| 099906505 | Skink with Long Crest          | \$4.25 |
| 099906506 | Skink with Two Small Crests    | \$4.25 |
| 099906507 | Skink with Single Small Crests | \$4.25 |
| 099906508 | Skink without Helmet           | \$4.25 |
| 099907801 | Kroxigor without Head Crest    | \$1    |
| 099907802 | Kroxigor with Head Crest       | \$1    |
| 099907803 | Kroxigor Body                  | \$12   |
| 099907804 | Kroxigor Arm                   | \$1    |
| 099907805 | Kroxigor Tail                  | \$1    |

### Necromancer & Undead

|           |               |        |
|-----------|---------------|--------|
| 099901001 | Ghoul 1       | \$4.25 |
| 099901002 | Ghoul 2       | \$4.25 |
| 099901003 | Skeleton 1    | \$4.25 |
| 099901004 | Skeleton 2    | \$4.25 |
| 099901005 | Zombie 1      | \$4.25 |
| 099901006 | Zombie 2      | \$4.25 |
| 099901007 | Mummy 1       | \$4.50 |
| 099901008 | Mummy 2       | \$4.50 |
| 099901009 | Wight 1       | \$4.25 |
| 099901010 | Wight 2       | \$4.25 |
| 099908202 | Werewolf Head | \$2.25 |
| 099908203 | Werewolf Body | \$8    |
| 099908401 | Flesh Golem   | \$8    |

### Norse

|           |                 |        |
|-----------|-----------------|--------|
| 099903601 | Norse Thrower   | \$4.25 |
| 099903602 | Norse Lineman 1 | \$4.25 |



|           |                  |        |
|-----------|------------------|--------|
| 099903603 | Norse Lineman 2  | \$4.25 |
| 099903604 | Norse Lineman 3  | \$4.25 |
| 099903605 | Norse Catcher 1  | \$4.25 |
| 099903606 | Norse Catcher 2  | \$4.25 |
| 099903607 | Norse Blitzler 1 | \$4.25 |
| 099903608 | Norse Blitzler 2 | \$4.25 |

**Ogres**

|           |                         |     |
|-----------|-------------------------|-----|
| 099905501 | Ogre Head (Random)      | \$2 |
| 099905502 | Ogre Torso A            | \$4 |
| 099905503 | Ogre Torso B            | \$4 |
| 099905504 | Ogre Shoulder Pads      | \$2 |
| 099905505 | Ogre Legs A             | \$4 |
| 099905506 | Ogre Legs B             | \$4 |
| 099905507 | Ogre Legs C             | \$4 |
| 099905508 | Ogre Arm Sprue A        | \$3 |
| 099905509 | Ogre Arm Sprue B        | \$3 |
| 099905510 | Ogre Arm Sprue C        | \$3 |
| 099905511 | Ogre Arm Sprue D        | \$3 |
| 099905512 | Ogre Thrower Arm (Grot) | \$2 |
| 099905513 | Ogre Thrower Torso      | \$4 |
| 099905514 | Ogre Thrower Legs       | \$4 |
| 099905515 | Ogre Grot with Ball     | \$3 |

**Orcs**

|           |                     |        |
|-----------|---------------------|--------|
| 099900301 | Black Orc Blocker 1 | \$4.50 |
| 099900302 | Black Orc Blocker 2 | \$4.50 |
| 099900303 | Orc Blitzler 1      | \$4.25 |
| 099900304 | Orc Blitzler 2      | \$4.25 |
| 099900305 | Orc Blitzler 3      | \$4.25 |
| 099900306 | Orc Thrower         | \$4.25 |
| 099900307 | Orc Lineman 1       | \$4.25 |
| 099900308 | Orc Lineman 2       | \$4.25 |
| 099900309 | Orc Lineman 3       | \$4.25 |

**Referees and Trophies**

|           |                         |        |
|-----------|-------------------------|--------|
| 099903506 | Dwarf Referee           | \$8    |
| 099903507 | Human Referee           | \$8    |
| 099905801 | Blood Bowl Trophy 1     | \$2.25 |
| 099905802 | Blood Bowl Trophy 2     | \$2.25 |
| 099905803 | Blood Bowl Trophy 3     | \$2.25 |
| 099905804 | Blood Bowl Trophy 4     | \$2.25 |
| 099905805 | Blood Bowl Trophy 4 Top | \$1.25 |

**Skaven**

|           |                               |        |
|-----------|-------------------------------|--------|
| 099900401 | Skaven Lineman 1              | \$4.50 |
| 099900402 | Skaven Lineman 2              | \$4.50 |
| 099900403 | Skaven Lineman 3              | \$4.50 |
| 099900404 | Skaven Gutler Runner 1        | \$4.50 |
| 099900405 | Skaven Gutler Runner 2        | \$4.50 |
| 099900406 | Skaven Thrower                | \$4.50 |
| 099900407 | Skaven Stormvermin 1          | \$4.50 |
| 099900408 | Skaven Stormvermin 2          | \$4.50 |
| 099902702 | Skaven Mutant with Extra Arms | \$4.50 |
| 099902703 | Skaven Mutant with Claw       | \$4.50 |
| 099902704 | Skaven Mutant with Big Hand   | \$4.50 |
| 099902705 | Skaven Mutant with Long Legs  | \$4.50 |

**Star Players & Big Guys**

|           |                             |        |
|-----------|-----------------------------|--------|
| 099900601 | Scrappe Sorehead            | \$6.75 |
| 099900701 | Griff Oberwald              | \$9    |
| 099900801 | Morg N Thorg Head           | \$2.50 |
| 099900802 | Morg N Thorg Torso          | \$7.75 |
| 099900803 | Morg N Thorg Legs           | \$4.75 |
| 099900901 | Nobbla Blackwort            | \$6.75 |
| 099901301 | Mighty Zag                  | \$9    |
| 099901401 | Varag Ghouchewar            | \$9    |
| 099901501 | Count Luther von Drakenborg | \$9    |
| 099901601 | Horkon Heartripper          | \$9    |
| 099901701 | Prince Morannon             | \$9    |
| 099901801 | Grim Ironlaw                | \$9    |
| 099901901 | Deathroller Driver          | \$4.50 |
| 099901902 | Deathroller Wheel Top       | \$3.75 |
| 099901903 | Deathroller Wheel Bottom    | \$3.75 |
| 099901904 | Deathroller Seat            | \$2.50 |
| 099901905 | Deathroller Side            | \$1.50 |
| 099901906 | Deathroller Gear Stick      | \$2.50 |

|           |                          |        |
|-----------|--------------------------|--------|
| 099902101 | Fungus the Loon          | \$6.75 |
| 099902201 | Bomber Dnbblesnot        | \$6.75 |
| 099902301 | Ripper Bolgrot Head      | \$3    |
| 099902302 | Ripper Bolgrot Torso     | \$5    |
| 099902303 | Ripper Bolgrot Arm       | \$3    |
| 099902304 | Ripper Bolgrot Legs      | \$4    |
| 099902401 | Head Splitter Head       | \$3.50 |
| 099902402 | Head Splitter Torso      | \$6    |
| 099902403 | Head Splitter Legs       | \$5.50 |
| 099902601 | Lord Borak the Despoiler | \$9    |
| 099902801 | Gnashnak Blackhoof Head  | \$2.50 |
| 099902802 | Gnashnak Blackhoof Torso | \$5    |
| 099902803 | Gnashnak Blackhoof Legs  | \$5    |
| 099902804 | Gnashnak Blackhoof Arm   | \$2.50 |
| 099902901 | Jordell Freshbreeze      | \$9    |
| 099903003 | Hinark the Unstoppable   | \$4.50 |
| 021100505 | Bull Centaur Right Side  | \$3.75 |
| 021100506 | Bull Centaur Left Side   | \$3.75 |
| 099903201 | Haklam Skuttlespike      | \$9    |
| 099906601 | Silbik Body              | \$6.75 |
| 099906602 | Silbik Arm & Horns       | \$2.25 |
| 099907901 | Thrudd Head 1            | \$1    |
| 099907902 | Thrudd Head 2            | \$1    |
| 099907903 | Thrudd Body              | \$10   |
| 099907904 | Thrudd Arm               | \$1    |
| 099907905 | Thrudd Base              | \$2    |
| 099908501 | Zara the Slayer          | \$9    |
| 099908601 | Ramlut III               | \$9    |

**Vampire Counts**

|           |                  |        |
|-----------|------------------|--------|
| 099908801 | Vampire Player 1 | \$4.75 |
| 099908802 | Vampire Player 2 | \$4.50 |
| 099908803 | Vampire Player 3 | \$4.50 |
| 099908804 | Vampire Player 4 | \$4.50 |
| 099908805 | Vampire Player 5 | \$4.50 |
| 099908806 | Vampire Thrall 1 | \$4.50 |
| 099908807 | Vampire Thrall 2 | \$4.50 |
| 099908808 | Vampire Thrall 3 | \$4.50 |
| 099908809 | Vampire Thrall 4 | \$4.50 |

**Wood Elves**

|           |                      |        |
|-----------|----------------------|--------|
| 099901201 | Wood Elf Lineman 1   | \$4.25 |
| 099901202 | Wood Elf Lineman 2   | \$4.25 |
| 099901203 | Wood Elf Thrower     | \$4.25 |
| 099901204 | Wood Elf Catcher 1   | \$4.25 |
| 099901205 | Wood Elf Catcher 2   | \$4.25 |
| 099901206 | Wood Elf Wardancer 1 | \$4.25 |
| 099901207 | Wood Elf Wardancer 2 | \$4.25 |

**Classic/Collector's Range****Metal Bitz****Classic Star Players**

|           |                             |     |
|-----------|-----------------------------|-----|
| 099900601 | Scrappe Sorehead            | \$8 |
| 099900701 | Griff Oberwald              | \$8 |
| 099900801 | Morg N Thorg Head           | \$8 |
| 099900802 | Morg N Thorg Torso          | \$8 |
| 099900803 | Morg N Thorg Legs           | \$8 |
| 099900901 | Nobbla Blackwort            | \$8 |
| 099901301 | Mighty Zag                  | \$8 |
| 099901401 | Varag Ghouchewar            | \$8 |
| 099901501 | Count Luther von Drakenborg | \$8 |
| 099901601 | Horkon Heartripper          | \$8 |
| 099901701 | Prince Morannon             | \$8 |
| 099901801 | Grim Ironlaw                | \$8 |
| 099901901 | Deathroller Driver          | \$8 |
| 099901902 | Deathroller Wheel Top       | \$8 |
| 099901903 | Deathroller Wheel Bottom    | \$8 |
| 099901904 | Deathroller Seat            | \$8 |
| 099901905 | Deathroller Side            | \$8 |
| 099901906 | Deathroller Gear Stick      | \$8 |

# PRICE LIST

|           |                      |     |
|-----------|----------------------|-----|
| 099901201 | Wood Elf Lineman 1   | \$8 |
| 099901202 | Wood Elf Lineman 2   | \$8 |
| 099901203 | Wood Elf Thrower     | \$8 |
| 099901204 | Wood Elf Catcher 1   | \$8 |
| 099901205 | Wood Elf Catcher 2   | \$8 |
| 099901206 | Wood Elf Wardancer 1 | \$8 |
| 099901207 | Wood Elf Wardancer 2 | \$8 |



**Hoshi Komi**  
073387-2



**Gregor Meissan**  
073387-3



**Dieter Hammerslash**  
073387-6



**Tuern Redvenom**  
073387-5



**Barik Farblast**  
073387-4



**Withergrasp Doubledrool**  
073387-7



**Eldric Sidewinder**  
073387-10



**Flint Chumblade**  
073387-11



# CLASSIC RANGE



**Greaser  
Geargrinder**  
073387-12



**Frank 'N'  
Stein**  
073387-14



**Slarga  
Fouistrike**  
073387-16



**Wilhelm  
Chaney**  
073387-17



**Ugroth Ripper  
Bolgot**  
073387-18



**Rasta  
Tail Spike**  
073387-19



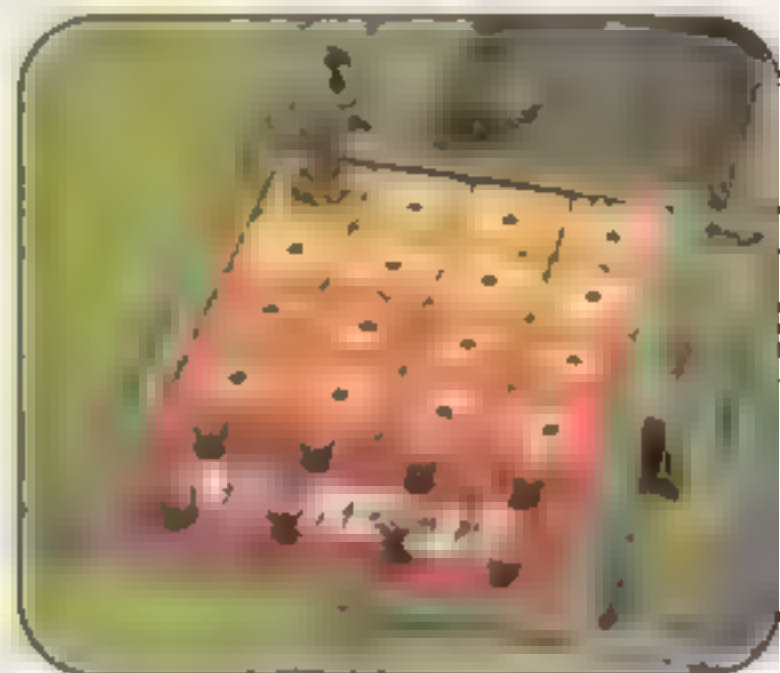
**Lewdgrit  
Whiparm**  
073498-1



**Bilerot  
Vomifflesh**  
073498-3



**Dorjak  
Sureclaw**  
073498-4



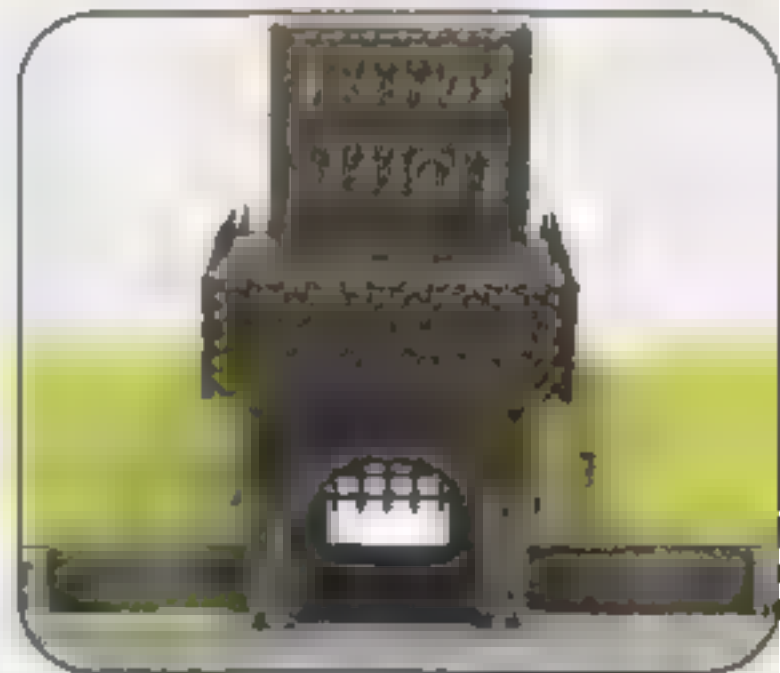
**Wormhowl  
Greyscar**  
073498-5



**Duke Luthor  
Von Hawkfire**  
073498-7



**Galmen  
Goreblade**  
073498-8





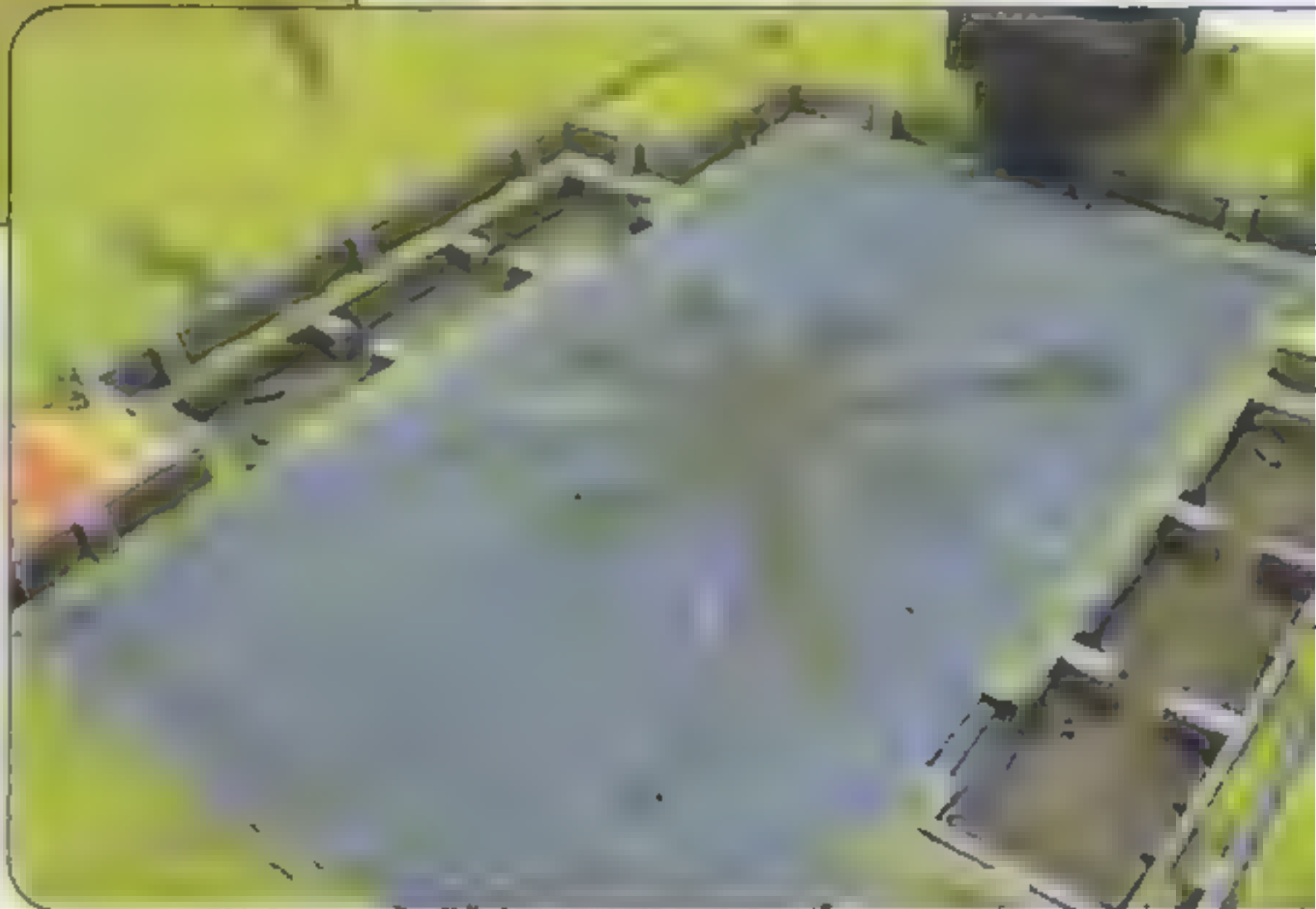


## SHOWCASE

While the Blood Bowl Pitch in the boxed set is a perfectly fine surface to play your games of Blood Bowl upon, some crazed hobbyists go even further! These Blood Bowl stadiums are both impressive scenery projects and fully functioning Blood Bowl pitches.

**Above:** A Blood Bowl pitch made by Ray Dransfield. The exterior design makes it seem as though it is part of a busy Empire city.

**Left and Right:** This pitch was made especially for the Championship Game of the Chaos Cup held at the 2003 Chicago Games Day. Being the home stadium for the Chaos Cup, the influences of the Romans Powers can be seen in details like the Chaos star at midfield and the scoreboard made out of 40K Chaos Vehicle Accessory Sprue gargoyle heads.







# EPIC: ARMAGEDDON

*Infantry, vast columns of armor, super heavy tanks, and massive Titans that tower over the battlefield all take part in a combined arms effort to win the day. Epic: Armageddon is warfare in the deadly 41st millennium but on a whole new scale.*

## War on an EPIC Scale!

The Epic: Armageddon rules allow players to fight battles with Epic-scale models (about 6 or 7 mm tall for a man-sized creature). This fantastic scale allows access to the full spectrum of units and war machines available to a futuristic commander or warlord. Where a game of Warhammer 40,000 might have a few lanks per side, the size of Epic Armageddon allows for dozens upon dozens of such vehicles of destruction to be under the control of each player. You'll need that kind of firepower to take on the enemy! Mighty Titans, immense war machines the size of skyscrapers, stride into the fray. Flyers streak overhead, and squad after squad of infantry hole up in cover to offer support or launch assaults to swarm over enemy armor. The game is all about artillery barrages, swift scouting vehicles, and the kinds of battles that any gamer would truly deem EPIC.



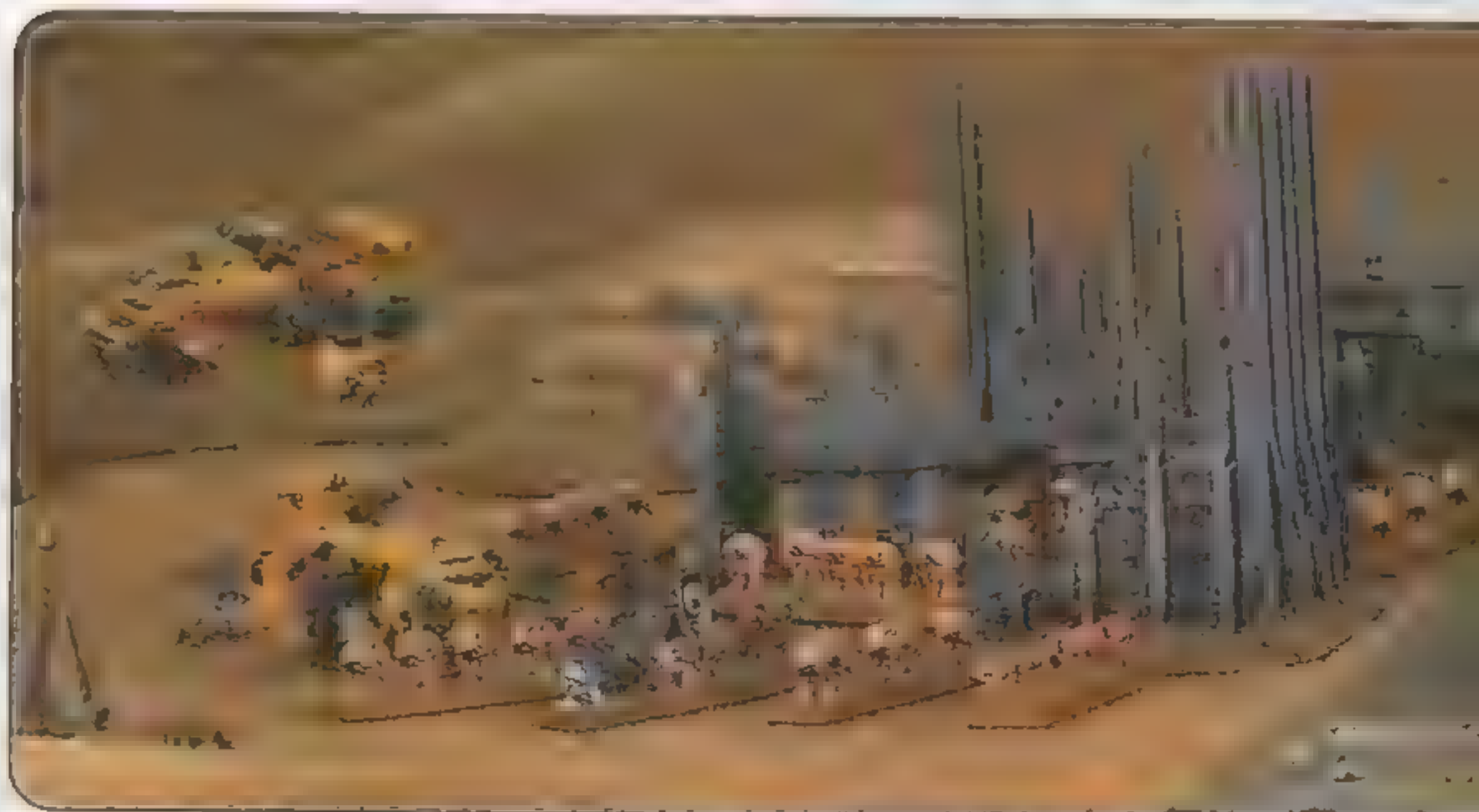
*Above: Mighty Warlord Titans stalk the battlefields of Armageddon, unleashing torrents of firepower!*

## WHY ARMAGEDDON, and When Can You Expect It?

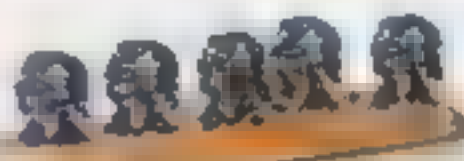
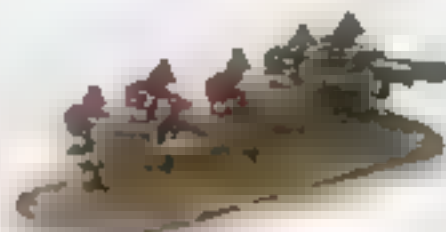
Longtime hobbyists will recognize much in Epic: Armageddon, as it combines many of the previous Epic-scale models and concepts with the Warhammer 40,000 Battle for Armageddon Campaign. Serious veterans will even recall board games about the many struggles on this key Imperial planet.

Epic: Armageddon includes a history of the major wars fought on Armageddon and details the military units that took place in the ferocious fighting that occurred. The new Epic: Armageddon rules are designed to reflect the kinds of battles that were rampant on the planet during the last Ork invasion.

The Epic: Armageddon rulebook and the first batches of new releases are expected mid-2004. For more details check out *White Dwarf* magazine or the Games Workshop web site. To see more on this exciting new development directly, go to the Specialist games web site at [www.specialist-games.com/](http://www.specialist-games.com/)







***It is the purest folly to believe that an individual can save Armageddon. Wars are not won by heroes. They are won by firepower, force, and the application of strategy and tactics.***

Commissar Yarnick

### What Will the New Rulebook Contain?

The Epic Armageddon rulebook will be divided into five major sections, each of which will teach you about an important aspect of the Epic hobby.

**The Rules.** The rules are subdivided into the Core Rules and then Advanced Rules sections for Specialist Units & Weapons, War Engines, and Aerospace Operations. Each of these sections is followed by a small selection of training scenarios that allow you to try out the new rules that have been introduced.

**Background & Forces.** This section describes the background to the Third Armageddon War and the different Imperial Guard, Space Marine, and Ork units that are taking part in it. The information on the units includes a datasheet that tells you everything you need to know to use these units in games of Epic.

**Gaming.** This section explains how to play tournament, scenario, and campaign games. It includes army lists for use in tournament games for the most important armies involved in the Armageddon War and sections on how to design your own scenarios and invent your own units and formations.

**Collecting & Painting.** The collecting and painting section explains how to go about collecting an Epic army and describes a number of different methods you can use to paint the models. It also describes methods you can use to make Epic-scale terrain to fight your battles over.

**Appendices.** The Epic: Armageddon rulebook is rounded off by a set of appendices, which cover frequently asked questions about the game rules and how to use models for units not covered in the army lists. The appendices also include a selection of reference sheets, roster sheets, and templates that are useful when playing Epic.





# INQUISITOR

*You have been told of the Inquisition, that shadowy organization that defends Mankind and the Emperor from the perils of heresy, possession, alien dominance, and rebellion.*

*You have been told the Inquisition is the ultimate defense against the phantoms of fear and terror that lurk in the darkness between the stars.*

*You have been told the Inquisition employs the bright saviors in an eclipse of evil, the purest and most devoted warriors of the Emperor.*

*You have been told the Inquisition is united in its cause to rid the galaxy of any threat, from without or within.*

*Everything you have been told is a lie!*

For 10 000 years, the forces of the Emperor's Inquisition have fought a secret war to defend humanity from its worst enemies: the alien, the heretic, and the Daemon. But this war is fought as much with hearts and minds as with guns and blade. It is a war without mercy that is fought in the dark, forgotten corners of the galaxy.

We come to the shadowy world of the Inquisitor! This narrative wargame allows you to play the part of a bold hero or cruel villain in the horrifying universe of the 41st millennium. Each player controls one or more characters who are represented by large-scale miniatures that move and fight over a tabletop battlefield.

This skirmish-level, narrative-driven game adds a whole new level of detail to gaming in the 41st millennium.

The Inquisitor rulebook contains all the rules needed to play as well as a comprehensive armory and details of many special talents, abilities, and psychic powers. Extensive tips and guidance for Games Masters can be found as well as 15 fully detailed sample characters. Inquisitive minds will also find plenty of background for the character types as well as painting and modeling tips. So, for those of you ready for more character and roleplay in your tabletop gaming, Inquisitor is for you.

## Inquisitor Scale Models

Games Workshop has designed an extensive range of Inquisitor models for all of the characters detailed in the Inquisitor rulebook and many more besides. These large-scale models are much bigger than the majority of Citadel Miniatures. Man-sized models in the other GW games are approximately 28 mm high, whereas those for Inquisitor are roughly 54 mm to 60 mm high.

From Imperial agents and aliens to extra-weapons and conversion pieces, all the Inquisitor models and codes available can be found on the following pages. For the latest releases, it is worth checking out the "More Games" section on the Games Workshop website at [www.games-workshop.com](http://www.games-workshop.com).

## Conversion Ideas

With all the individuality of characters in Inquisitor and the hyper-detailed skirmish rules, many players find themselves doing conversions on their large-scale models. Of course, it is possible to use all the bits in the Inquisitor range but cunning converters will be able to find a host of parts throughout the rest of this catalog, especially with large monsters and even some war machines or vehicles!

Watch Hunter Tyro and his retinue prepare for an encounter with underground mutants.











**Inquisitor Rulebook**  
70-01-60

## Inquisitor Rulebook

All of the rules needed to play the hyper-detailed Inquisitor game can be found in the Inquisitor rulebook. There is also background describing all the different characters you can use in your games of Inquisitor as well as some painting and modeling tips.

## Exterminatus Magazine

*Exterminatus Magazine* is an Inquisitor publication filled with great articles and all the latest news about the Inquisitor game. It's also the place where the rules supporting the new models we make can be found.



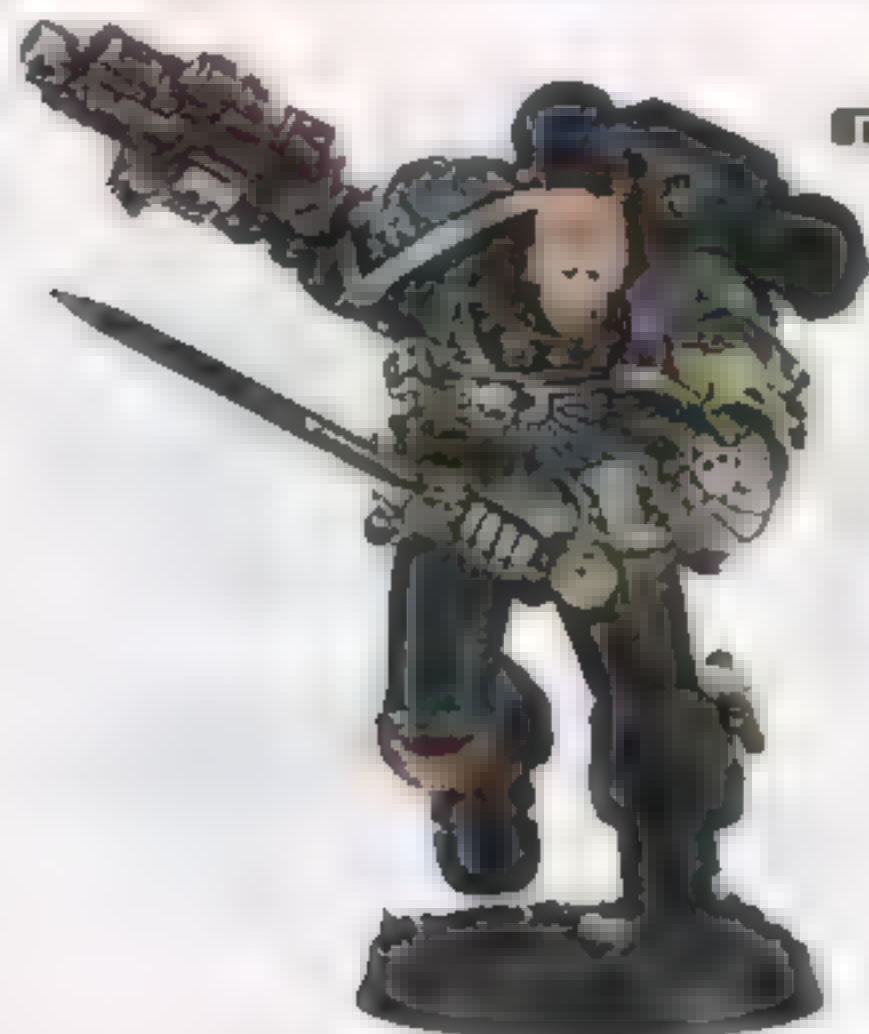
**Inquisitor Dice Pack**  
70-01-60

## Inquisitor Dice Pack

This package contains five 6-sided dice with the Inquisitor "I" in place of the single pip on the "1" side of the die, 4 10-sided dice, and 1 scatter die. All dice are pearlized red.







**Deathwatch Battle Brother Artemis (1)**  
70-06



**Artemis Left Arm**  
139900205



**Artemis Backpack**  
139900213



**Artemis Rear Torso**  
139900203



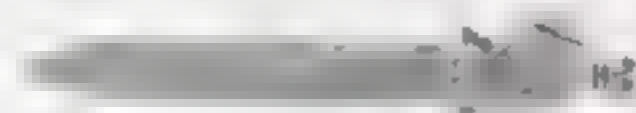
**Artemis Front Torso**  
139900204



**Artemis Right Arm**  
139900202



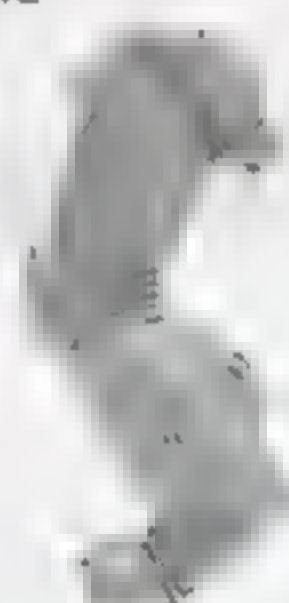
**Artemis Bolter**  
139900213



**Artemis Sword**  
139900212



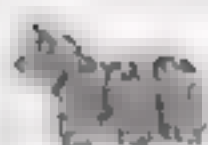
**Artemis Right Leg**  
139900208



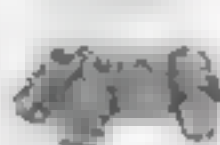
**Artemis Left Leg**  
139900209



**Artemis Head**  
139900201



**Artemis Grenade Belt 1**  
139900207



**Artemis Grenade Belt 2**  
139900210

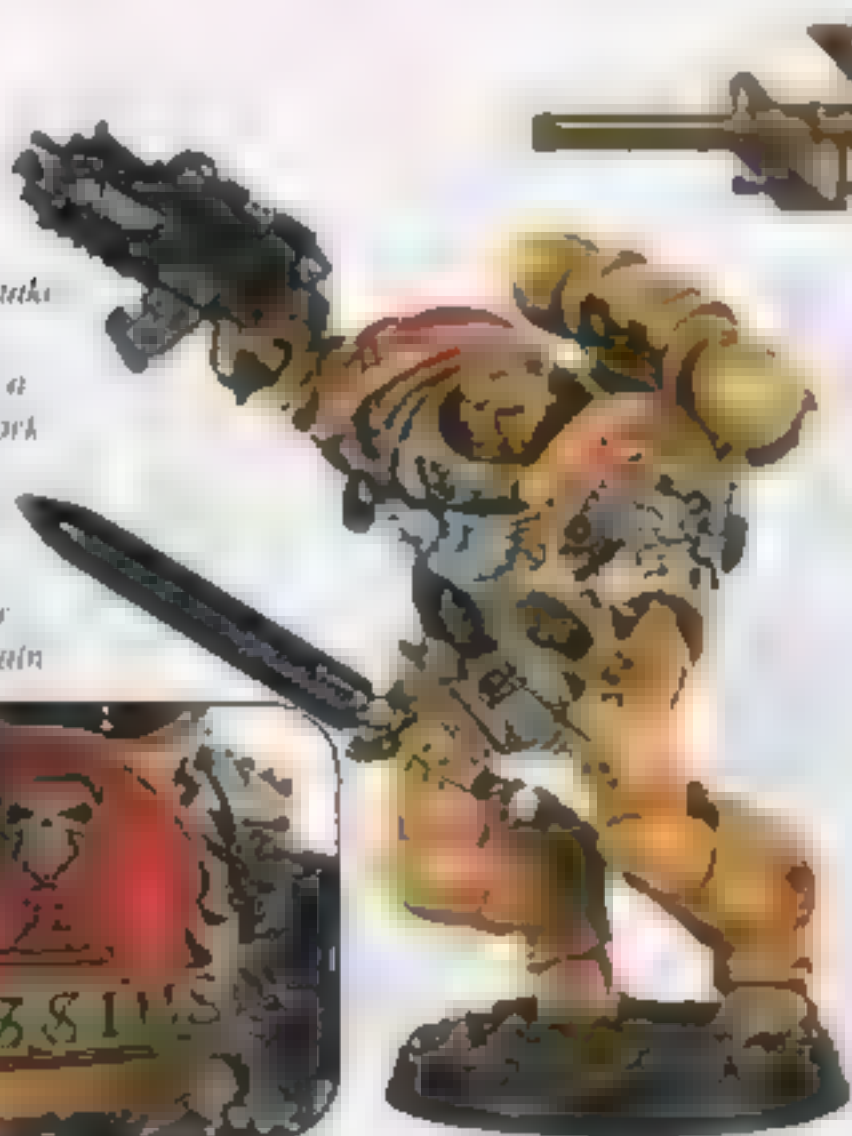


**Artemis Combat Knife**  
139900206



**Artemis Accessories Sprue**  
139900211

*Darren Latham used the bits that make up Battle Brother Artemis and added a little bit of putty work and some exquisite painting details to create this Inquisitor-scale Blood Angels Captain*

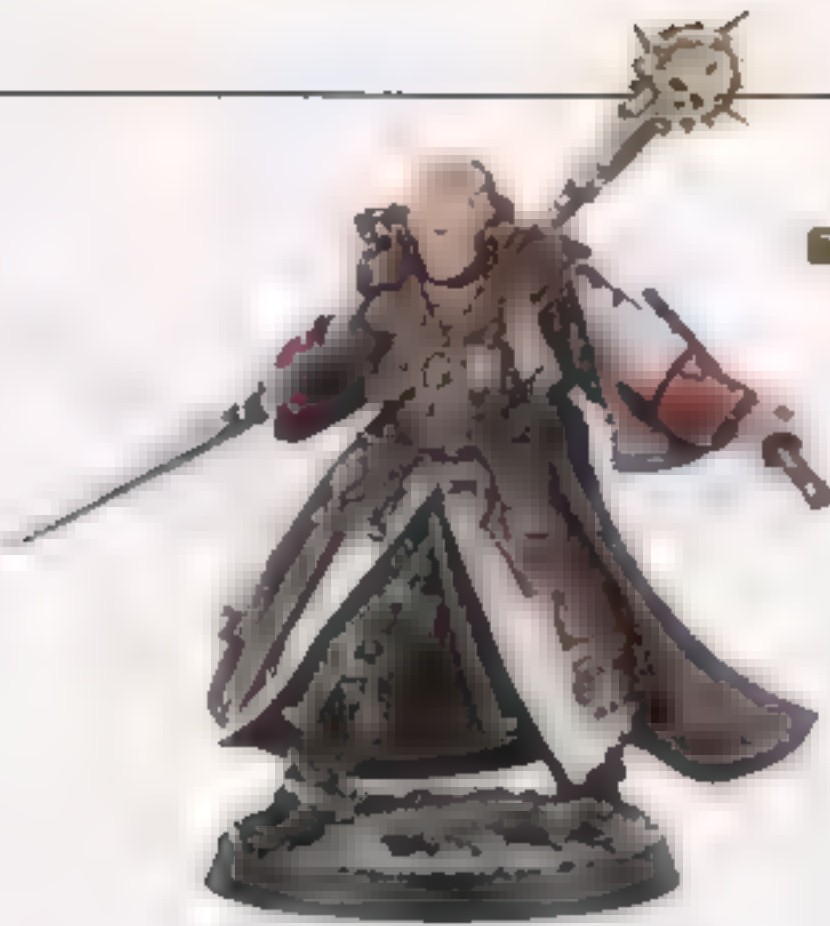


*Mark Edwards used some putty to sculpt the tabard that Brother Konrad wears and heavily converted the head to give him a clawed power fist (quite useful for cleansing the universe in the 41st millennium).*









**Inquisitor Eisenhorn (1)**  
70-09



**Eisenhorn Right Sword**  
139900602



**Eisenhorn Left Arm With Scabbard**  
139900604



**Eisenhorn Holster**  
139900608



**Eisenhorn Sigils Sprue**  
139900607



**Eisenhorn Left Leg**  
139900606



**Eisenhorn Right Leg**  
139900605



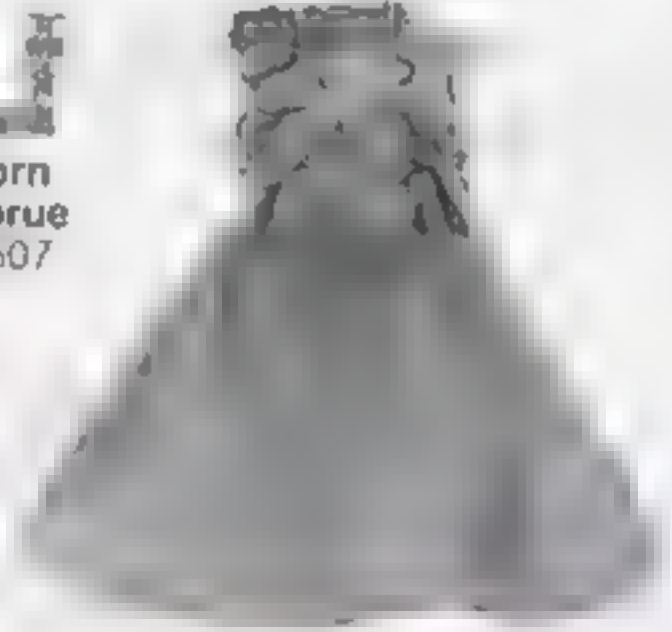
**Eisenhorn Staff**  
139900610



**Eisenhorn Head**  
139900601



**Eisenhorn Scanner**  
139900609



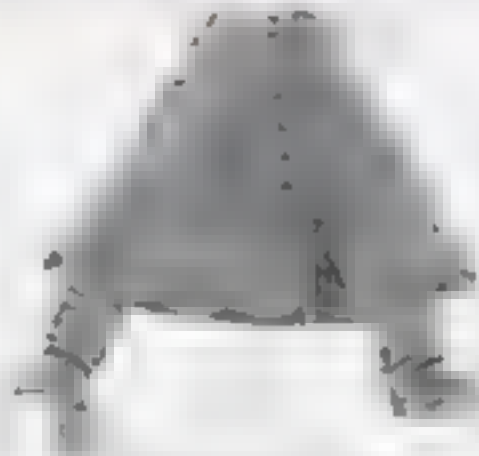
**Eisenhorn Body**  
139900603



**Inquisitor Covenant (1)**  
70-12



**Covenant Accessory Sprue**  
139900110



**Covenant Legs**  
139900107



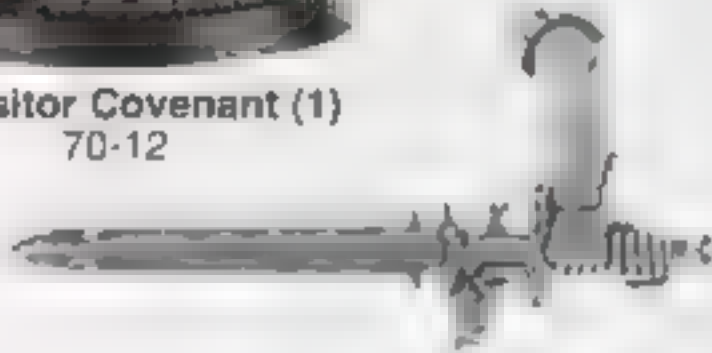
**Covenant Head**  
139900101



**Covenant Psycannon**  
139900102



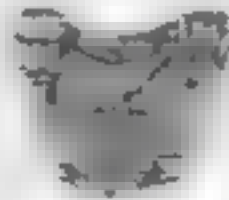
**Covenant Sigils Sprue**  
139900109



**Covenant Left Arm w/ Sword**  
139900106



**Covenant Body Back**  
139900104



**Covenant Body Front**  
139900105



**Covenant Right Arm**  
139900103



**Covenant Backpack**  
139900108





**Gruss Head**  
139900701

**Gruss Right Arm with Pistol**  
139900702

**Gruss Body**  
139900703

**Gruss Left Arm with Drill**  
139900704

**Delphan Gruss (1)**  
70-10

**Power Tubes Sprue 2**  
139900712

**Power Tubes Sprue 3**  
139900713

**Gruss Hoses**  
139900710

**Gruss Right Leg**  
139900705

**Gruss Tabard**  
139900706

**Gruss Left Leg**  
139900707

**Gruss Servo Claw Sprue**  
139900708

**Gruss Servo Claw Sprue 2**  
139900709

**Gruss Accessories Sprue**  
139900711



**Tech-Priest Tezla (1)**  
IN03

**Tezla Control Panel**  
139901809

**Tezla Head**  
139901801

**Tezla Skull**  
139901814

**Tezla Holster**  
139901806

**Tezla Lantern**  
139901808

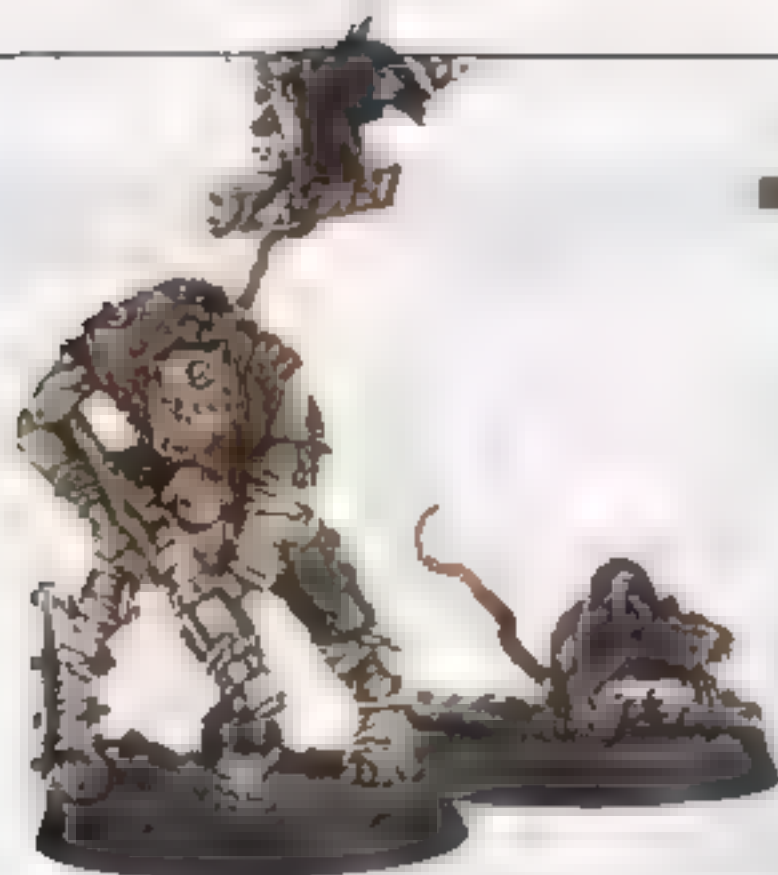
**Tezla Axe Arm**  
139901802

**Tezla Left Arm**  
139901804

**Tezla Power Tools Sprue**  
139901811

*Note. The complete Tech-Priest Tezla model includes the following bits from the Delphan Gruss model: 139900703, 139900705, 139900707, 139900710, 139900712, and 139900713*





**Quovandius (2)**  
70-11



**Quovandius Head**  
139900901



**Quovandius Right Arm w/ Rifle**  
139900902



**Quovandius Left Arm**  
139900904



**Quovandius Body**  
139900903



**Quovandius Puppet**  
139900905



**Quovandius Back Banner**  
139900911



**Quovandius Legs**  
139900906



**Quovandius Giant Rat Body and Head**  
139900908



**Quovandius Giant Rat Head 2**  
139900909



**Quovandius Giant Rat Leg**  
139900910



**Quovandius Holster**  
139900907



*Kremling Industries has created many Golden Demon winning entries in the past. Here, he shows that the lion's touch of Fabian was indeed passed to the mutants of Inquisitor Pictus, who took home a bronze trophy at the Golden Demon competition in 2018.*



**Mutant Emissary Fabian (1)**  
IN02



**Fabian Head Sprue**  
139901701



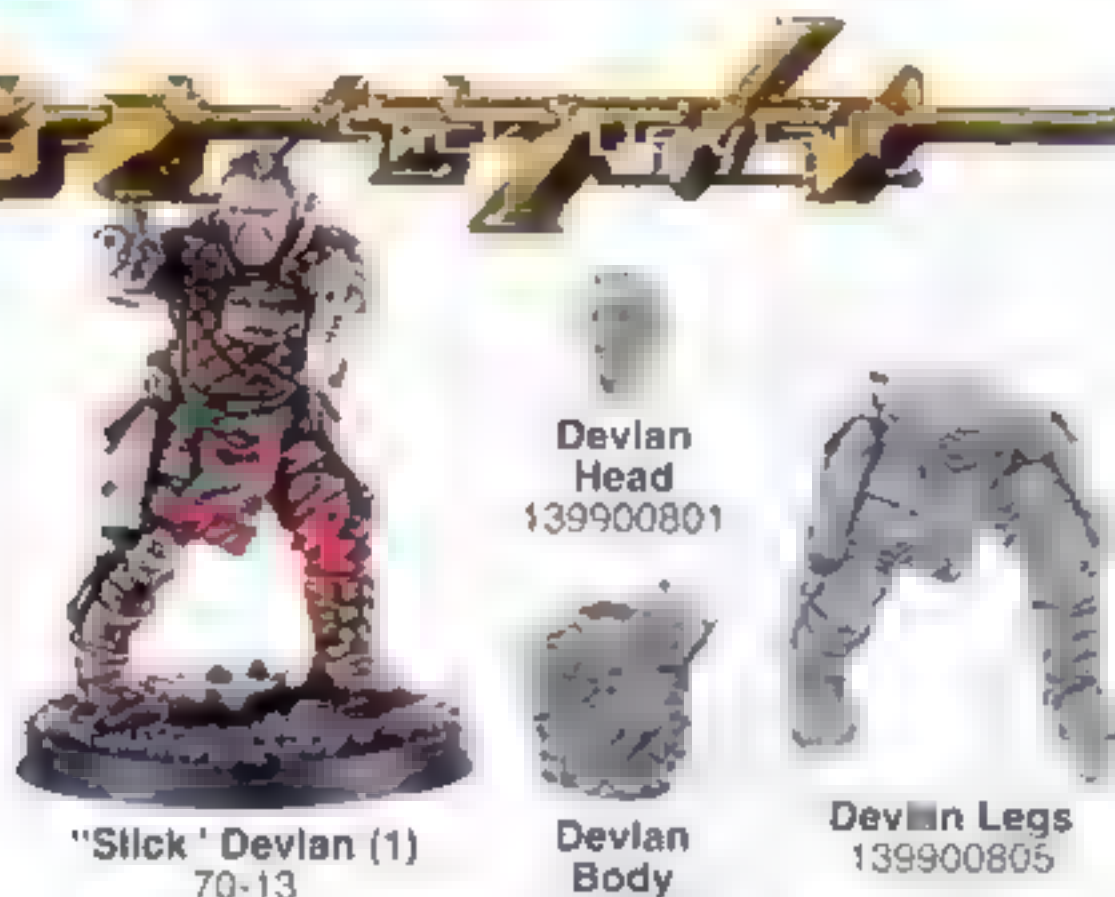
**Fabian Right Arm**  
139901702



**Fabian Left Arm**  
139901704

*Note: The complete Mutant Emissary Fabian model includes the following bits from the Quovandius model: 139900901, 139900902, 139900903, and 139900904.*





**Devlan Head**  
139900801



**Devlan Body**  
139900803



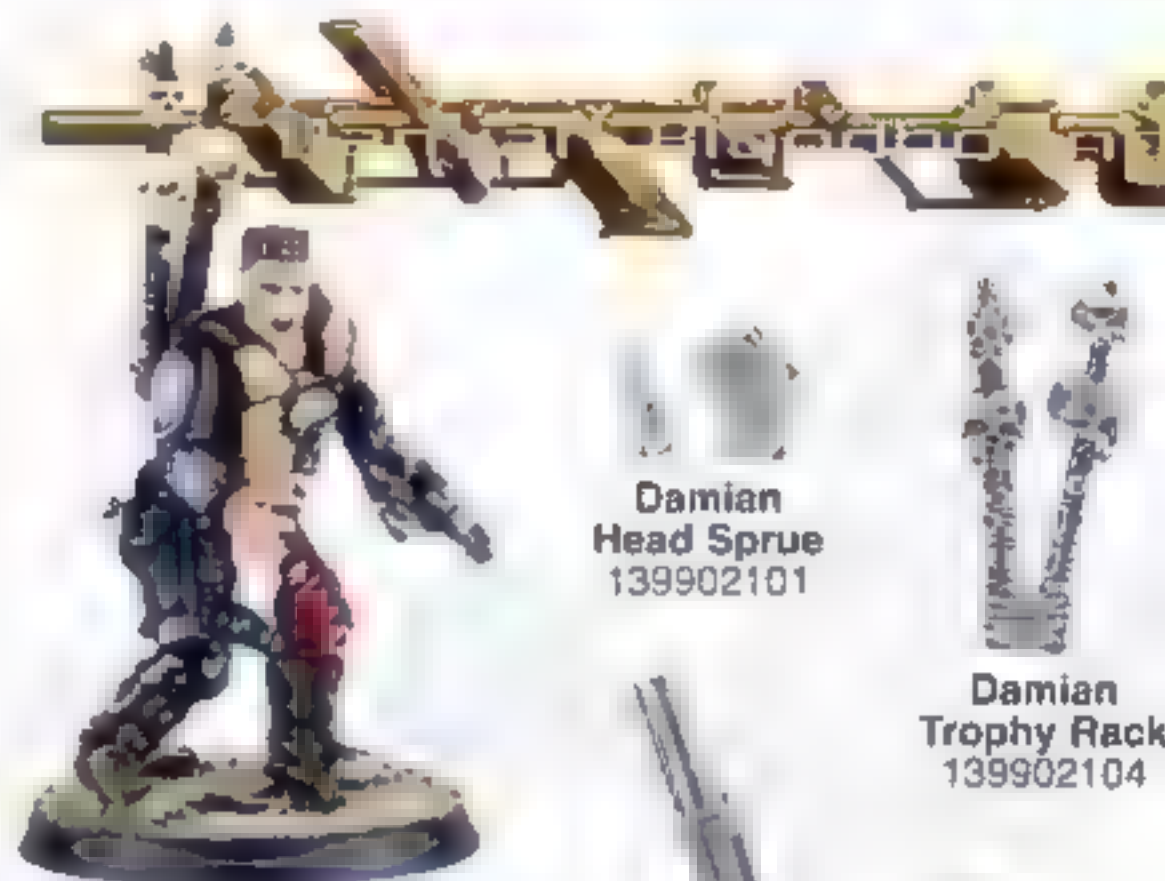
**Devlan Legs**  
139900805



**Devlan Left Arm**  
139900804



**Devlan Right Arm**  
139900802



**Damian Head Sprue**  
139902101



**Damian Arm Sprue**  
139902102



**Damian Trophy Rack**  
139902104

**Damian Bloodhound (1)**  
IN06

*Note: The complete Damian Bloodhound model includes the following sprues: IN06, 139902101, 139902102, 139902103, 139902104, and 139902105*



**Witch Hunter Tyrus (1)**  
70-15



**Tyrus Head**  
139901102



**Tyrus Body Front**  
139901105



**Tyrus Body Rear**  
139901106



**Tyrus Blades Sprue**  
139901115



**Tyrus Left Arm w/ Pistol**  
139901107



**Tyrus Right Arm**  
139901104



**Tyrus Holster**  
139901114



**Tyrus Grenade Belt**  
139901111



**Tyrus Sigil Sprue**  
139901110



**Tyrus Skull Belt Buckle**  
139901113



**Tyrus Left Shoulder Pad**  
139901103



**Tyrus Right Shoulder Pad**  
139901101



**Tyrus Shields**  
139901112



**Tyrus Right Leg**  
139901108



**Tyrus Left Leg**  
139901109









**Cherubael Head**  
139901001



**Cherubael Right Arm**  
139901002



**Cherubael Body**  
139901003



**Cherubael Tabards**  
139901006



**Cherubael Accessory Sprue**  
139901005



**Cherubael Sigil Sprue**  
139901007



**Cherubael Legs**  
139901004



**Cherubael (1)**  
70-16



**Security Enforcer Barbaretta (2)**  
70-17



**Barbaretta Head**  
139901501



**Barbaretta Right Arm**  
139901502



**Barbaretta Holstered Club**  
139901506



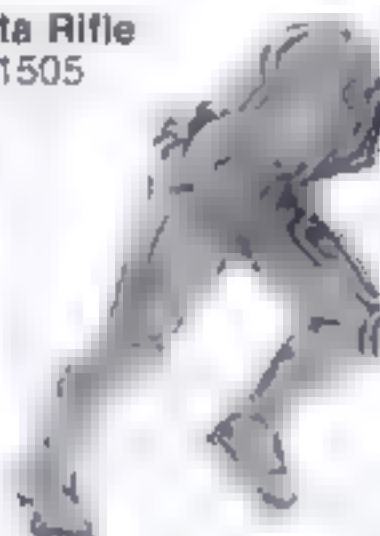
**Barbaretta Left Arm w/ Club**  
139901504



**Barbaretta Shield**  
139901507



**Barbaretta Rifle**  
139901505



**Barbaretta Legs**  
139901503



**Barbaretta Security Dog Right Side**  
139901508



**Barbaretta Security Dog Left Side**  
139901509



**Lucretia Head 1**  
139901901



**Lucretia Head 1**  
139901902



**Lucretia Left Arm**  
139901906



**Hunt Team Leader Lucretia Bravus (2)**  
IN04

*Note: The complete Lucretia Bravus model includes the following parts from the Barbaretta model: 139901501, 139901504, 139901505, 139901508, and 139901509.*





**Unbound Daemonhost (1)**  
IN-33



**Daemonhost Arm**  
139904803



**Daemonhost Head**  
139904801



**Daemonhost Torso**  
139904802



**Daemonhost Lower Body**  
139904805



**Daemonhost Leg**  
139904804



**Daemonhost Base**  
139904806



**Daemonhost Accessories**  
139904807



**Famillar (1)**  
139904901 (B.t)  
IN35 (Complete)



**Daemonhuntress Arm**  
139904701



**Daemonhuntress Upper Body**  
139904702



**Daemonhuntress Force Halberd**  
139904703



**Daemon Huntress (1)**  
IN32



**Daemonhuntress Shoulder Gun**  
139904704



**Daemonhuntress Trophy Head**  
139904708



**Daemonhuntress Servo Skull**  
139904705



**Daemonhuntress Tabard**  
139904706



**Daemonhuntress Legs**  
139904707





**Severina/Sevora  
Head Sprue**  
139901404

**Severina Sword**  
139901402

**Sevora  
Hands & Knives**  
139901406



**Severina & Sevora Devout (2)**  
70-18

**Sevora  
Torso**  
139901405

**Severina  
Dagger  
Bell**  
139901403

**Severina  
Torso**  
139901401

**Severina/Sevora  
Right Leg**  
139901407

**Severina/Sevora  
Left Leg**  
139901408



**Malicant Chainsword**  
139900310



**Servo Skulls (Random 4)**  
N08



**Devotee Malicant (1)**  
70-20

**Malicant  
Head**  
139900301

**Malicant  
Left Arm**  
139900304

**Malicant  
Right Arm**  
139900302

**Malicant  
Sigils  
Sprue**  
139900306

**Malicant  
Body**  
139900303

**Malicant  
Book**  
139900307



**Servo Skull 1**  
139902301 (Random)



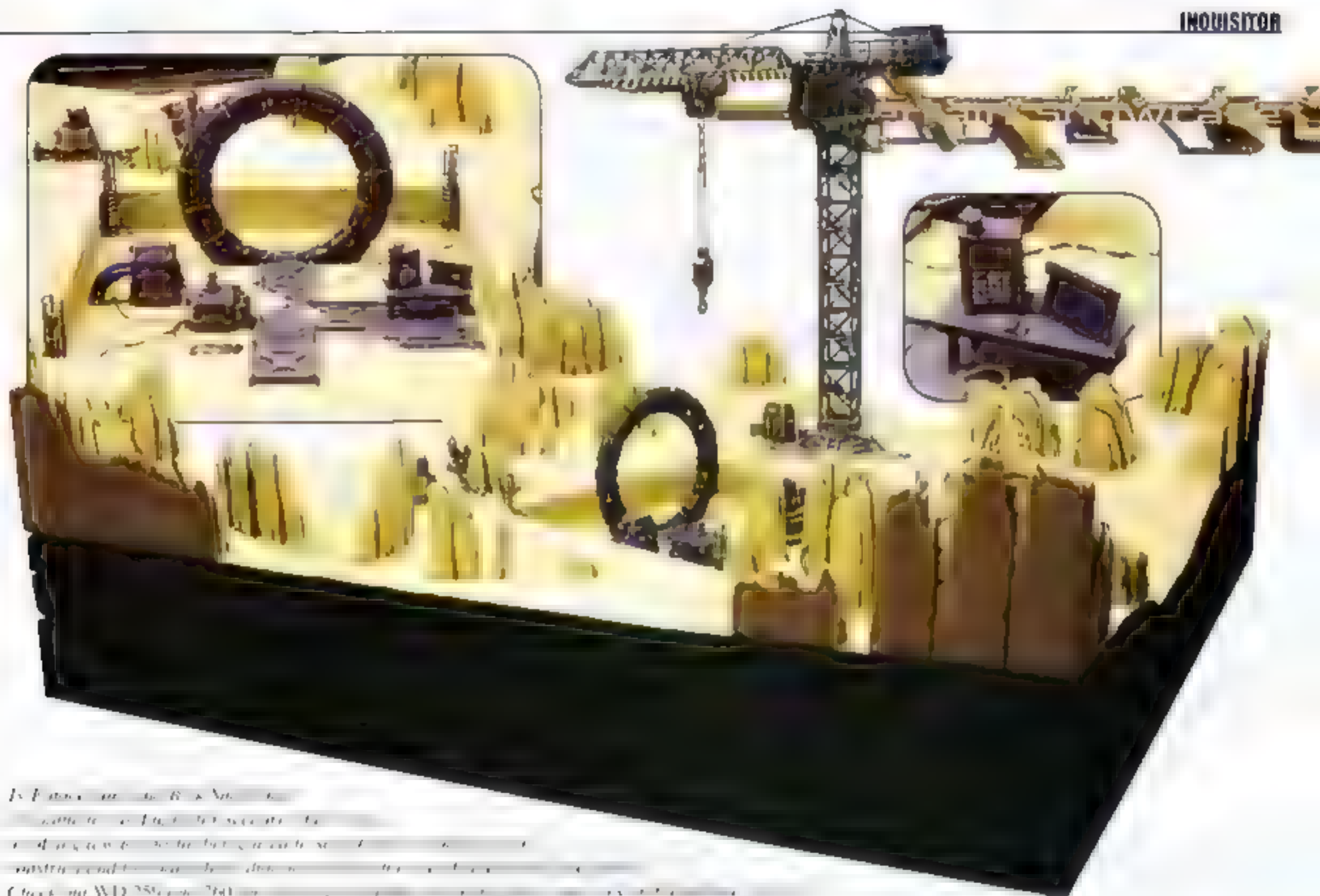
**Malicant Legs**  
139900305

**Malicant  
Epaulets**  
139900308

**Malicant Pistols  
& Holsters**  
139900309

**Servo Skull 1**  
139902302 (Random)

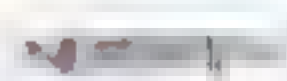


[illegible]

**Sergeant Stone (1)**  
70-19



**Sgt. Stone Head**  
139901301



**Sgt. Stone**  
**Combat Knife 1**  
**139901310**



**Sgt. Stone**  
**Combat Knife 2**  
**139901311**



**Sgt. Stone Tabard**  
139901305



**Sgt. Stone Trophy Hand**  
139901308



**Sgt. Stone**  
**Pistol Holder**  
139901309



**Sgt. Stone Legs**  
139901306



**Sgt. Stone Pole Arm**  
139901307



Sgt Stone  
Left Arm  
139901304



**Sgt Stone**  
**Body**  
**139901303**



Sgt Stone  
Right Arm  
139901302





**Krashrak the Stalker (1)**  
IN07



**Krashrak Left Arm**  
139902204



**Krashrak Body**  
139902203



**Krashrak Body**  
139902209



**Krashrak Blades**  
139902208



**Krashrak Accessory Sprue**  
139902211



**Krashrak Shoulder Spikes**  
139902210



**Krashrak Head**  
139902201



**Krashrak Left Leg**  
139902207



**Krashrak Right Leg**  
139902206



**Krashrak Trophy Rack**  
139902205



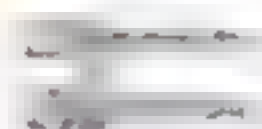
**Krashrak Right Arm**  
139902202



**Krieger "Krash" Thrax (1)**  
IN18



**Krieger Right Arm Claws**  
139903304



**Krieger Left Arm Claws**  
139903306



**Krieger Right Arm**  
139903301



**Krieger Left Arm**  
139903303



**Krieger Body**  
139903305



**Krieger Head**  
139903302



**Krieger Foot**  
139903309



**Krieger Wires**  
139903310



**Krieger Robotics**  
139903311



**Krieger Backpack**  
139903312



**Krieger Right Leg**  
139903307



**Krieger Left Leg & Torso**  
139903308





Major Jaxon (1)  
IN10



Jaxon  
Head  
139902701



Jaxon  
Right Arm  
139902702



Jaxon  
Body  
139902703



Jaxon  
Left Arm  
139902704



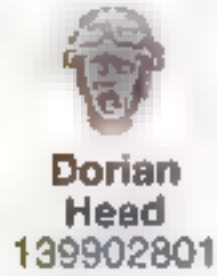
Jaxon Legs  
139902705



Sgt. Dorian Black (1)  
IN11



*Note: The complete Sgt. Dorian Black model includes the following but from the Major Jaxon model (139902703)*



Dorian  
Head  
139902801



Dorian Gun  
139902802



Dorian  
Left Arm  
139902804



Dorian Legs  
139902805



Sgt. "Toothpick" Murke (1)  
IN19



Toothpick  
Head  
139904301



Toothpick  
Right Arm  
139904302



Toothpick  
Body  
139904303



Toothpick  
Left Arm  
139904304



Toothpick  
Legs  
139904305





**Jerico Arm  
Sprue 1**  
139903204



**Jerico Arm  
Sprue 2**  
139903206



**Jerico  
Head 1**  
139903201



**Jerico  
Head 2**  
139903202



**Jerico  
Head 3**  
139903203



**Kal Jerico (1)**  
IN17



**Jerico  
Body**  
139903205



**Jerico  
Holster Sprue**  
139903207



**Jerico Legs**  
139903208



**Jerico Pistols**  
139903209



**Jerico  
Sword**  
139903211



**Jerico Sword Sprue**  
139903210



**Talon Hive Ganger (1)**  
IN28



**Talon  
Head**  
139904201



**Talon Legs**  
139904205



**Talon Left  
Arm**  
139904204



**Talon  
Body**  
139904203



**Talon  
Right Arm**  
139904202



*Citadel Miniatures designer Mark Bedford demonstrates how you can take a character model (like Sergeant Dragoon) and make a unique model with just a few of the best weapons (shown later in this section).*





**Kroot Mercenary (1)**  
IN22



**Kroot Mercenary Head**  
139903601



**Kroot Mercenary Backpack**  
139903607



**Kroot Mercenary Right Arm**  
139903602



**Kroot Mercenary Left Arm**  
139903604



**Kroot Mercenary Body**  
139903603



**Kroot Mercenary Right Leg**  
139903605



**Kroot Mercenary Left Leg**  
139903606



**Kroot Mercenary Accessory Sprue**  
139903608



**Purestrain Genestealer (1)**  
IN29



**Purestrain Head**  
139904401



**Purestrain Torso**  
139904405



**Purestrain Left Leg**  
139904409



**Purestrain Right Leg**  
139904410



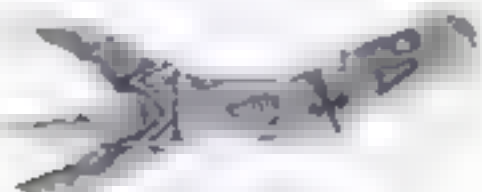
**Purestrain Upper Right Arm**  
139904404



**Purestrain Upper Left Arm**  
139904406



**Purestrain Lower Right Arm**  
139904407



**Purestrain Lower Left Arm**  
139904408





**Chaos Magus Head**  
139903501



**Chaos Magus Daemon Sword**  
139903502



**Chaos Magus Legs**  
139903506



**Chaos Magus Bolt Pistol**  
139903504



**Chaos Magus Torso**  
139903503



**Chaos Magus Icons Sprue**  
139903507



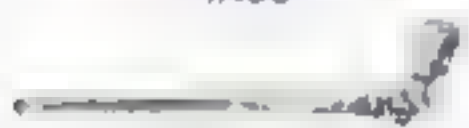
**Chaos Magus Tabard**  
139903505



**Navis Nobilitai (1)**  
IN36



**Navis Body**  
139905102



**Navis Right Hand**  
139905101



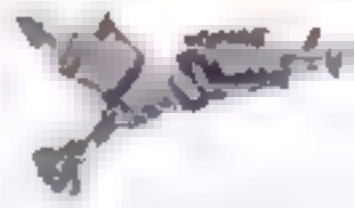
**Navis Left Hand**  
139905103



**Bodyguard (1)**  
IN37



**Bodyguard Body**  
139905203



**Bodyguard Right Arm**  
139905202



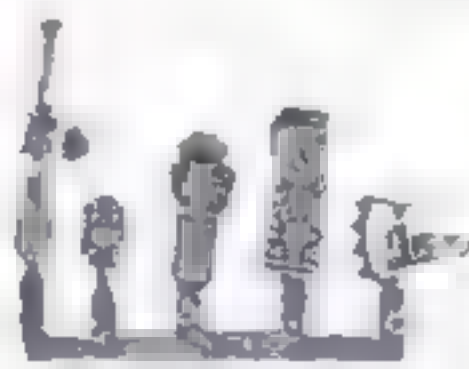
**Bodyguard Sprue 1**  
139905201



**Bodyguard Claw**  
139905207



**Bodyguard Left Arm**  
139905204



**Bodyguard Weapons Sprue**  
139905205



**Bodyguard Legs**  
139905206





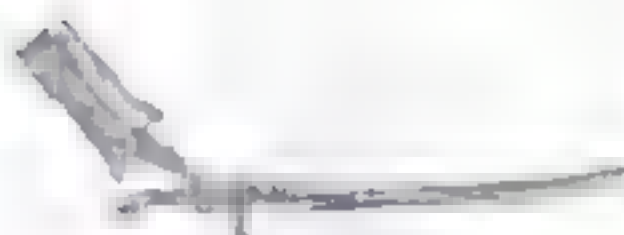
**Eldar Renegade (1)**  
IN24



**Eldar Renegade Left Arm**  
139903802



**Eldar Renegade Head**  
139903801



**Eldar Renegade Right Arm**  
139903805



**Eldar Renegade Body**  
139903803



**Eldar Renegade Backpack w/ Gun**  
139903804



**Lady Jens Orechiel (1)**  
IN40



**Orechiel Hair**  
139905503



**Orechiel Lower Body**  
139905505



**Sister Repentia (1)**  
IN39



**Repentia Head 1**  
139905401



**Repentia Head 2**  
139905402



**Repentia Shoulder Pad**  
139905406



**Orechiel Head**  
139905501



**Orechiel Shuriken Pistol**  
139905502



**Orechiel Torso/Cape**  
139905504



**Repentia Left Arm**  
139905404



**Repentia Right Arm**  
139905405

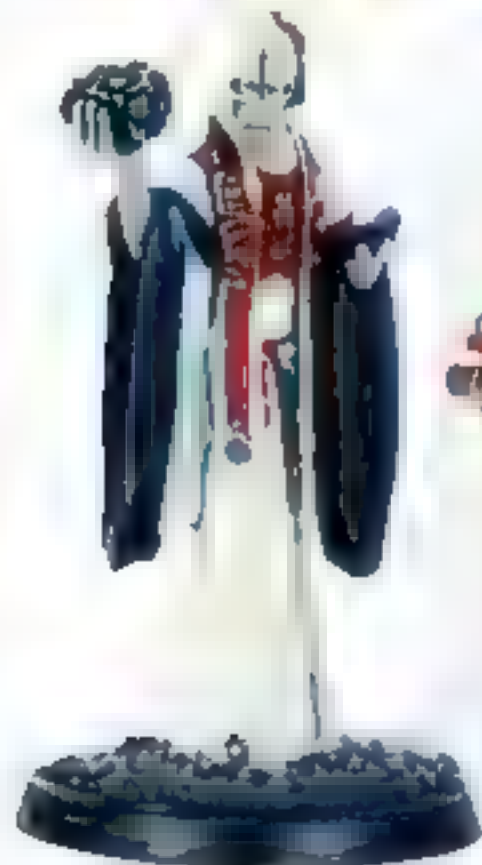


**Repentia Sword**  
139905407



**Repentia Body**  
139905403





**Tau Water Caste (2)**  
IN42



**Water Caste  
Left Arm**  
139905703



**Water Caste  
Right Arm**  
139905704



**Inquisitor Scarn (1)**  
IN43



**Water Caste  
Drone Sprue**  
139905705



**Water Caste  
Head Sprue**  
139905701



**Water Caste  
Body**  
139905702



**Scarn  
Head**  
139905801



**Scarn  
Hand**  
139905803



**Scarn Body**  
139905802



**Crime Lord (1)**  
IN45



**Crime Lord Body**  
139906002



**Crime Lord  
Cloak Part 1**  
139906004



**Crime Lord  
Cloak Part 2**  
139906005



**Crime Lord Head  
& Arm Sprue**  
139906001



**Crime Lord Cloak Top**  
139906003



While there are plenty of complete models to choose from, there are even more modeling and gaming options when you add this selection of booster packs and other metal bits packs designed specifically for customizing your Inquisitor characters.



**Inquisitor Base 1**  
139903101



**Inquisitor Base 2**  
139903102



**Inquisitor Base 3**  
139903103



**Inquisitor Base 4**  
139903104

**Inquisitor Scenic Base Pack**  
IN16



**Space Marine Metal Helmet Sprue**  
139904101 (B1)  
N27 (Complete)



**IG Accessory Sprue 2**  
139902602



**IG Accessory Sprue 1**  
139902601



**IG Backpack**  
139902603

**Imperial Guard Webbing Pack**  
N12



**IG Gun 1**  
139902502



**IG Gun 2**  
139902503



**IG Head Sprue**  
139902501



**IG Left Arm**  
139902505



**IG Knife Arm**  
139902504

**Imperial Guard Conversion Pack**  
N13



**IG Icons**  
139903001



**IG Hands**  
139903003



**IG Guns**  
139903004



**IG Pistols**  
139903002



**IG Knives**  
139903005

**Imperial Guard Booster Pack**  
IN15



**Valhallan Head**  
139902901



**Valhallan Legs**  
139902902

**Imperial Guard Valhallan Conversion Pack**  
IN14





**Alien Spear**  
139902406



**Alien Head 2**  
139902402



**Alien Head 1**  
139902401



**Alien Accessory**  
139902403



**Alien Weapon Sprue 1**  
139902404



**Alien Weapon Sprue 2**  
139902405

**Alien Bounty Hunter Booster Pack**  
IN09



**Chaos Mutant Tentacle Arm**  
139903403



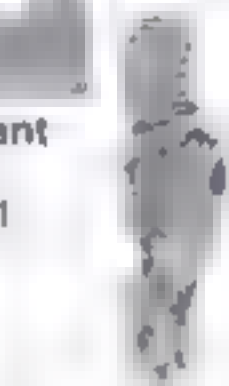
**Chaos Mutant Heads**  
139903401



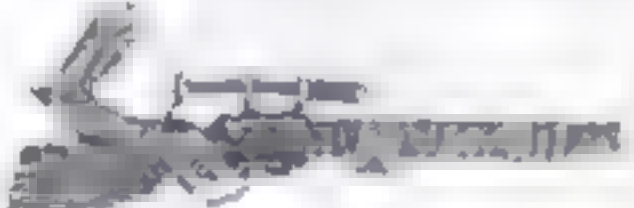
**Chaos Mutant Pistol**  
139903406



**Chaos Mutant Left Arm**  
139903407



**Chaos Mutant Plasma Weapon**  
139903402



**Chaos Mutant Lasgun Right Arm**  
139903404



**Chaos Mutant Left Lasgun Arm**  
139903405

**Chaos Mutants Booster Pack**  
IN20



**Kroot Mercenary Right Arm 2**  
139903703



**Kroot Mercenary Left Arm 2**  
139903704



**Kroot Mercenary Head 2**  
139903701



**Kroot Mercenary Backpack 2**  
139903702



**Kroot Mercenary Accessory Sprue 2**  
139903706



**Kroot Mercenary Long Rifle**  
139903705

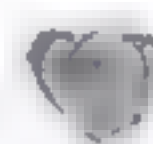
**Kroot Mercenary Booster Pack**  
IN23



**Magus Staff**  
139904504



**Magus Head**  
139904501



**Magus Breastplate**  
139904502



**Magus Left Arm**  
139904503



**Magus Right Arm**  
139904504

**Genestealer Magus Booster**  
IN30



**Hybrid Head 1**  
139904601



**Hybrid Head 2**  
139904602



**Hybrid Left Arms**  
139904603



**Hybrid Right Arms**  
139904604

**Genestealer Hybrid Booster**  
IN31





**Renegade Right Arm w/ Gun**  
139903902



**Renegade Head 2**  
139903901



**Renegade Left Arm 2**  
139903903



**Renegade Left Hand Sword Hilt**  
139903905

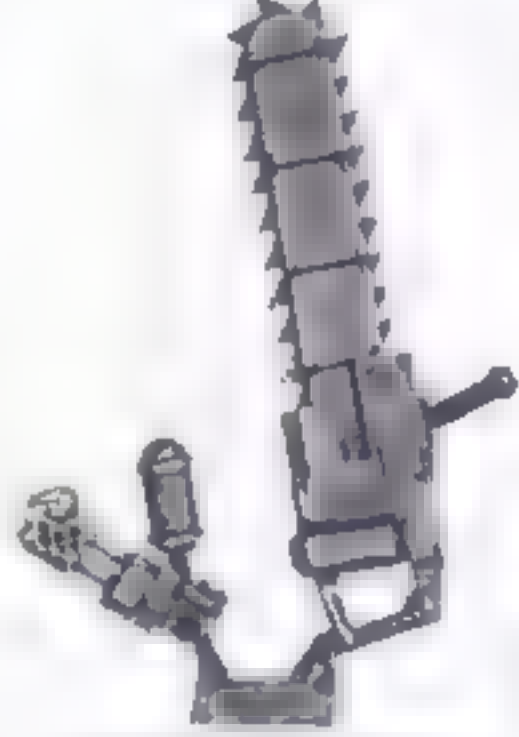


**Renegade Backpack 2**  
139903904

**Eldar Renegade Booster Pack**  
IN25



**Inquisitor Misc. Chain Weapon Sprue**  
139905603



**Inquisitor Eviscerator Sprue**  
139905601



**Inquisitor Chainsword Sprue**  
139905602

**Chain Weapon Booster Pack**  
IN41



**Melta-Bolter Combi Weapon**  
139904003



**Melta Gun 1**  
139904002



**Inferno Pistol**  
139904001



**Melta Gun 2**  
139904004



**Multi-Melta**  
139904005



**Multi-Melta Bipod**  
139904006

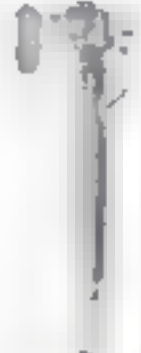
**Melta Weapon Booster Pack**  
IN26



**Inquisitor Force Axe 1**  
139905003



**Inquisitor Force Staff**  
139905004



**Inquisitor Force Hammer**  
139905005



**Inquisitor Force Axe 2**  
139905007



**Inquisitor Force Sword**  
139905001



**Inquisitor Force Staff**  
139905002



**Inquisitor Force Halberd**  
139905006

**Force Weapon Booster Pack**  
IN34





## Getting Started

|          |                     |      |
|----------|---------------------|------|
| 65-08    | Inquisitor Dice     | \$7  |
| 70-01-60 | Inquisitor Rulebook | \$40 |

## Complete Models & Booster Packs

|       |                                      |      |
|-------|--------------------------------------|------|
| 70-06 | Deathwatch Battle Brother Anemias    | \$35 |
| 70-07 | Damien 1427                          | \$25 |
| 70-08 | Preacher Josef                       | \$25 |
| 70-09 | Inquisitor Eisenhorn                 | \$30 |
| 70-10 | Magos Delphan Gruss                  | \$25 |
| 70-11 | Quovandius                           | \$25 |
| 70-12 | Inquisitor Covenant                  | \$30 |
| 70-13 | Slick Devlan                         | \$25 |
| 70-14 | Duke Von Castellon                   | \$25 |
| 70-15 | Witch Hunter Tyros                   | \$30 |
| 70-16 | Cherubae                             | \$25 |
| 70-17 | Special Security Enforcer Barbarotta | \$25 |
| 70-18 | Severina and Sevora Davout           | \$30 |
| 70-19 | Sergeant Stone                       | \$25 |
| 70-20 | Devotee Malicant                     | \$25 |
| N01   | Simone 38X                           | \$25 |
| N02   | Mutant Emissary Fabian               | \$25 |
| N03   | Tech Priest Tozia                    | \$25 |
| N04   | Hunt Team Leader Lucretia Bravus     | \$25 |
| N05   | Van Van Yastobaal                    | \$25 |
| N06   | Damien Bloodhound                    | \$25 |
| N07   | Krashrak the Stalker                 | \$25 |
| N08   | Servo Skulls                         | \$10 |
| N09   | Alien Bounty Hunter Booster Pack     | \$7  |
| N10   | Major Jaxon                          | \$25 |
| N11   | Sergeant Donan Black                 | \$25 |
| N12   | Imperial Guard Webbing Pack          | \$7  |
| N13   | Imperial Guard Conversion Pack       | \$8  |
| N14   | Imperial Guard Valhallan Conv. Pack  | \$8  |
| N15   | Imperial Guard Booster Pack          | \$10 |
| N16   | Inquisitor Scenic Base Pack          | \$10 |
| N17   | Kat Jenco                            | \$35 |

|     |                                      |      |
|-----|--------------------------------------|------|
| N18 | Krieger Krash Thrax                  | \$30 |
| N19 | Sergeant Toothpick Murke             | \$25 |
| N20 | Chaos Mutants Booster Pack           | \$10 |
| N21 | Chaos Magus                          | \$30 |
| N22 | Kroot Mercenary                      | \$25 |
| N23 | Kroot Mercenary Booster Pack         | \$10 |
| N24 | Eldar Renegade                       | \$25 |
| N25 | Eldar Renegade Booster Pack          | \$10 |
| N26 | Meta Weapon Booster Pack             | \$10 |
| N27 | Inquisitor Space Marine Helmet Pack  | \$9  |
| N28 | Taron Hive Ganger                    | \$25 |
| N29 | Purestrain Genestealer               | \$25 |
| N30 | Genestealer Magus Booster            | \$10 |
| N31 | Genestealer Hybrid Booster           | \$10 |
| N32 | Demon Mistress                       | \$30 |
| N33 | Demonhost Unbound                    | \$25 |
| N34 | Inquisitor Elite Weapon Booster Pack | \$8  |
| N35 | Familiar                             | \$10 |
| N36 | Nixus Noctula                        | \$35 |
| N37 | Bodyguard                            | \$25 |
| N38 | Sister Repentia                      | \$25 |
| N40 | Inquisitor Lady Jena Orschel         | \$30 |
| N41 | Chair Weapons Booster Pack           | \$9  |
| N42 | Tau Water Caste                      | \$25 |
| N43 | Inquisitor Scorn                     | \$30 |
| N45 | Crime Lord                           | \$25 |

## Metal Blitz

### Deathwatch Battle Brother Artemis Blitz

|           |                           |        |
|-----------|---------------------------|--------|
| 139900201 | Artemis Head              | \$2 50 |
| 139900202 | Artemis Right Arm         | \$4 75 |
| 139900203 | Artemis Rear Torso        | \$4 75 |
| 139900204 | Artemis Front Torso       | \$4 75 |
| 139900205 | Artemis Left Arm          | \$4 75 |
| 139900206 | Artemis Combat Knife      | \$1 25 |
| 139900207 | Artemis Grenade Belt 1    | \$1 25 |
| 139900208 | Artemis Right Leg         | \$4 75 |
| 139900209 | Artemis Left Leg          | \$4 75 |
| 139900210 | Artemis Grenade Belt 2    | \$1 25 |
| 139900211 | Artemis Accessories Sprue | \$1 25 |
| 139900212 | Artemis Sword             | \$2 50 |
| 139900213 | Artemis Bolt Gun          | \$3 50 |
| 139900214 | Artemis Backpack          | \$4 75 |

### Damien 1427 Blitz

|           |                      |        |
|-----------|----------------------|--------|
| 139900501 | Damien Head          | \$3 75 |
| 139900502 | Damien Right Arm     | \$6    |
| 139900503 | Damien Torso         | \$5    |
| 139900504 | Damien Left Arm      | \$6    |
| 139900505 | Damien Legs          | \$5    |
| 139900506 | Damien Skull Sprue   | \$1 25 |
| 139900507 | Damien Syringe Sprue | \$2 50 |

### Preacher Josef Blitz

|           |                         |        |
|-----------|-------------------------|--------|
| 139900401 | Josef Head              | \$3 75 |
| 139900402 | Josef Right Arm         | \$3 75 |
| 139900403 | Josef Body              | \$3 75 |
| 139900404 | Josef Left Arm          | \$2 50 |
| 139900405 | Josef Right Leg         | \$3 75 |
| 139900406 | Josef Left Leg          | \$3 75 |
| 139900407 | Josef Hammer Head       | \$2 50 |
| 139900408 | Josef Hammer Half       | \$3 75 |
| 139900409 | Josef Keys              | \$2 50 |
| 139900410 | Josef Accessories Sprue | \$3 75 |

### Inquisitor Eisenhorn Blitz

|           |                                |        |
|-----------|--------------------------------|--------|
| 139900601 | Eisenhorn Head                 | \$3 50 |
| 139900602 | Eisenhorn Right Sword Arm      | \$4 75 |
| 139900603 | Eisenhorn Body                 | \$8 25 |
| 139900604 | Eisenhorn Left Arm w. Scabbard | \$4 75 |
| 139900605 | Eisenhorn Right Leg            | \$3 50 |
| 139900606 | Eisenhorn Left Leg             | \$3 50 |
| 139900607 | Eisenhorn Skull Sprue          | \$1 75 |
| 139900608 | Eisenhorn Hoister              | \$2 50 |
| 139900609 | Eisenhorn Scanner              | \$2 50 |
| 139900610 | Eisenhorn Staff                | \$3 50 |

### Magos Delphan Gruss Blitz

|           |                           |        |
|-----------|---------------------------|--------|
| 139900701 | Gruss Head                | \$3 75 |
| 139900702 | Gruss Right Arm w. Pistol | \$5    |
| 139900703 | Gruss Body                | \$3 75 |
| 139900704 | Gruss Left Arm w. Drill   | \$5    |
| 139900705 | Gruss Right Leg           | \$6    |
| 139900706 | Gruss Tabard              | \$5    |
| 139900707 | Gruss Left Leg            | \$6    |
| 139900708 | Gruss Servo Claw Sprue    | \$2 50 |
| 139900709 | Gruss Servo Claw Sprue 2  | \$2 50 |
| 139900710 | Gruss Hoses               | \$2 50 |
| 139900711 | Gruss Accessories Sprue   | \$3 75 |
| 139900712 | Power Tubes Sprue 2       | \$2 50 |
| 139900713 | Power Tubes Sprue 3       | \$2 50 |

### Quovandius Blitz

|           |                               |        |
|-----------|-------------------------------|--------|
| 139900901 | Quovandius Head               | \$3 75 |
| 139900902 | Quovandius Right Arm w. Rifle | \$6    |
| 139900903 | Quovandius Body               | \$6    |
| 139900904 | Quovandius Left Arm           | \$3 75 |
| 139900905 | Quovandius Puppet             | \$2 50 |
| 139900906 | Quovandius Legs               | \$8 50 |
| 139900907 | Quovandius Pistol and Hoister | \$3 75 |
| 139900908 | Quovandius Giant Rat and Head | \$6    |
| 139900909 | Quovandius Giant Rat Head 2   | \$3 75 |
| 139900910 | Quovandius Giant Rat Leg      | \$2 50 |
| 139900911 | Quovandius Back Banner        | \$6    |

### Inquisitor Covenant Blitz

|           |                            |        |
|-----------|----------------------------|--------|
| 139900101 | Covenant Head              | \$3 50 |
| 139900102 | Covenant Psycannon         | \$2 50 |
| 139900103 | Covenant Right Arm         | \$3 50 |
| 139900104 | Covenant Body Back         | \$3 50 |
| 139900105 | Covenant Body Front        | \$3 50 |
| 139900106 | Covenant Left Arm w. Sword | \$3 50 |
| 139900107 | Covenant Legs              | \$6    |
| 139900108 | Covenant Backpack          | \$3 50 |
| 139900109 | Covenant Sigus Sprue       | \$1 75 |
| 139900110 | Covenant Accessories Sprue | \$1 75 |



### "Slick" Devian Bitz

|           |                  |        |
|-----------|------------------|--------|
| 139900801 | Devian Head      | \$3.75 |
| 139900802 | Devian Right Arm | \$6    |
| 139900803 | Devian Body      | \$5    |
| 139900804 | Devian Left Arm  | \$6    |
| 139900805 | Devian Legs      | \$9.75 |

### Duke Von Castellan Bitz

|           |                              |        |
|-----------|------------------------------|--------|
| 139901201 | Castellan Head               | \$3.75 |
| 139901202 | Castellan Right Arm w/ Sword | \$5    |
| 139901203 | Castellan Body               | \$5    |
| 139901204 | Castellan Left Arm w/ Pistol | \$5    |
| 139901205 | Castellan Right Coat Tail    | \$6    |
| 139901206 | Castellan Legs               | \$6    |
| 139901207 | Castellan Left Coat Tail     | \$6    |
| 139901208 | Castellan Scabbard           | \$3.75 |
| 139901209 | Castellan Epauvets           | \$2.50 |
| 139901210 | Castellan Shoulder Brads     | \$2    |
| 139901211 | Castellan Weapons Sprue      | \$3.75 |

### Witch Hunter Tyrus Bitz

|           |                          |        |
|-----------|--------------------------|--------|
| 139901101 | Tyrus Right Shoulder Pad | \$3.50 |
| 139901102 | Tyrus Head               | \$5.50 |
| 139901103 | Tyrus Left Shoulder Pad  | \$3.50 |
| 139901104 | Tyrus Right Arm          | \$6    |
| 139901105 | Tyrus Body Front         | \$6    |
| 139901106 | Tyrus Rear Body          | \$8.25 |
| 139901107 | Tyrus Left Arm w/ Pistol | \$6    |
| 139901108 | Tyrus Right Leg          | \$4.75 |
| 139901109 | Tyrus Left Leg           | \$4.75 |
| 139901110 | Tyrus Sigil Sprue        | \$2.50 |
| 139901111 | Tyrus Grenade Belt       | \$1.75 |
| 139901112 | Tyrus Shields            | \$3.50 |
| 139901113 | Tyrus Skull Belt Buckle  | \$1.75 |
| 139901114 | Tyrus Holster            | \$3.50 |
| 139901115 | Tyrus Blades Sprue       | \$3.50 |

### Cherubael Bitz

|           |                             |        |
|-----------|-----------------------------|--------|
| 139901001 | Cherubael Head              | \$3.75 |
| 139901002 | Cherubael Right Arm         | \$3.75 |
| 139901003 | Cherubael Body              | \$6    |
| 139901004 | Cherubael Legs              | \$8.50 |
| 139901005 | Cherubael Accessories Sprue | \$2.50 |
| 139901006 | Cherubael Tabards           | \$3.75 |
| 139901007 | Cherubael Sigils Sprue      | \$2.50 |

### Special Security Enforcer Barbaretta Bitz

|           |                                     |        |
|-----------|-------------------------------------|--------|
| 139901501 | Barbarettia Head                    | \$3.75 |
| 139901502 | Barbarettia Right Arm               | \$2.50 |
| 139901503 | Barbarettia Body                    | \$12   |
| 139901504 | Barbarettia Left Arm w. Club        | \$3.75 |
| 139901505 | Barbarettia Rifle                   | \$3.75 |
| 139901506 | Barbarettia Holstered Club          | \$2.50 |
| 139901507 | Barbarettia Shield                  | \$6    |
| 139901508 | Barbarettia Security Dog Right Side | \$6    |
| 139901509 | Barbarettia Security Dog Left Side  | \$6    |

### Severina & Sevora Bitz

|           |                             |        |
|-----------|-----------------------------|--------|
| 139901401 | Severina Torso              | \$6.75 |
| 139901402 | Severina Sword              | \$4    |
| 139901403 | Severina Dagger Belt        | \$2.75 |
| 139901404 | Severina/Sevora Heads Sprue | \$5.50 |
| 139901405 | Sevora Torso                | \$6.75 |
| 139901406 | Sevora Hands and Knives     | \$4    |
| 139901407 | Severina/Sevora Right Leg   | \$6.75 |
| 139901408 | Severina/Sevora Left Leg    | \$6.75 |

### Sergeant Stone Bitz

|           |                               |        |
|-----------|-------------------------------|--------|
| 139901301 | Sergeant Stone Head           | \$3.75 |
| 139901302 | Sergeant Stone Right Arm      | \$3.75 |
| 139901303 | Sergeant Stone Body           | \$3.75 |
| 139901304 | Sergeant Stone Left Arm       | \$3.75 |
| 139901305 | Sergeant Stone Tabard         | \$2.50 |
| 139901306 | Sergeant Stone Legs           | \$6    |
| 139901307 | Sergeant Stone Pole Arm       | \$5    |
| 139901308 | Sergeant Stone Trophy Hand    | \$2.50 |
| 139901309 | Sergeant Stone Pistol Holster | \$2.50 |

|           |                               |        |
|-----------|-------------------------------|--------|
| 139901310 | Sergeant Stone Combat Knife 1 | \$2.50 |
| 139901311 | Sergeant Stone Combat Knife 2 | \$2.50 |

### Devotee Malignant Bitz

|           |                                |        |
|-----------|--------------------------------|--------|
| 139900301 | Malignant Head                 | \$3.75 |
| 139900302 | Malignant Right Arm            | \$3.75 |
| 139900303 | Malignant Body                 | \$3.5  |
| 139900304 | Malignant Left Arm             | \$3.75 |
| 139900305 | Malignant Legs                 | \$6    |
| 139900306 | Malignant Spikes Sprue         | \$2    |
| 139900307 | Malignant Book                 | \$2.50 |
| 139900308 | Malignant Shoulder Boards      | \$2    |
| 139900309 | Malignant Pistols and Holsters | \$2.50 |
| 139900310 | Malignant Chainsword           | \$1.75 |

### Simeon 38X Bitz

|           |                      |        |
|-----------|----------------------|--------|
| 139900503 | Damien Torso         | \$5    |
| 139900505 | Damien Legs          | \$1    |
| 139900506 | Damien Skull Sprue   | \$1.25 |
| 139900507 | Damien Syringe Sprue | \$1.50 |
| 139901601 | Simeon Head          | \$2.50 |
| 139901602 | Simeon Right Arm     | \$1.75 |
| 139901604 | Simeon Left Arm      | \$3.75 |
| 139901608 | Simeon Right Claw    | \$2.50 |
| 139901609 | Simeon Left Claw     | \$2.50 |

### Mutant Emissary Fabian Bitz

|           |                       |        |
|-----------|-----------------------|--------|
| 139900903 | Quovandius Body       | \$6    |
| 139900906 | Quovandius Legs       | \$8.50 |
| 139900908 | Quovandius Rat        | \$6    |
| 139900909 | Quovandius Rat Head 2 | \$3.75 |
| 139900910 | Quovandius Rat Leg    | \$2.50 |
| 139901701 | Fabian Head           | \$1.50 |
| 139901702 | Fabian Right Arm      | \$3.75 |
| 139901704 | Fabian Left Arm       | \$3.75 |

### Tech-Priest Tezia Bitz

|           |                     |        |
|-----------|---------------------|--------|
| 139900703 | Gruss Body          | \$3    |
| 139900705 | Gruss Right Leg     | \$6    |
| 139900707 | Gruss Left Leg      | \$6    |
| 139900710 | Gruss Hoses         | \$2.50 |
| 139900712 | Power Tubes Sprue 2 | \$2.50 |
| 139900713 | Power Tubes Sprue 3 | \$2.50 |
| 139901801 | Tezia Head          | \$2.50 |
| 139901802 | Tezia Axe Arm       | \$1    |
| 139901804 | Tezia Left Arm      | \$1.75 |
| 139901806 | Tezia Holster       | \$2.50 |
| 139901808 | Tezia Lantern       | \$2.50 |
| 139901809 | Tezia Control Panel | \$2.50 |
| 139901811 | Tezia Syringe Sprue | \$2.50 |
| 139901814 | Tezia Skull         | \$2.50 |

### Hunt Team Leader Lucretia Bravus Bitz

|           |                            |        |
|-----------|----------------------------|--------|
| 139901503 | Barbarettia Body           | \$12   |
| 139901504 | Barbarettia Right Arm      | \$2.50 |
| 139901505 | Barbarettia Gun            | \$3.75 |
| 139901508 | Barbarettia Dog Right Side | \$6    |
| 139901509 | Barbarettia Dog Left Side  | \$6    |
| 139901901 | Lucretia Head 1            | \$2.50 |
| 139901902 | Lucretia Head 2            | \$2.50 |
| 139901906 | Lucretia Left Arm          | \$3.75 |

### Van Van Yastobaal Bitz

|           |                           |        |
|-----------|---------------------------|--------|
| 139901203 | Castellan Body            | \$5    |
| 139901205 | Castellan Right Coat Tail | \$6    |
| 139901206 | Castellan Legs            | \$6    |
| 139901207 | Castellan Left Coat Tail  | \$6    |
| 139901209 | Castellan Shoulder Boards | \$2.50 |
| 139901210 | Castellan Shoulder Brads  | \$2    |
| 139901211 | Castellan Weapons Sprue   | \$3.75 |
| 139902001 | Yastobaal Head Sprue      | \$1.75 |
| 139902002 | Yastobaal Arm Sprue       | \$6    |
| 139902004 | Yastobaal Sword           | \$3.5  |
| 139902008 | Yastobaal Shoulder Pad    | \$2.50 |

### Sergeant Damian Bloodhound Bitz

|           |                     |        |
|-----------|---------------------|--------|
| 139900803 | "Slick" Devian Body | \$5    |
| 139900805 | "Slick" Devian Legs | \$9.75 |
| 139902101 | Damian Head Sprue   | \$3.75 |
| 139902102 | Damian Arm Sprue    | \$5    |
| 139902104 | Damian Trophy Rack  | \$3.75 |

### Krashrak the Stalker Bitz

|           |                          |        |
|-----------|--------------------------|--------|
| 139902201 | Krashrak Head            | \$2.50 |
| 139902202 | Krashrak Right Arm       | \$3.75 |
| 139902203 | Krashrak Body            | \$6    |
| 139902204 | Krashrak Left Arm        | \$5    |
| 139902205 | Krashrak Trophy Rack     | \$3.75 |
| 139902206 | Krashrak Right Leg       | \$3.75 |
| 139902207 | Krashrak Left Leg        | \$3.75 |
| 139902208 | Krashrak Blades          | \$2.50 |
| 139902209 | Krashrak Armor Plate     | \$3.75 |
| 139902210 | Krashrak Shoulder Spikes | \$2.50 |
| 139902211 | Krashrak Accessory Sprue | \$2.50 |

### Servo Skull Bitz

|           |                  |     |
|-----------|------------------|-----|
| 139902301 | Skull 1 (Random) | \$4 |
| 139902302 | Skull 2 (Random) | \$4 |

### Alien Bounty Hunter Booster Bitz

|           |                      |        |
|-----------|----------------------|--------|
| 139902401 | Alien Head 1         | \$2.50 |
| 139902402 | Alien Head 2         | \$2.50 |
| 139902403 | Alien Accessory      | \$2.50 |
| 139902404 | Alien Weapon Sprue 1 | \$1.50 |
| 139902405 | Alien Weapon Sprue 2 | \$2.50 |
| 139902406 | Alien Spear          | \$4.75 |

### Major Jaxon Bitz

|           |                 |        |
|-----------|-----------------|--------|
| 139902701 | Jaxon Head      | \$3.75 |
| 139902702 | Jaxon Right Arm | \$5    |
| 139902703 | Jaxon Body      | \$6    |
| 139902704 | Jaxon Left Arm  | \$5    |
| 139902705 | Jaxon Legs      | \$6    |

### Sergeant Dorian Black Bitz

|           |                  |        |
|-----------|------------------|--------|
| 139902703 | Major Jaxon Body | \$6    |
| 139902801 | Dorian Head      | \$3.75 |
| 139902802 | Dorian Gun       | \$6    |
| 139902804 | Dorian Left Arm  | \$5    |
| 139902805 | Dorian Legs      | \$6    |

### Imperial Guard Webbing Pack Bitz

|           |                        |        |
|-----------|------------------------|--------|
| 139902801 | I.G. Accessory Sprue 1 | \$3.50 |
| 139902802 | I.G. Accessory Sprue 2 | \$3.50 |
| 139902803 | I.G. Backpack          | \$4.75 |

### Imperial Guard Conversion Bitz

|           |                  |        |
|-----------|------------------|--------|
| 139902501 | I.G. Heads Sprue | \$2.25 |
| 139902502 | I.G. Gun 1       | \$3.50 |
| 139902503 | I.G. Gun 2       | \$3.50 |
| 139902504 | I.G. Knife Arm   | \$3.50 |
| 139902505 | I.G. Left Arm    | \$3.50 |

### Valhalla Bitz

|           |               |        |
|-----------|---------------|--------|
| 139902901 | Valhalla Head | \$3.50 |
| 139902902 | Valhalla Legs | \$5.75 |

### Imperial Guard Weapon Bitz

|           |              |        |
|-----------|--------------|--------|
| 139903001 | I.G. Icons   | \$2.25 |
| 139903002 | I.G. Pistols | \$2.25 |
| 139903003 | I.G. Hands   | \$2.25 |
| 139903004 | I.G. Guns    | \$3.50 |
| 139903005 | I.G. Knives  | \$2.25 |

### Inquisitor Scenic Bases

|           |                   |        |
|-----------|-------------------|--------|
| 139903101 | Inquisitor Base 1 | \$3.50 |
| 139903102 | Inquisitor Base 2 | \$3.50 |
| 139903103 | Inquisitor Base 3 | \$3.50 |
| 139903104 | Inquisitor Base 4 | \$3.50 |

### Kal Jerico Bitz

|           |                    |        |
|-----------|--------------------|--------|
| 139903201 | Jerico Head 1      | \$3.50 |
| 139903202 | Jerico Head 2      | \$3.50 |
| 139903203 | Jerico Head 3      | \$3.50 |
| 139903204 | Jerico Arm Sprue 1 | \$4.75 |
| 139903205 | Jerico Body        | \$5.75 |



|           |                      |        |
|-----------|----------------------|--------|
| 139903206 | Jerico Arm Sprue 2   | \$4.75 |
| 139903207 | Jerico Holster Sprue | \$2.50 |
| 139903208 | Jerico Legs          | \$5.75 |
| 139903209 | Jerico Pistols       | \$2.50 |
| 139903210 | Jerico Sword Sprue   | \$3.50 |
| 139903211 | Jerico Sword         | \$3.50 |

#### Krieger "Krash" Thrax Bitz

|           |                            |        |
|-----------|----------------------------|--------|
| 139903301 | Krieger Right Arm          | \$4.75 |
| 139903302 | Krieger Head               | \$3.50 |
| 139903303 | Krieger Left Arm           | \$4.75 |
| 139903304 | Krieger Right Arm Claws    | \$2.50 |
| 139903305 | Krieger Body               | \$4.75 |
| 139903306 | Krieger Left Arm Claws     | \$2.50 |
| 139903307 | Krieger Right Leg          | \$3.50 |
| 139903308 | Krieger Left Leg and Torso | \$4.75 |
| 139903309 | Krieger Foot               | \$2.50 |
| 139903310 | Krieger Wires              | \$2.50 |
| 139903311 | Krieger Robotics           | \$2.50 |
| 139903312 | Krieger Backpack           | \$3.50 |

#### Sergeant "Toothpick" Murke Bitz

|           |                     |        |
|-----------|---------------------|--------|
| 139904301 | Toothpick Head      | \$3.75 |
| 139904302 | Toothpick Right Arm | \$5    |
| 139904303 | Toothpick Body      | \$6    |
| 139904304 | Toothpick Left Arm  | \$5    |
| 139904305 | Toothpick Legs      | \$6    |

#### Chaos Mutants Bitz

|           |                               |        |
|-----------|-------------------------------|--------|
| 139903401 | Chaos Mutant Heads            | \$3.50 |
| 139903402 | Chaos Mutant Plasma Weapon    | \$2.25 |
| 139903403 | Chaos Mutant Tentacle Arm     | \$2.25 |
| 139903404 | Chaos Mutant Lasgun Right Arm | \$2.25 |
| 139903405 | Chaos Mutant Left Lasgun Arm  | \$1.25 |
| 139903406 | Chaos Mutant Pistol           | \$2.25 |
| 139903407 | Chaos Mutant Left Arm         | \$1.25 |

#### Chaos Magus Bitz

|           |                          |        |
|-----------|--------------------------|--------|
| 139903501 | Chaos Magus Head         | \$3.50 |
| 139903502 | Chaos Magus Daemon Sword | \$4.75 |
| 139903503 | Chaos Magus Torso        | \$4.75 |
| 139903504 | Chaos Magus Bolt Pistol  | \$4.75 |
| 139903505 | Chaos Magus Tabard       | \$3.50 |
| 139903506 | Chaos Magus Legs         | \$6    |
| 139903507 | Chaos Magus Icons        | \$2.50 |

#### Kroot Mercenary Bitz

|           |                                 |        |
|-----------|---------------------------------|--------|
| 139903601 | Kroot Mercenary Head            | \$2.50 |
| 139903602 | Kroot Mercenary Right Arm       | \$3.75 |
| 139903603 | Kroot Mercenary Body            | \$5    |
| 139903604 | Kroot Mercenary Left Arm        | \$3.75 |
| 139903605 | Kroot Mercenary Right Leg       | \$3.75 |
| 139903606 | Kroot Mercenary Left Leg        | \$3.75 |
| 139903607 | Kroot Mercenary Backpack        | \$2.50 |
| 139903608 | Kroot Mercenary Accessory Sprue | \$2.50 |

#### Kroot Mercenary Booster Pack Bitz

|           |                                   |        |
|-----------|-----------------------------------|--------|
| 139903701 | Kroot Mercenary Head 2            | \$2.25 |
| 139903702 | Kroot Mercenary Backpack 2        | \$2.25 |
| 139903703 | Kroot Mercenary Right Arm 2       | \$1.25 |
| 139903704 | Kroot Mercenary Left Arm 2        | \$1.25 |
| 139903705 | Kroot Mercenary Long Rifle        | \$2.25 |
| 139903706 | Kroot Mercenary Accessory Sprue 2 | \$2.25 |

#### Eldar Renegade Bitz

|           |                                |         |
|-----------|--------------------------------|---------|
| 139903801 | Eldar Renegade Head            | \$2.50  |
| 139903802 | Eldar Renegade Left Arm        | \$3.75  |
| 139903803 | Eldar Renegade Body            | \$15.75 |
| 139903804 | Eldar Renegade Backpack w. Gun | \$3.75  |
| 139903805 | Eldar Renegade Right Arm       | \$2.50  |

#### Eldar Renegade Booster Pack Bitz

|           |                                 |        |
|-----------|---------------------------------|--------|
| 139903901 | Eldar Renegade Head 2           | \$2.25 |
| 139903902 | Eldar Renegade Right Arm w. Gun | \$3.50 |
| 139903903 | Eldar Renegade Left Arm 2       | \$1.25 |

|           |                                     |        |
|-----------|-------------------------------------|--------|
| 139903904 | Eldar Renegade Backpack 2           | \$3.50 |
| 139903905 | Eldar Renegade Left Hand Sword Hilt | \$1.25 |

#### Melta Weapon Booster Pack Bitz

|           |                           |        |
|-----------|---------------------------|--------|
| 139904001 | Inferno Pistol            | \$1.25 |
| 139904002 | Melta Gun 1               | \$2.25 |
| 139904003 | Melta-Boiter Combi Weapon | \$2.25 |
| 139904004 | Melta Gun 2               | \$2.25 |
| 139904005 | Multi-Melta               | \$3.50 |
| 139904006 | Multi-Melta Bipod         | \$0.50 |

#### Space Marine Helmet Bit

|           |                                 |     |
|-----------|---------------------------------|-----|
| 139904101 | Space Marine Helmet Metal Sprue | \$9 |
|-----------|---------------------------------|-----|

#### Talon Bitz

|           |                 |        |
|-----------|-----------------|--------|
| 139904201 | Talon Head      | \$3.75 |
| 139904202 | Talon Right Arm | \$5    |
| 139904203 | Talon Body      | \$6    |
| 139904204 | Talon Left Arm  | \$5    |
| 139904205 | Talon Legs      | \$6    |

#### Purestrain Genestealer Bitz

|           |                                   |        |
|-----------|-----------------------------------|--------|
| 139904401 | Purestrain Head                   | \$2.50 |
| 139904404 | Purestrain Upper Right Arm        | \$2.50 |
| 139904405 | Purestrain Torso                  | \$5    |
| 139904406 | Purestrain Upper Left Arm         | \$2.50 |
| 139904407 | Purestrain Lower Right Arm (Claw) | \$3    |
| 139904408 | Purestrain Lower Left Arm (Claw)  | \$3    |
| 139904409 | Purestrain Left Leg               | \$3.75 |
| 139904410 | Purestrain Right Leg              | \$3.75 |

#### Genestealer Magus Booster Bitz

|           |                   |        |
|-----------|-------------------|--------|
| 139904501 | Magus Head        | \$2.25 |
| 139904502 | Magus Breastplate | \$2.25 |
| 139904503 | Magus Left Arm    | \$2.25 |
| 139904504 | Magus Right Arm   | \$2.25 |
| 139904505 | Magus Staff       | \$3.50 |

#### Genestealer Hybrid Booster Bitz

|           |                   |        |
|-----------|-------------------|--------|
| 139904601 | Hybrid Head 1     | \$2.25 |
| 139904602 | Hybrid Head 2     | \$2.25 |
| 139904603 | Hybrid Left Arms  | \$3.50 |
| 139904604 | Hybrid Right Arms | \$3.50 |

#### Daemonhuntsress

|           |                               |     |
|-----------|-------------------------------|-----|
| 139904701 | Daemonhuntsress Arm           | \$2 |
| 139904702 | Daemonhuntsress Upper Body    | \$6 |
| 139904703 | Daemonhuntsress Force Halberd | \$5 |
| 139904704 | Daemonhuntsress Shoulder Gun  | \$2 |
| 139904705 | Daemonhuntsress Servo Skull   | \$3 |
| 139904706 | Daemonhuntsress Tabard        | \$3 |
| 139904707 | Daemonhuntsress Legs          | \$7 |
| 139904708 | Daemonhuntsress Trophy Head   | \$3 |

#### Daemonhost Unbound

|           |                        |        |
|-----------|------------------------|--------|
| 139904801 | Daemonhost Head        | \$2.50 |
| 139904802 | Daemonhost Torso       | \$6    |
| 139904803 | Daemonhost Arm         | \$2.50 |
| 139904804 | Daemonhost Leg         | \$2.50 |
| 139904805 | Daemonhost Lower Body  | \$6    |
| 139904806 | Daemonhost Base        | \$3.75 |
| 139904807 | Daemonhost Accessories | \$2.50 |

#### Force Weapon Booster Pack

|           |                          |        |
|-----------|--------------------------|--------|
| 139905001 | Inquisitor Force Sword   | \$2.25 |
| 139905002 | Inquisitor Force Staff   | \$2.25 |
| 139905003 | Inquisitor Force Axe 1   | \$1.25 |
| 139905004 | Inquisitor Force Rod     | \$1.25 |
| 139905005 | Inquisitor Force Hammer  | \$1.25 |
| 139905006 | Inquisitor Force Halberd | \$2.25 |
| 139905007 | Inquisitor Force Axe 2   | \$1.25 |

#### Familiar Bit

|           |          |      |
|-----------|----------|------|
| 139904901 | Familiar | \$10 |
|-----------|----------|------|

#### Navis Nobilitai

|           |                  |      |
|-----------|------------------|------|
| 139905101 | Navis Right Hand | \$3  |
| 139905102 | Navis Body       | \$29 |
| 139905103 | Navis Left Hand  | \$3  |

#### Inquisitor Bodyguard Bitz

|           |                        |        |
|-----------|------------------------|--------|
| 139905201 | Bodyguard Sprue 1      | \$3    |
| 139905202 | Bodyguard Right Arm    | \$2.50 |
| 139905203 | Bodyguard Body         | \$5    |
| 139905204 | Bodyguard Left Arm     | \$3    |
| 139905205 | Bodyguard Weapon Sprue | \$3    |
| 139905206 | Bodyguard Legs         | \$6    |
| 139905207 | Bodyguard Claw         | \$2.50 |

#### Sister Repentia Bitz

|           |                              |         |
|-----------|------------------------------|---------|
| 139905401 | Sister Repentia Head 1       | \$1.25  |
| 139905402 | Sister Repentia Head 2       | \$1.25  |
| 139905403 | Sister Repentia Body         | \$14.50 |
| 139905404 | Sister Repentia Left Arm     | \$3.75  |
| 139905405 | Sister Repentia Right Arm    | \$3.75  |
| 139905406 | Sister Repentia Shoulder Pad | \$2.50  |
| 139905407 | Sister Repentia Sword        | \$2     |

#### Inquisitor Lady Jene Orschel Bitz

|           |                       |         |
|-----------|-----------------------|---------|
| 139905501 | Orschel Head          | \$3.50  |
| 139905502 | Orschel Shunkon Pisto | \$2.50  |
| 139905503 | Orschel Hair          | \$2.50  |
| 139905504 | Orschel Torso/Cape    | \$11.75 |
| 139905505 | Orschel Lower Body    | \$9.50  |

#### Chain Weapon Booster Pack Bitz

|           |                               |        |
|-----------|-------------------------------|--------|
| 139905601 | Inq. Eviscerator Sprue        | \$4.50 |
| 139905602 | Inq. Chainsword Sprue         | \$4.50 |
| 139905603 | Inq. Misc. Chain Weapon Sprue | \$3.50 |

#### Tau Water Caste Bitz

|           |                          |        |
|-----------|--------------------------|--------|
| 139905701 | Water Caste Head Sprue   | \$3.75 |
| 139905702 | Water Caste Body         | \$11   |
| 139905703 | Water Caste Left Arm     | \$5    |
| 139905704 | Water Caste Right Arm    | \$5    |
| 139905705 | Tau Inq. Gun Drone Sprue | \$3.75 |

#### Inquisitor Scarn Bitz

|           |            |         |
|-----------|------------|---------|
| 139905801 | Scarn Head | \$2.50  |
| 139905802 | Scarn Body | \$25.00 |
| 139905803 | Scarn Hand | \$2.50  |

#### Inquisitor Crime Lord Bitz

|           |                               |        |
|-----------|-------------------------------|--------|
| 139906001 | Crime Lord Head and Arm Sprue | \$5.00 |
| 139906002 | Crime Lord Body               | \$7.00 |
| 139906003 | Crime Lord Cloak Top          | \$3.00 |
| 139906004 | Crime Lord Cloak Part 1       | \$5.00 |
| 139906005 | Crime Lord Cloak Part 2       | \$5.00 |



To create this Dark  
Eldar Witch Ray,  
Morris filed down a  
Devour Sister model  
to create an  
anatomical  
which he was  
then able to sculpt  
detail with green  
stuff. The hands  
are from a  
normal  
Warhammer  
40,000 Witch







*For a long time, I've been  
 building things that are a bit  
 more... well, a bit more  
 like... well, like... well...*

*At the moment, an opportunity  
 to spread the word of the Night  
 Lords. Ed Phillips believed  
 the Space Marine kit to be a  
 sufficiently chaotic and yet  
 ordered degree.*



*We're pretty sure that John  
 Shiller actually paints and  
 converts even when he's sleeping,  
 considering how much he would  
 see from him in the USA. Since  
 these need to make up his Warrior  
 Band and include such amazing  
 as Ankor the Reestman, like  
 fellow on the left and Inquisitor  
 Cornman and his faithful  
 robot dog right.*





# MORDHEIM

*Mordheim, the City of the Damned, is a terrible place of nightmarish ruin, where danger awaits in every shadow. It is here, amidst crumbling palaces and twisting streets, that hard-bitten warriors gather to seek out the promise of riches and fame.*

## The City of the Damned

Mordheim is a dark, atmospheric game set in the troubled history of the Warhammer world. As a player, you control a warband that is out to earn fame and fortune among the devastated ruins of the once-great city of Mordheim, the cursed city. Mordheim is a skirmish game. The rules are similar to Warhammer but add a level of detail not possible when entire armies of figures do battle. A typical warband size is somewhere between six and a dozen figures. Models can climb the ruins, leap off balconies into

combat, crouch in shadowy cover, push foes off precipices, stun or knock down enemies, parry, and score critical hits.

Mordheim can be played as a one-off battle in an evening, but where the game really shines is in the campaign rules that allow players to link together an ongoing series of games in which the warbands will develop new skills, hire extra warriors, and gain further fame and notoriety. Be careful as you explore the ruins for new treasures. Rival warbands also scour the city and may be lurking in every shadow.



*Above: Keith Robertson of our 'Easy Metal' team painted this gorgeous Aenar, the Sword of Truth.*

*Below: Dwarf Treasure Hunters fight their way through the ruins of Mordheim.*







The Mordheim boxed game set includes a rulebook, a map, a sheet of miniatures, and a sheet of rules. The boxed set includes 500+ pieces, 10 Skaven Warriors, 5 ruined buildings, rules, a map, and a sheet of rules. The boxed set includes a comprehensive campaign system.

**Mordheim Boxed Game**  
\$75.00  
20-01-60

## History of the City of Mordheim

Ages ago, a clear and portentous sight was spotted in the night sky over the large and well developed Empire city of Mordheim. It was the twin-tailed comet, the very sign of Sigmar, founder and savior of the land.

As the comet burned closer and closer lighting up the whole night sky above Mordheim, many pilgrims flocked to the city to join the ongoing celebration. Feasts, dances, and much drinking followed, and the revelry soon grew into debauchery and decadence.

But the comet was not a sign of Sigmar's coming but instead the instrument of his judgement. If the impact of the falling meteorite did not instantly slay the city dwellers, the ensuing fires and mysterious vapors soon did.

Eventually, the ruins cooled, and the few survivors who had been just outside the city when the comet hit began to trudge into the still smoking debris in search of salvage and treasures. Strange stones began to circulate about the wondrous and magical shards of glowing stones that could be discovered in the rubble. Credited with powers of healing and more, the glowing stones were named wyrdstone and were highly sought after.

Soon the ruins of Mordheim were being scoured by small warbands from Reikland, Middenheim, and far away Manenburg, but they were not alone. Skaven, man-sized bipedal rats, emerged and sought the glowing stones too, and Chaos-worshippers gathered in the gloom. Bands of Undead and the Witch Hunters who sought to burn them entered the ruinous gates. Infamous rogues and mercenary cutthroats made their way toward the riches. More and more warbands from the far corners of the Warhammer world began to take interest in what was at stake. Will you dare to enter Mordheim, the City of the Damned?

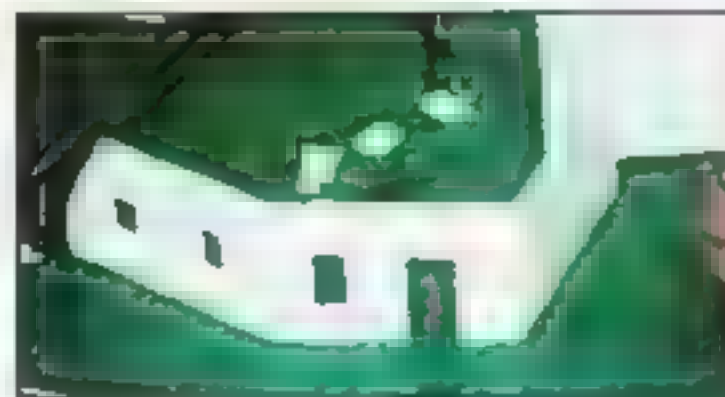


## CREATING A MORDHEIM BUILDING

During the Games Development process for Mordheim, Nigel Stillman (a Games Developer at the time) built the ruined buildings that the playtesters gamed over. The step-by-step process below can be easily repeated and varied to create any number of Mordheim buildings.



First take a 2" x 12" strip of foamboard and score it in two places.



Folded it around to form the three walls of the ground floor.



After the basic shape of the first story is dry, attach what is to be the floor of the next story.



Finish the basic structure with the addition of the roof, made from three pieces of foamboard with a window cut into the triangular front facing.

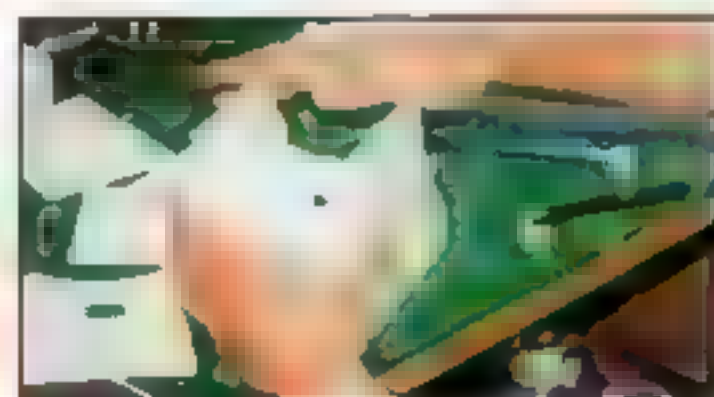
To the right is list of a few things to think about as you're planning your gaming table. As a general rule, the more buildings the better, not just for game play but to re-create the claustrophobic feeling of battling through the devastated streets and alleyways of Mordheim, City of the Damned.



Next, cut the doors and windows into it.



Next, attach the base. Use pins to hold it in place while the glue dries.



Create the second story with exactly the same technique and glue it to the top of the first.



Using strips of balsa wood (or strips cut from foamboard), create extra detailing on the exterior of the building.

## Building Mordheim, the City of the Damned

The setting is Mordheim, a city of the Empire ruined by the impact of a huge meteorite. The city has not been entirely destroyed, but there is a massive crater where part of it used to be. As you go outward from the crater, the buildings become gradually less ruined. They vary from totally demolished to only partially destroyed. Some of these buildings appear precariously intact. On the outskirts, buildings are only slightly damaged but deserted and eerie. Here, there are just holes in the roofs and walls made by flying debris and fragments of meteorite. Stone buildings survive better than timber ones, and often, the stone-built lower stories of buildings still stand, while the rest has been destroyed. This setting is the one you should aim to re-create for your games of Mordheim.

The entire battlefield needs to be covered in ruined buildings, separated by streets. There must be open areas between the cover for the models to run and shoot across, but the battlefield should create the cramped and menacing atmosphere of a fantasy medieval city.

The key to creating a Mordheim battlefield is the style of the buildings. Ideally, you want a lot of different buildings, such as houses, shops, taverns, workshops, temples, stables, archways, ruins, towers, graveyards, docks and anything else you could think of that might be found in Mordheim. These structures should look as if they were built of stone or timber or a mixture of both, and all should be ruined to varying extents so that it is possible to move models into them. There should be several floors partly remaining so that troops can be placed on different levels.

The buildings should also feature overhanging upper stories, tall chimneys, high pitched roofs, balconies, archways, and anything else you can think of and should be embellished with such things as grotesque gargoyles, tavern signs, or lamps. The buildings should really look like they belong in the townscape of a John Blanche painting.



*This large building has been made from several models fitted together to bridge the gaps.*





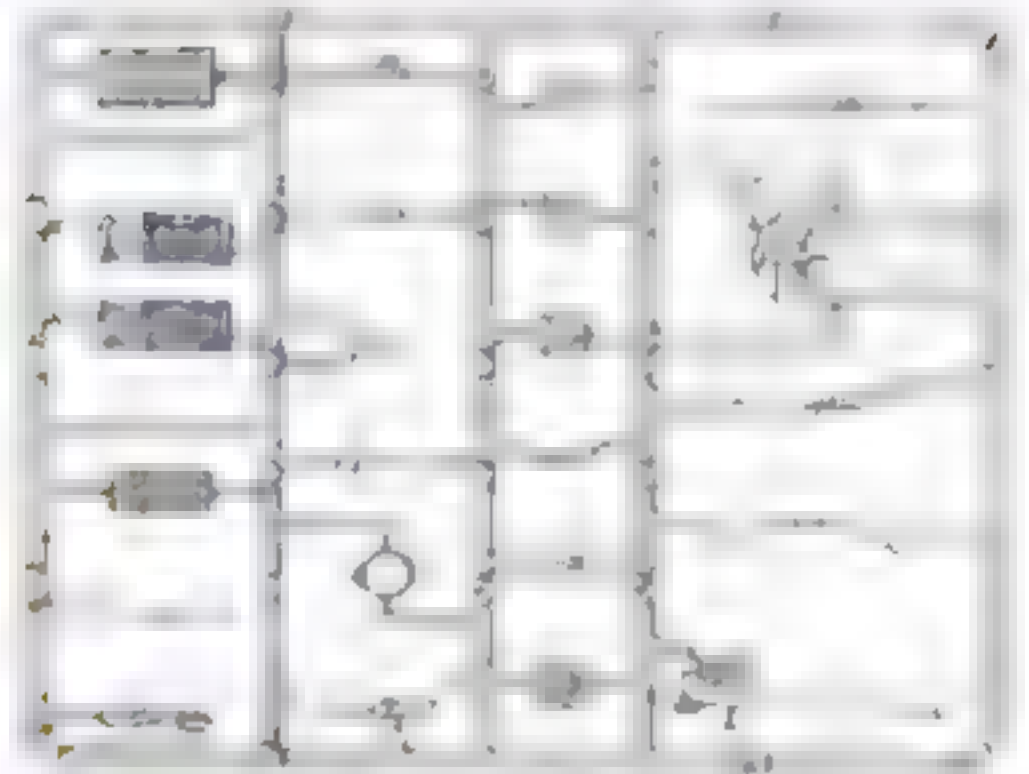
to expand your Mordheim strategy collection with some new buildings. You can't pick up Blood on the Streets. With two new buildings, including a Cathedral, your warband will have more places to search out and set traps for the enemy.

**Blood on the Streets**  
\$30.00  
20-02



# Getting Started

*Note: The sprues presented on this page are shown at 60%.*



**Mordheim  
Accessory Sprue**  
99391199001



**Medieval Horse 1**  
99391199003

*Note: This sprue contains 10 pieces of equipment for your warband.*



**Medieval Horse  
Head**  
99389999013

## Building a Warband

If you are getting started with Mordheim you will want to play a few individual games and experiment with different warband configurations and equipment. This approach will allow you to learn the rules and to find your "playing style."

On the following pages, you will find the many different models for all the different warbands. Each warband is different, with its own sets of strengths and weaknesses. Most warbands tend to be composed of a leader, perhaps a few other heroes, and a small quantity of henchmen. However, as funds are tight to hire and equip your

warband, it is a wise player that considers all the options and makes each decision after some careful thought.

When starting a campaign, your warband composition and purchases can have a great outcome on your ongoing success. Going with few models and great equipment or lots of models and little equipment are both risky ventures. After all, with all the perils of Mordheim, it is all too easy for a character to be slain and to be lost forever (along with his equipment). Crippling injuries are also quite possible and can turn a fearsome combatant into a vulnerable opponent in an instant.

Good luck and remember shoot first, ask questions later, and if it still moving, club it for good measure!





## Middenheimers

The hardy men of Middenheim are well known for their brute strength. These grim northern warriors tend to wear wolf pelts, which along with their long hair and beards makes them look particularly fierce. There is a long-standing feud between the great Empire Cities of Middenheim and Reikland.



**Middenheimer Captain (Random 1)**  
20-63

Note: This set includes a Middenheimer Captain Body & Arm & Middenheimer Captain 1 Arm & Middenheimer Captain 2 Arm.



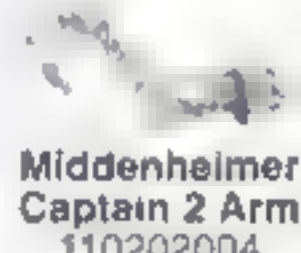
**Middenheimer Captain 1 Body**  
110202001



**Middenheimer Captain 1 Arm**  
110202002



**Middenheimer Captain 2 Body**  
110202003



**Middenheimer Captain 2 Arm**  
110202004

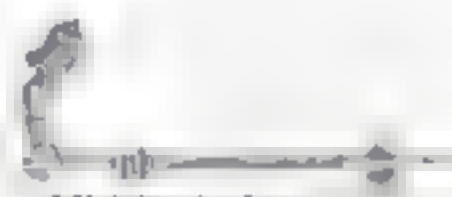


**Middenheimer Champion (Random 1)**  
20-64

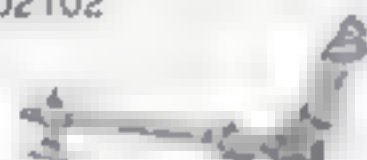
Note: This set includes a Middenheimer Champion Body & Arm & Middenheimer Champion 1 Arm & Middenheimer Champion 2 Arm.



**Middenheimer Champion 1 Body**  
110202101



**Middenheimer Champion 1 Arm**  
110202102



**Middenheimer Champion 2 Arm**  
110202104



**Middenheimer Champion 2 Body**  
110202103



**Middenheimer Youngbloods (2)**  
20-65

Note: This set includes a Middenheimer Youngblood 1 Arm & Middenheimer Youngblood 2 Arm.



**Middenheimer Youngblood 1 Body**  
110202201



**Middenheimer Youngblood 1 Arm**  
110202203



**Middenheimer Youngblood 2 Body**  
110202202



**Middenheimer Youngblood 2 Arm**  
110202204

Below: Bringing the Knights of the White Wolf Sprue with the Empire Militia Sprue, the brutal, hairy men of Middenheim are brought to life.





Reikland lies in the heart of the Empire and is home to its capital. With their proud tradition of discipline and loyalty, the Reiklanders make fine soldiers but often come across as arrogant to men from other city-states. Almost to a man, the Reiklanders disdain any who dare to dispute Reikland superiority, especially the Count of Middenheim.

# Reiklanders



**Reiklander  
Captain  
(Random 1)  
20-41**

*Note: This master contains  
three Reiklander Captain  
Items & Arms.  
Reiklander  
Body & Arm.*



**Reiklander  
Captain 1 Body  
110200101**



**Reiklander  
Captain 1 Arm  
110200102**



**Reiklander  
Captain 2 Body  
110200103**

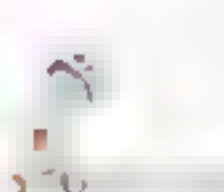


**Reiklander  
Captain 2 Arm  
110200104**



**Reiklander  
Champion  
(Random 1)  
20-42**

*Note: This master contains  
three Reiklander  
Champion Items & Arms.  
Reiklander  
Body & Arm.*



**Reiklander  
Champion 2 Arm  
110200203**



**Reiklander  
Champion 2 Body  
110200202**



**Reiklander  
Youngblood (2)  
20-43**

*Note: This master contains  
two Reiklander  
Youngblood Items & Arms.  
Reiklander  
Youngblood Body & Arm.*



**Reiklander  
Youngblood 2 Arm  
110200303**



**Reiklander  
Youngblood 2 Body  
110200302**

**Reiklander  
Youngblood 1  
110200301**



*Above: Not even the Reiklanders are safe from the Witch Hunters, as this proclamation attests.*

*Left: This Reiklander warband has been created with the Empire Militia Sprue and a few heads from the Knights of the White Wolf Sprue.*





# Marienburgers

Marienburg is perhaps the most famous of all trading ports, and its inhabitants are famed for their ruthless bargaining techniques. Many may consider these wealthy warriors as being a bit loppish, but their dueling skills and use of clandestine fighting methods earns them a begrudging respect from all who face them in battle.



**Marienburger Captain (Random 1)**  
20-60

*Note: This blister contains 1 Captain and 1 Champion.*



**Marienburger Captain 1 Body**  
110200901



**Marienburger Captain 1 Arm**  
110200902



**Marienburger Captain 2 Body**  
110200903

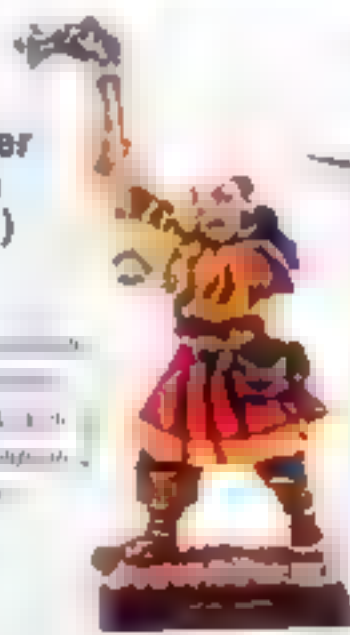


**Marienburger Captain 2 Arm**  
110200904

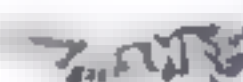


**Marienburger Champion (Random 1)**  
20-61

*Note: This blister contains 1 Champion and 1 Youngblood.*



**Marienburger Champion 1 Body**  
110201001



**Marienburger Champion 1 Arm**  
110201002



**Marienburger Champion 2 Body**  
110201003



**Marienburger Champion 2 Arm**  
110201004



**Marienburger Youngbloods (2)**  
20-62

*Note: This blister contains 1 Youngblood and 1 Youngblood.*



**Marienburger Youngblood 1 Body**  
110201101



**Marienburger Youngblood 1 Arm**  
110201102



**Marienburger Youngblood 2 Body**  
110201103



**Marienburger Youngblood 2 Arm**  
110201104



*Left: Their richly appointed clothing and gold-adorned equipment mark these adventurers as men of Marienburg, perhaps the richest city in the Empire at the time of the destruction of Mordheim.*



# Ostlanders

The lands of Ostland are separated from the majority of the Empire by the dreaded Forest of Shadows and the imposing Middle Mountains. These dangerous lands breed a poor but hardy folk who have become self-sufficient and distrustful of strangers. Ostland warbands are often built around extended families looking to strike it rich.



Ostlander 9  
110203303



Ostlander 5  
110203403



Ostlander 4  
110203402



Ostlander 1  
110203301



Ostlander 2  
110203302



Ostlander 3  
110203401



Ostlander 6  
110203404



Ostlander 7  
110203405



Ostlander 8  
110203406

# Averlanders

Averland is a rich province, and its soldiers tend to spend lavish amounts of money to outfit themselves in flamboyant uniforms. The more senior (and important) the warrior, the more garish the dress. Averland warbands have access to Mountain Guards, toughened veterans from the dangerous Black Fire Pass area.



Averlander  
w/ Halberd 1  
110203201



Averlander  
w/ Sword 1  
110203202



Averlander  
w/ Hammer & Pistol  
110203203



Averlander  
w/ Musket  
110203205



Averlander  
w/ Halberd 2  
110203204



Averlander  
w/ Sword & Pistol  
110203206



# Kislevites

Even the harsh steppes of Kislev have gotten wind of the treasures and riches to be found in Mordheim, the City of the Damned. These rugged men are known for their hatred of Chaos and their love of Vodka. A Kislev Warband may recruit a Bear Tamer who may bring one of the great beasts along to aid in battle.



**Kislevite Captain 1**  
110203801A



**Kislevite Captain 2**  
110203801B



**Kislevite Captain 3**  
110203801C



**Kislevite Captain 4**  
110203801D

**Kislevite Captain (Random 1)**  
M051

*Note: This blister contains 1 random Kislevite Captain & 4 Kislevite Crossbows.*



**Kislevite Henchman 1**  
110203701A



**Kislevite Henchman 2**  
110203701B



**Kislevite Henchman 3**  
110203702A



**Kislevite Henchman 4**  
110203702B

**Kislevite Henchmen (Random 3)**  
M052

*Note: This blister contains 3 random Kislevite Henchmen, 2 Kislevite Halberds, 1 Kislevite Crossbow, & 1 Kislevite Hand Weapon Sprue.*



**Kislevite Youngblood 1**  
110203601A



**Kislevite Youngblood 2**  
110203601B



**Kislevite Youngblood 3**  
110203602A



**Kislevite Youngblood 4**  
110203602B

**Kislevite Youngbloods (Random 3)**  
M053

*Note: This blister contains 3 random Kislevite Youngbloods, 2 Kislevite Halberds, 1 Kislevite Crossbow, & 1 Kislevite Hand Weapon Sprue.*

**Kislevite Warband (M050) boxed set** contains: 1 random Kislevite Captain, 6 random Kislevite Henchmen, 1 random Kislevite Youngblood, 3 Kislevite Hand Weapon Sprues, 5 Kislevite Halberds, and 2 Kislevite Crossbows.



**Kislevite Crossbow**  
110203604

**Kislevite Halberd**  
110203605



**Bear Body**  
110203902A

**Kislevite Bear Tamer**  
M054



**Kislevite Bear Tamer**  
110203901



**Bear Arm**  
110203902B

*Note: This blister contains 1 Kislevite Bear Tamer and Bear Body & Arm.*



**Kislevite Hand Weapon Sprue**  
110203603



Pit fighters are dangerous warriors who make their living in the illegal fighting pits of the Old World. When not slugging it out in the blood sport of pit fighting, these mercenaries will gladly sell their brutal services to any warband that can afford them. As their profession has given them advanced training, not to mention access to unusual weaponry, pit fighters are rightfully respected by all who have battled them.

# Pit Fighters



**Pit Fighter  
Body C**  
119901101C



**Pit Fighter  
Body A**  
119901101A



**Pit Fighter  
Body B**  
119901101B



**Pit Fighter  
Chaos Equipment**  
119901103



**Pit Fighter  
Chaos Flail**  
119901102



**Pit Fighter  
Skink Equipment**  
119901107

**Pit Fighters  
(Random 3)  
M031**

*Note: This blister contains  
Bodies, 1 Pit King Icon, & 1 random weapon.*



**Pit Fighter  
Undead Equipment**  
119901108



**Pit Fighter  
Undead Sickle**  
119901109



**Pit Fighter  
Orc Equipment**  
119901106



**Pit Fighter  
Witch Elf Sword**  
119901110



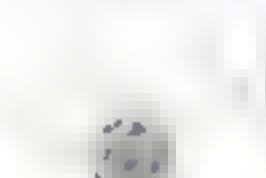
**Pit Fighter  
Witch Elf  
Equipment**  
119901111



**Pit Fighter  
Trollslayer Body**  
119901201



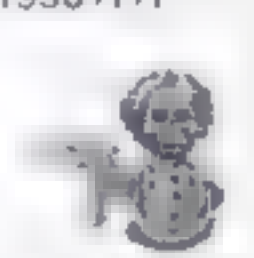
**Pit Fighter Ogre  
Left Arm (Club)**  
119901304



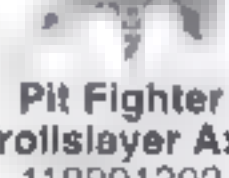
**Pit King Icon**  
119901112



**Pit Fighter  
Empire Broadsword**  
119901105



**Pit Fighter  
Empire Helmet**  
119901104



**Pit Fighter  
Trollslayer Axe**  
119901202



**Pit Fighter Ogre  
Right Arm (Sword)**  
119901302



**Pit Fighter  
Ogre Head**  
119901301



**Pit Fighter  
Ogre Body**  
119901303

*Note: This blister contains  
1 Pit Fighter Trollslayer Body  
& 1*



**Pit Fighter Ogre  
M033**



*From Left to Right: Pit Fighters with On  
equipment, Skink equipment, Empire equipment,  
and Undead equipment.*

**Pit Fighter Warband  
(M030)** This set contains  
8 random Pit Fighter  
Bodies, 1 Chaos Flail,  
1 Chaos Equipment,  
1 Empire Helmet,  
1 Empire Broadsword,  
1 Orc Equipment,  
1 Skink Equipment,  
1 Undead Sickle,  
1 Undead Equipment,  
1 Witch Elf Sword,  
1 Witch Elf Equipment,  
and 1 Pit King Icon.





## Witch Hunters

The Order of the Templars of Sigmar is more commonly known to citizens of the Empire as the Witch Hunters. These pious men are tireless in their quest to wipe away the foul stains of the unholy. Any who delve in dark magic or deny what is righteous are marked for eradication by Witch Hunter warbands.



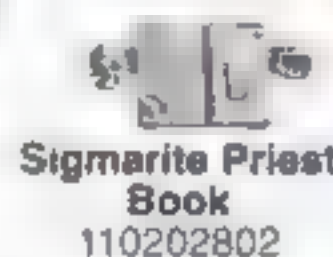
**Witch Hunter  
Captain 2**  
110202401 (Bit)  
20-67 (Blister)



**Witch Hunter  
Captain 1**  
110201501



**Sigmarite Priest**  
110202801



**Sigmarite Priest  
Book**  
110202802



**Sigmarite  
Warrior Priest**  
20-48



**Witch Hunter 4**  
110201502



**Witch Hunter 2**  
110202301



**Witch Hunter 3**  
110202302



**Witch Hunter  
(Random 1)**  
20-66



**Witch Hunter 1  
Body**  
110202303



**Witch Hunter 1  
Crossbow Arm**  
110202304



**Witch Hunter  
Flagellant 1**  
110202602

**Witch Hunter  
Flagellants (2)**  
20-69

Note: This  
box set  
contains  
a total of  
20-69  
&



**Witch Hunter  
Flagellant 2**  
110202601



**Witch Hunter  
Zealot 1**  
110202501



**Witch Hunter  
Zealot 2**  
110202502



**Witch Hunter  
Zealot 3**  
110202503

**Witch Hunter Zealots  
(Random 2)**  
20-68



**Witch Hunter  
War Hound 1**  
110202701



**Witch Hunter  
War Hound 2**  
110202702

**Mordheim  
War Hounds  
(Random 3)**  
20-70

Witch Hunter Warband (20-65) boxed set contains: 1 Witch Hunter Captain 1, 1 Witch Hunter War Hound 1, 1 Witch Hunter 4, 2 Witch Hunter Flagellants (1 & 2), 1 Witch Hunter Zealot (1, 2 & 3), and 1 Mordheim Accessory Sprue.



The holy Sisters of Sigmar are the only ones who foresaw the destruction of Mordheim. While the rest of the city fell to madness, the Sisters remained safe in their fortress. Saved from the fiery destruction of the city, the Sisters now believe they have been given a holy mission by Sigmar himself. The wyrdstone shards must be gathered and kept in safety, and so the warbands scout the city.

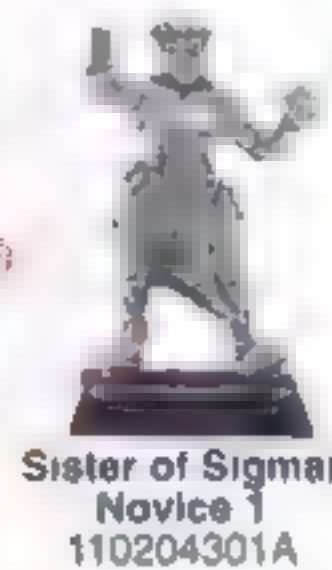
# Sisters of Sigmar



**Sisters of Sigmar (Random 3)**  
M021

*Note: This sprue contains 2 random Sisters of Sigmar, 1 random Sigmarite Sister, and 1 random Sigmarite Sister Shield Sprue.*

**Sigmarite Sisters (Random 2)**  
20-54



**Sisters of Sigmar Novices**  
M022

*Note: This sprue contains 2 random Sisters of Sigmar, 1 random Sigmarite Novice, and 1 random Sigmarite Novice Shield Sprue.*

**Sigmarite Novices (2)**  
20-59

**Sigmarite Matriarch**  
20-57

*Note: This blister contains 1 Sigmarite Matriarch 2 and 1 Sigmarite Matriarch Shield.*



**Sisters of Sigmar Champion**  
M020

*Note: This blister contains 1 Sister of Sigmar Superior, 1 Sister of Sigmar Tome and Whip Sprue, and 1 Sister Tome and Whip Sprue.*



**Sigmarite Sisters Warband (20-08)**  
boxed set contains:  
1 Sigmarite Matriarch 1 & Matriarch Shield  
1 Sigmarite Sister Superior, 1 4 Sigmarite Sisters (1 2 3 & 4), 2 Sigmarite Novices (1 & 2), and 1 Mordheim Accessory Sprue



## Amazons

Very little is known about these strange warrior women from across the Great Western Ocean. According to Norse sagas, the Amazons originated from the colony of Skeggi founded by Losteriksson long, long ago on the eastern coast of Lustria. Those who have tangled with an Amazon warband do not underestimate these hard-fighting women.



**Amazon Champion Weapon Sprue 1**  
119901918



**Amazon Champion Weapon Sprue 2**  
119901922



**Amazon Champion 1**  
119901903



**Amazon Champion 2**  
119901904



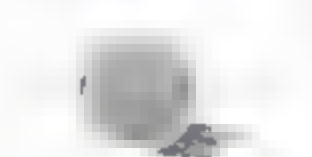
**Amazon Serpent Priestess 2**  
119901902



**Amazon Serpent Priestess 1**  
119901901



**Amazon Champion Weapon Sprue 3**  
119901924



**Amazon Shield**  
119901925



**Amazon Totem Warrior Head Sprue 2**  
119901910



**Amazon Totem Warrior Head Sprue 1**  
119901909

**Amazon Champion (Random 1)**  
M011

Note: This blister contains 1 Amazon Champion.

**Amazon Serpent Priestess (Random 1)**  
M010

Note: This blister contains 1 Amazon Serpent Priestess and 2 Amazon Champions.



**Amazon Totem Warrior 1 Body**  
119901905



**Amazon Totem Warrior 2 Body**  
119901906



**Amazon Totem Warrior 3 Body**  
119901907



**Amazon Totem Warrior 4 Body**  
119901908

**Amazon Totem Warriors (Random 2)**  
M012

Note: This blister contains 2 Amazon Totem Warriors. When assembled, these figures will be 2x the size of the Amazon Champion. They will also be 2x the size of the Amazon Champion.



**Amazon Warrior 1 Body**  
119901911



**Amazon Warrior 2 Body**  
119901912



**Amazon Warrior 3 Body**  
119901913



**Amazon Warrior 4 Body**  
119901914

**Amazon Warriors (Random 3)**  
M013

Note: This blister contains 3 Amazon Warriors. When assembled, these figures will be 2x the size of the Amazon Champion. They will also be 2x the size of the Amazon Champion.

**Amazon Warband (M015)**  
boxed set contains: 1 Serpent Priestess 2, 2 Champions, 1 & 2, 2 Totem Warriors, 2 & 4, 3 Warriors, 1 & 3, 1 Totem Warrior Head Sprue, 1 & 2, 2 Warrior Head Sprues, 1 & 2, 3 Weapon Sprues, 1 & 2 & 3 and 1 Champion Weapon Sprue.







**Amazon Warrior  
Head Sprue 1**  
119901915



**Amazon Warrior  
Head Sprue 2**  
119901916



**Amazon  
Weapon Sprue 1**  
119901917



**Amazon  
Weapon Sprue 2**  
119901919



**Amazon  
Weapon Sprue 3**  
119901920



**Amazon  
Weapon Sprue 4**  
119901921



**Amazon  
Weapon Sprue 5**  
119901923

For many Dwarfs, the opportunity, no matter how risky, to become fabulously wealthy is just too much to pass up. Thus, some Dwarf nobles find themselves recruiting warriors to enter Mordheim in search of treasures. Often these warbands are joined by monster-seeking Troll Slayers who have found the horrors of the city an honorable challenge.



## Dwarf Treasure Hunters



**Dwarf Treasure  
Hunter Noble**  
110500201

### Dwarf Treasure Hunter Noble M061

*Note: This blister  
contains 1 Dwarf  
Treasure Hunter  
Noble, 1 Dwarf  
Weapon Sprue  
(1 & 2), and 1 Dwarf  
Backpack Sprue*



**Mordheim Dwarf  
Backpack Sprue**  
110500213



**Mordheim Dwarf  
Weapon Sprue 2**  
110500211



**Dwarf Treasure  
Hunter Bearding 1**  
110500208



**Dwarf Treasure  
Hunter Bearding 2**  
110500209



**Dwarf Treasure  
Hunter Engineer**  
110500202



**Dwarf Treasure  
Hunter Trollslayer**  
110500203



**Mordheim Dwarf  
Weapon Sprue 1**  
110500210

### Dwarf Treasure Hunter Bearding (Random 3) M064

*Note: This blister contains 3 random Dwarf Treasure Hunter Bearding (from 1 & 2), 2 Dwarf Weapon Sprues (1 & 2) and 1 Dwarf Backpack Sprue*

### Dwarf Treasure Hunter Champion M062

*Note: This blister contains either 1 Dwarf Treasure Hunter Engineer Body or 1 Dwarf Treasure Hunter Trollslayer Body, plus 2 Dwarf Weapon Sprues (1 & 2) and 1 Dwarf Backpack Sprue*



**Mordheim Dwarf  
Weapon Sprue 3**  
110500212



**Dwarf Treasure  
Hunter Clansman 1**  
110500204



**Dwarf Treasure  
Hunter Clansman 2**  
110500205



**Dwarf Treasure  
Hunter Clansman 3**  
110500206



**Dwarf Treasure  
Hunter Clansman 4**  
110500207

### Dwarf Treasure Hunters (Random 3) M063

*Note: This blister contains 3 random Dwarf Treasure Hunter Clansmen (from 1, 2, 3 & 4), 3 Dwarf Weapon Sprues (1, 2 & 3), and 1 Dwarf Backpack Sprue*

**Dwarf Treasure Hunter Warband (M060) boxed set** contains: 1 Dwarf Noble, 1 Dwarf Engineer, 1 Dwarf Trollslayer, 3 Dwarf Clansmen (1, 2 & 3), 2 Dwarf Bearding (1 & 2), 2 Dwarf Weapon Sprue 1, 2 Dwarf Weapon Sprue 2, 1 Dwarf Weapon Sprue 3 and 4 Dwarf Backpack Sprues



# Shadow Warriors

The High Elven population of Nagarythe was long ago cast out and driven from their lands by the great civil war that birthed the Dark Elves. Now, many of these Shadow Warriors, as they have come to be known, wander the lands seeking for revenge against their dark brethren or any evil doers.

**Shadow Master M001**



**Shadow Master 111000101**

**Shadow Warrior Command M002**



**Shadow Warrior 13 111000301**



**Shadow Warrior 9 111000302**



**Shadow Warrior 16 111000401**

**Shadow Warrior w/ Sword M003**



**Shadow Warrior 17 111000402**



**Shadow Warrior 8 111000201**



**Shadow Warrior 10 111000202**



**Shadow Warrior 12 111000203**



**Shadow Warrior 11 111000204**



**Shadow Warrior 14 111000205**



**Shadow Warrior 15 111000206**

**Shadow Warrior w/ Bow M004**

## Showcase



Above: From the Design Studio's spectacular Mordheim game, this winner's piece is a testament to the madness that befalls the city in the days after the meteorite struck.

**Shadow Warrior Shield Sprue 111000102**



**Shadow Warrior Bow & Quiver 111000103**



**Shadow Warrior Quiver 111000207**

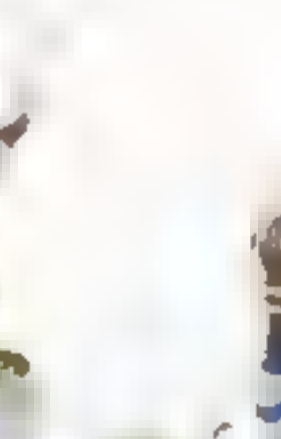


**Shadow Master M001 Complete**



Above and Right: The Shadow Warriors utilize the familiar color schemes of their homeland of Ulthuan.

**Shadow Warrior w/ Sword M003 Complete**





From his dimly lit chamber in the Drakenhof castle, Count von Carstein plots the downfall of the Empire. With just a little more power, the Vampire could overthrow his human rivals and claim the throne himself. Toward this vile ambition, warbands of the Undead began to search for wyrdstone in the ruins of the once mighty city.



**Vampire**  
20-71

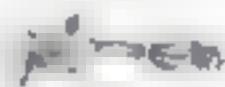
Note: This set also includes a Vampire Sword and a Vampire Halberd.



**Vampire w/  
Cloak Spread**  
110700201



**Vampire Sword**  
110700202



**Mordheim  
Vampire Halberd**  
110700104



**Mordheim  
Vampire Body**  
110700103



**Dregs (2)**  
20-73



**Mordheim Dreg  
Body 1**  
110700105



**Dreg Spear**  
110700107



**Dreg Pick**  
110700106



**Mordheim Dreg  
Body 2**  
110700108

**Undead Warband (20-10)** boxed set contains:

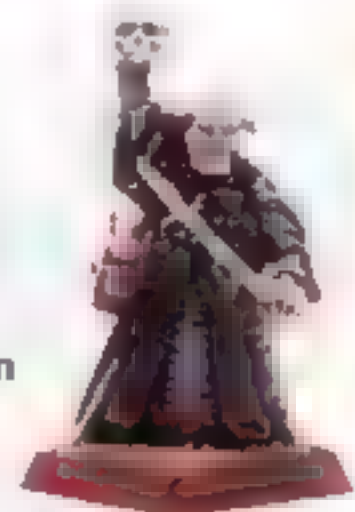
- 1 Vampire & Halberd
- 1 Necromancer & Sword Arm
- 2 Dregs (1 & 2)
- 1 Dreg Spear
- 1 Dreg Pick
- 1 Warhammer Zombie Sprue (makes 5 Zombies)
- and 1 Mordheim Accessory Sprue.



**Mordheim  
Necromancer Body**  
110700101



**Mordheim  
Necromancer Arm**  
110700102



**Necromancer**  
20-72

## Showcase



*Left: This Vampire and his Necromancer lackey have come to Mordheim to feast on the living and build an army of the dead.*



*Left and Below: No one has yet managed to escape the city of Mordheim unscathed. Perils lurk around every corner and if you don't keep your wits about you, you won't leave the city alive.*







## Skaven



**Skaven Assassin Master  
(Random 1)**  
20-35

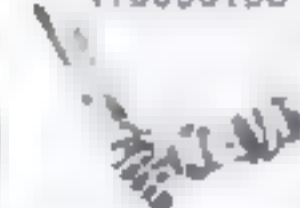
Scale: 1" = 10" (25.4cm)  
 1" = 1" (2.54cm)  
 1" = 1" (2.54cm)



**Skaven Assassin  
Master Body 1**  
110600101



**Skaven Assassin  
Master Head 1**  
110600103



**Skaven Assassin  
Master Arm 1**  
110600102



**Skaven Assassin  
Master Body 2**  
110600104

**Skaven Assassin  
Master Head 2**  
110600106

**Skaven Assassin  
Master Arm 2**  
110600105



**Skaven Night  
Runner 1**  
110600301



**Skaven Night  
Runner 2**  
110600302



**Black Skaven  
(Random 1)**  
20-36

Scale: 1" = 10" (25.4cm)  
 1" = 1" (2.54cm)  
 1" = 1" (2.54cm)



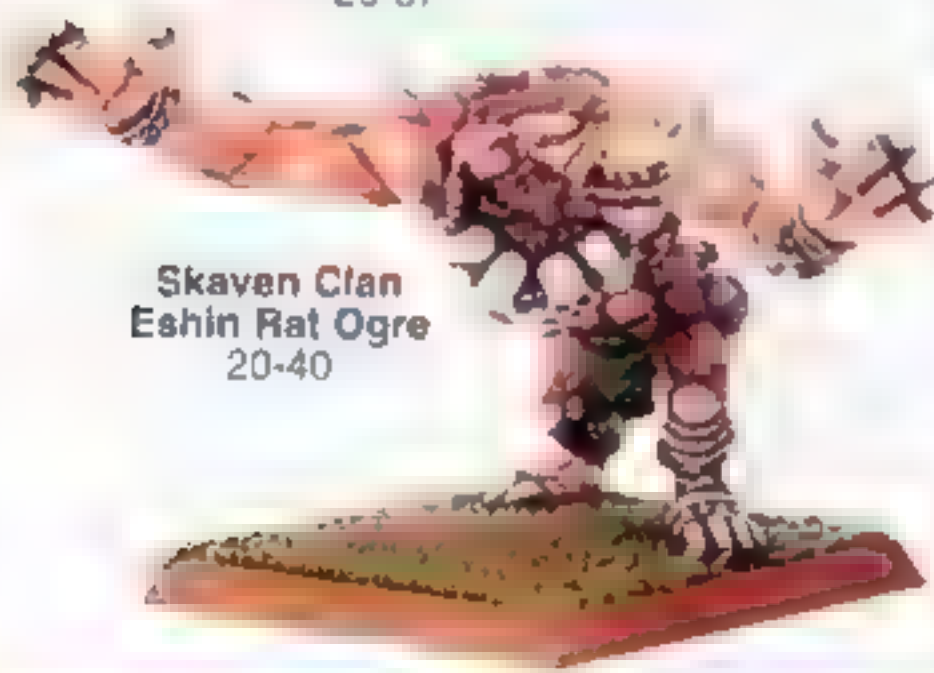
**Black Skaven  
Body 1**  
110600201



**Black Skaven  
Body 2**  
110600203

**Black Skaven  
Pistol Arm**  
110600202

**Black Skaven  
Flail**  
110600204



**Skaven Clan  
Eshin Rat Ogre**  
20-40



**Rat Ogre  
Upper Body**  
110600601



**Rat Ogre Legs**  
110600602



**Rat Ogre  
Right Arm**  
110600603



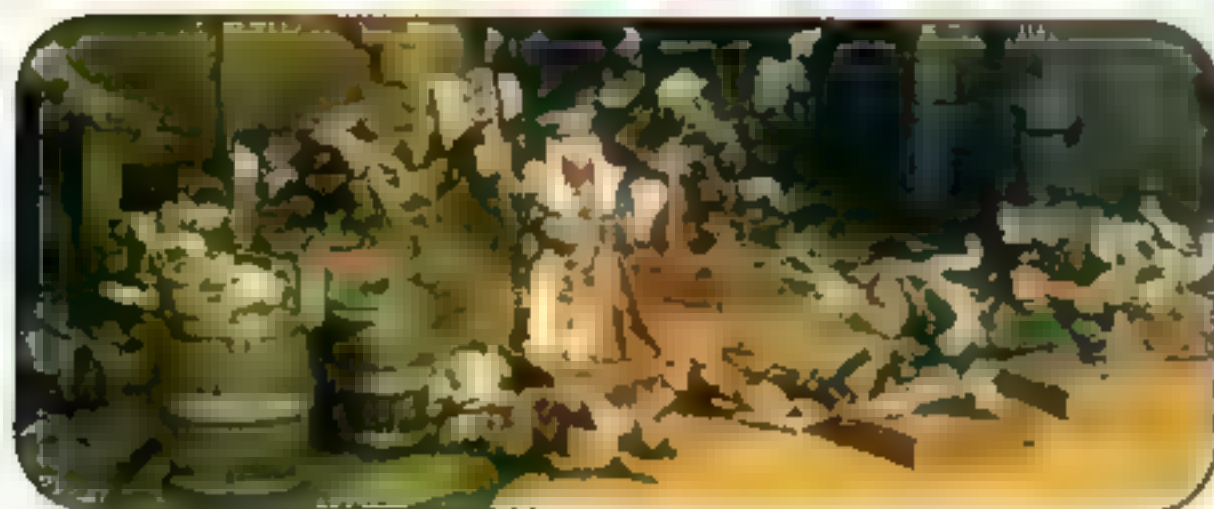
**Skaven Clan Eshin  
Sorcerer Arm**  
110600402



**Skaven Clan  
Eshin Sorcerer**  
20-38



**Skaven Clan Eshin  
Sorcerer Body**  
110600401



*Below: Using  
 their superior  
 skills, the  
 Skaven can  
 defeat the  
 Mordheim*



Skaven Clan  
Skyre Rat Ogre  
Head  
110600701

Skaven Clan  
Skyre Rat Ogre  
Body  
110600702

Skaven Clan  
Skyre Rat Ogre  
Arms  
110600703

Skaven Clan  
Skyre Rat Ogre  
Legs  
110600704

Skaven Clan  
Skyre Rat Ogre  
M070

Mordheim  
Stagecoach  
M047

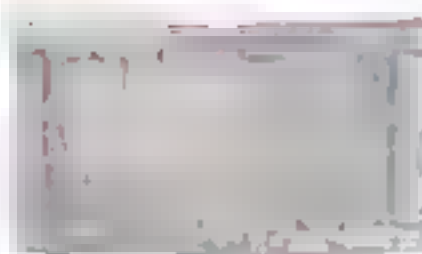
# Stagecoach

Even with a well armed driver, no highway is ever completely safe. What mysterious passenger or piled riches lie within? That depends on the scenario!

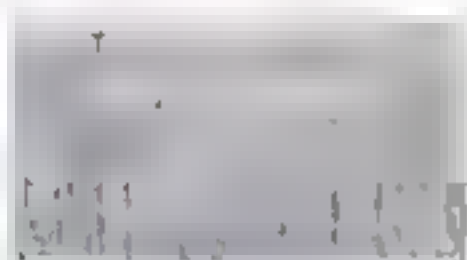
Scale: 1" = 10" (1" = 10")  
1" = 10" (1" = 10")  
1" = 10" (1" = 10")



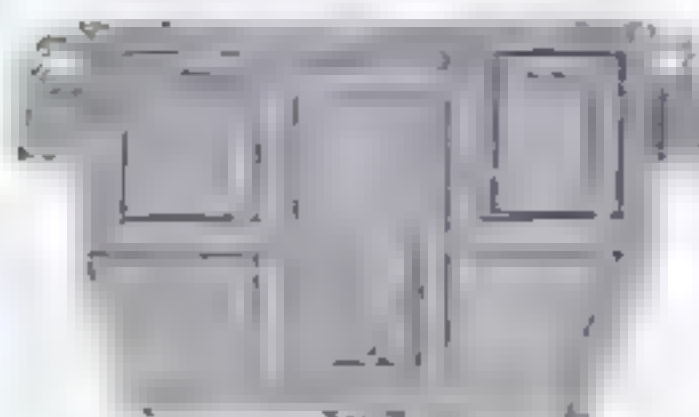
Above: Stand and Deliver!



Stagecoach  
Front/Back  
110204706



Stagecoach  
Floor  
110204704



Stagecoach  
Side  
110204707



Stagecoach  
Driver  
110204701



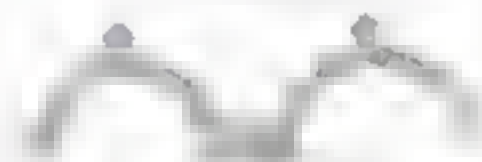
Stagecoach  
Seat  
110204702



Stagecoach  
Front Axle  
110204708



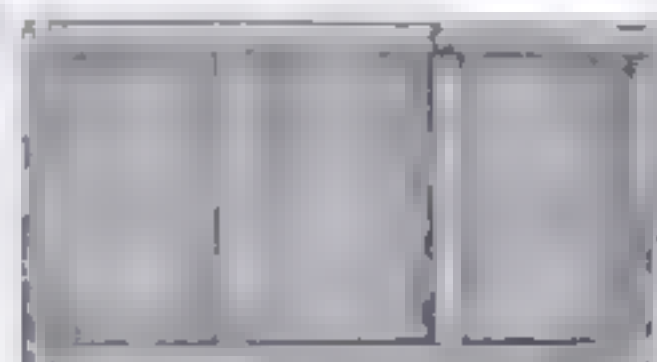
Stagecoach  
Back Axle  
110204709



Stagecoach  
Yoke  
110204703



Stagecoach  
Haft Axle  
110204710



Stagecoach  
Roof  
110204705



# Carnival of Chaos

Gallivanting through the streets of Mordheim come the colorful players of the Carnival of Chaos. This traveling troupe entertains rural settlements of the Old World with tales of the dark days of the Empire. This is all fun and good in the daytime. However, when darkness falls, their pustular nature is revealed, and the slaughter commences.



**Carnival of Chaos  
Carnival Master**  
M131

Ante 1

**Circus Carnival  
Master Body**  
110100801

Carnival of Chaos Warband (M055) boxed set contains: 1 Circus Carnival Master Body, 1 Champion Body, 1 Circus Brethren Body, 1 Circus Jester, 2 Circus Weapon Sprue 1, 2 Circus Weapon Sprue 2, 1 Circus Weapon Sprue 3 and 2 Circus Weapon Sprue 4.



**Circus Champion  
Body 1**  
110100802



**Circus Champion  
Body 2**  
110100803



**Circus  
Jester**  
110100809



**Circus Nurgling**  
110100814



**Circus Nurgling**  
110100815



**Circus Brethren  
Body 1**  
110100806



**Circus Brethren  
Body 2**  
110100807



**Circus Brethren  
Body 3**  
110100808



**Circus Plague  
Bearer 1**  
110100804



**Circus Plague  
Bearer 2**  
110100805



**Circus Nurgling**  
110100816



**Circus Nurgling**  
110100817

**Carnival of Chaos  
Brethren (3)**  
M134

Ante

1, 2 & 3 only

**Carnival of Chaos Plague Bearers (2)**  
M135

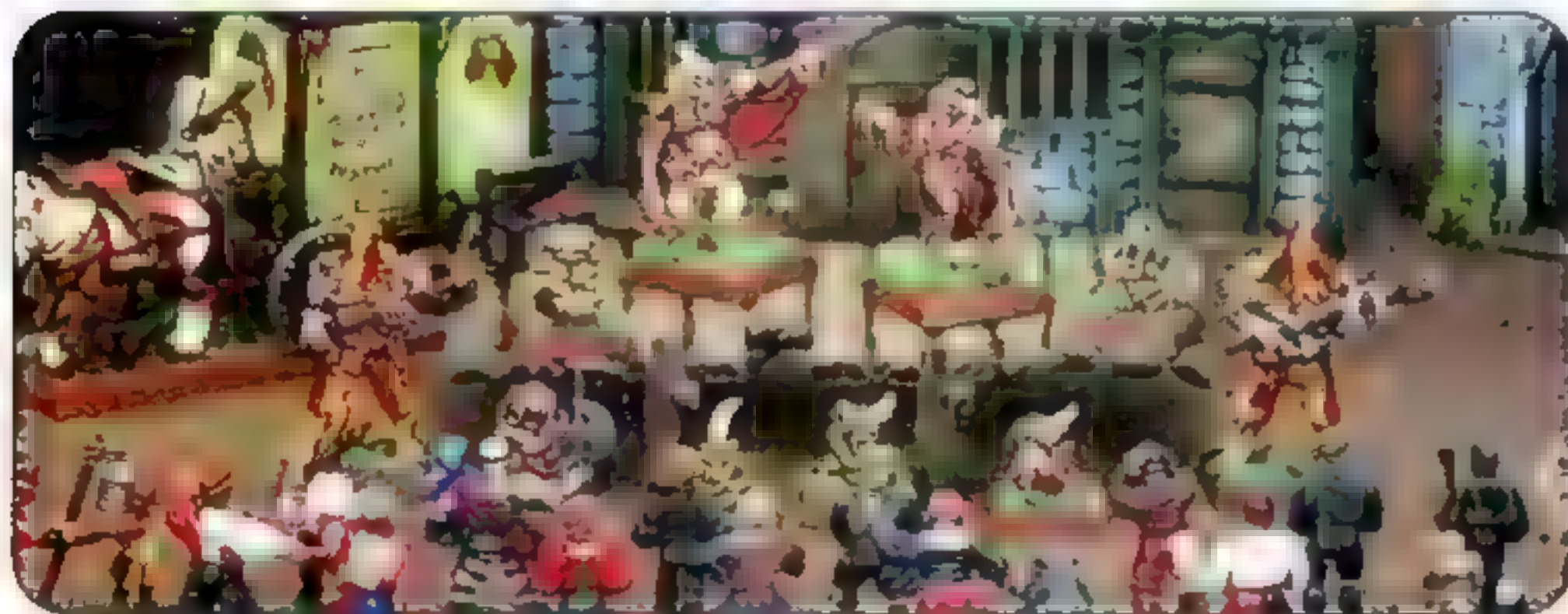


**Circus Nurgling**  
110100818



**Circus Nurgling**  
110100819

**Carnival of Chaos  
Nurglings  
(Random 5)**  
M133



Above: The Carnival of Chaos. Below: The Carnival of Chaos. The Carnival of Chaos are not what they seem.





Circus Weapon  
Sprue 1  
110100810



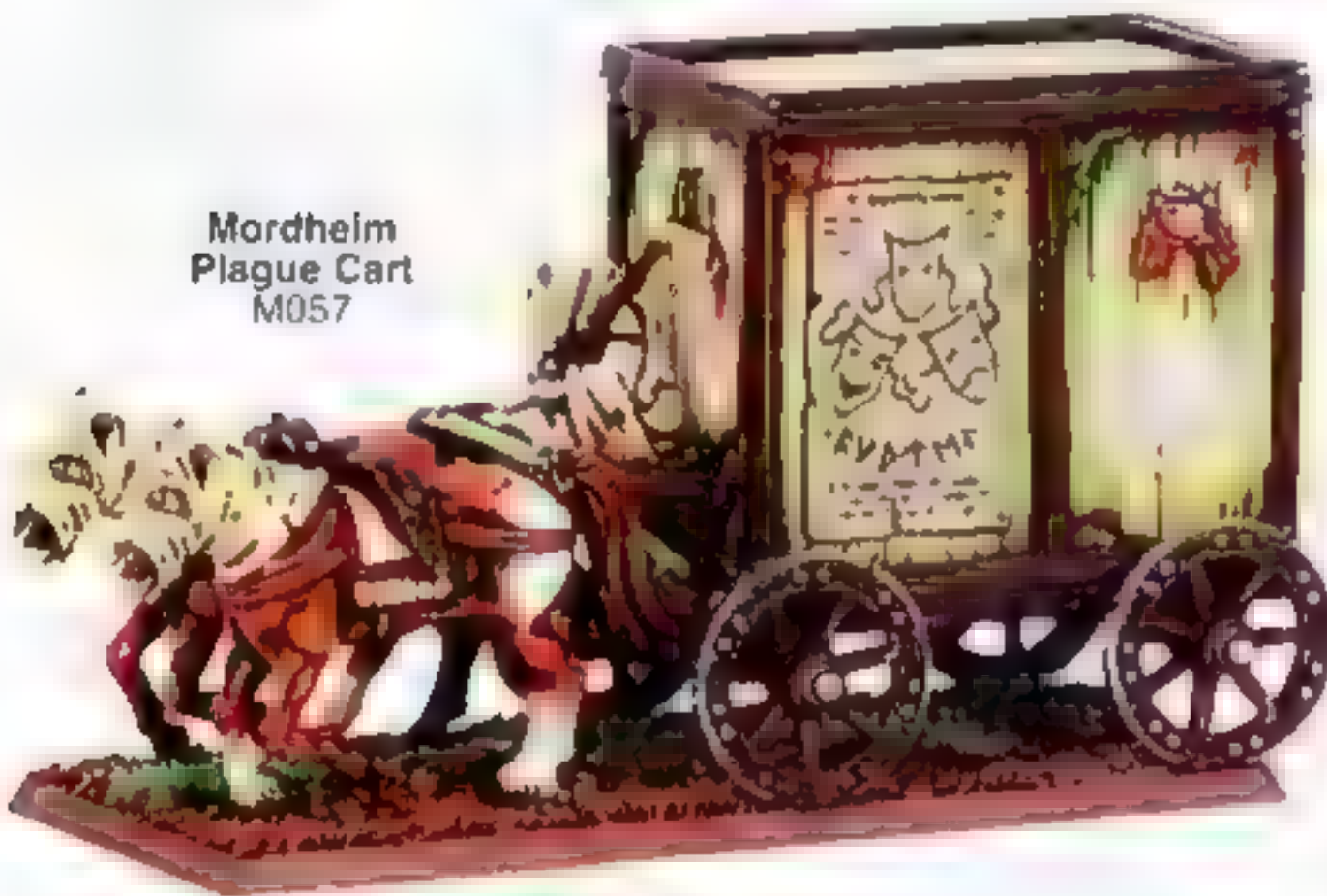
Circus Weapon  
Sprue 2  
110100811



Circus Weapon  
Sprue 3  
110100812



Circus Weapon  
Sprue 4  
110100813



Mordheim  
Plague Cart  
M057



# Plague Cart

The Plague Cart is the embodiment of Nurgle and the core of the Carnival of Chaos. The Daemonic nature of the Plague Cart fills both the Daemons and the mortals of the Carnival with unholy vigor.

|             |             |             |             |
|-------------|-------------|-------------|-------------|
| Note        | Plague Cart | Plague Cart | Plague Cart |
| Plague Cart | Plague Cart | Plague Cart | Plague Cart |
| Plague Cart | Plague Cart | Plague Cart | Plague Cart |
| Plague Cart | Plague Cart | Plague Cart | Plague Cart |
| Plague Cart | Plague Cart | Plague Cart | Plague Cart |
| Plague Cart | Plague Cart | Plague Cart | Plague Cart |



Plague Cart Roof  
110100904



Plague Cart Base  
110100901



Plague Cart  
Horse Head  
110100908



Plague Cart  
Driver  
110100910



Plague Cart Yoke  
110100909



Plague Cart  
Rear Step  
110100907



Plague Cart Side 1  
110100902



Plague Cart Side 2  
110100903



Plague Cart Front  
110100905



Plague Cart Rear  
110100906



# Cult of the Possessed

Behind some of the many whispered rumors throughout the Empire is a cold dark truth - there are many followers of the cult of Chaos. A new leader, the Shadowlord, has arisen in the City of the Damned, and many corrupt followers have gathered to gain the eye of this dark master. These deranged and violent warriors search the streets for more of the corrupting wyrdstone to claim as their own.



**Possessed Magister 2**  
110100501(Bit)  
20-76 (Blister)



**Possessed Magister 1**  
110100101



**Possessed Beastman 3**  
110100303



**Possessed Beastman 1**  
110100301  
**Cult Beastmen (3)**  
20-74



**Possessed Beastman 2**  
110100302



**Possessed Brethren w/ Mace & Axe 2**  
110100103



**Possessed Brethren w/ Mace & Axe 1**  
110100105



**Possessed Brethren w/ Spear**  
110100102



**Possessed Brethren w/ Halberd**  
110100104



**Possessed Darksoul w/ Axe**  
110100107



**Possessed Darksoul w/ Morning Star**  
110100702

**Cult Brethren (Random 2)**  
20-76

**Cult Darksoul (Random 1)**  
20-77

Cult of the Possessed Warband 20-11:  
1 Possessed Magister 1, 4 Possessed Brethren (1, 2, 3 & 4), 1 Possessed Darksoul w/ Axe, 1 complete Possessed 2 (pictured far right) and 1 Mordheim Accessory 5.



**Possessed 1 Claw**  
110100403



**Possessed 2 3-Finger Hand**  
110100109



**Possessed 2 Tentacles**  
110100110



**Possessed 1 5-Finger Hand**  
110100404



**Possessed 1 Head**  
110100402



**Possessed 1 Body**  
011300401



**Possessed 2 Head**  
110100108



**Possessed 2 Body**  
110100106



**Cult Possessed**  
20-75

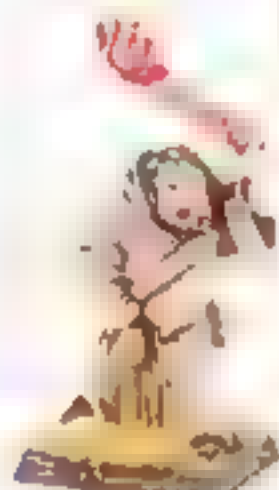


During the dark years following the comet strike that flattened Mordheim, the Empire became a more dangerous place than ever. All across the lands, the farmsteads and villagers became wary of strangers as never before. Once these simple folk would offer up a kind word or perhaps even a guarded invitation for a weary traveler to sit down for dinner. Those greetings have been replaced during these grim days with firebrands, clubs, and pointed farming implements. These enraged zealots will storm out to protect their meager belongings.

### Frenzied Mob (Random 3) M056



Villager 1  
110205001



Villager 4  
110205004



Villager 5  
110205005



Villager 3  
110205003



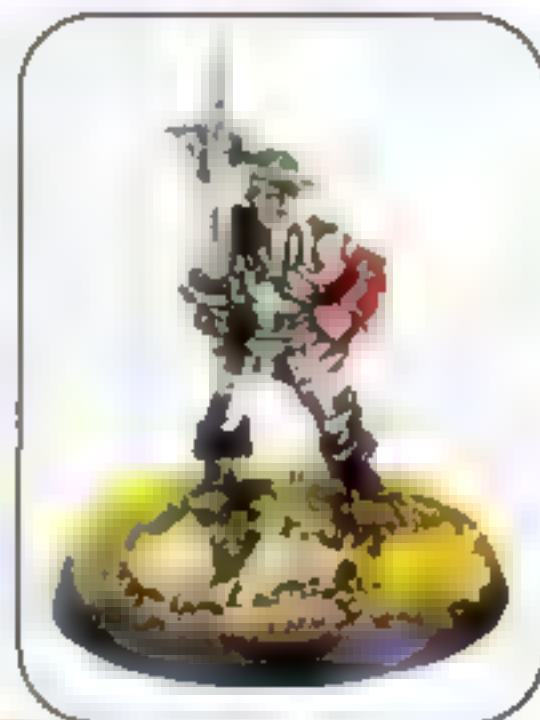
Villager 2  
110205002

## Frenzied Mob

*Below: Sebastien de Hort walked away from the 2008 French Couden Demon competition with a Bronze award for this spectacular diorama.*

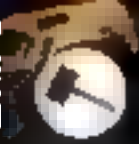


## Showcase



*Above: Mark Bedford sculptor for our Fanatic Studio, painted this cool Freelance Knight.*

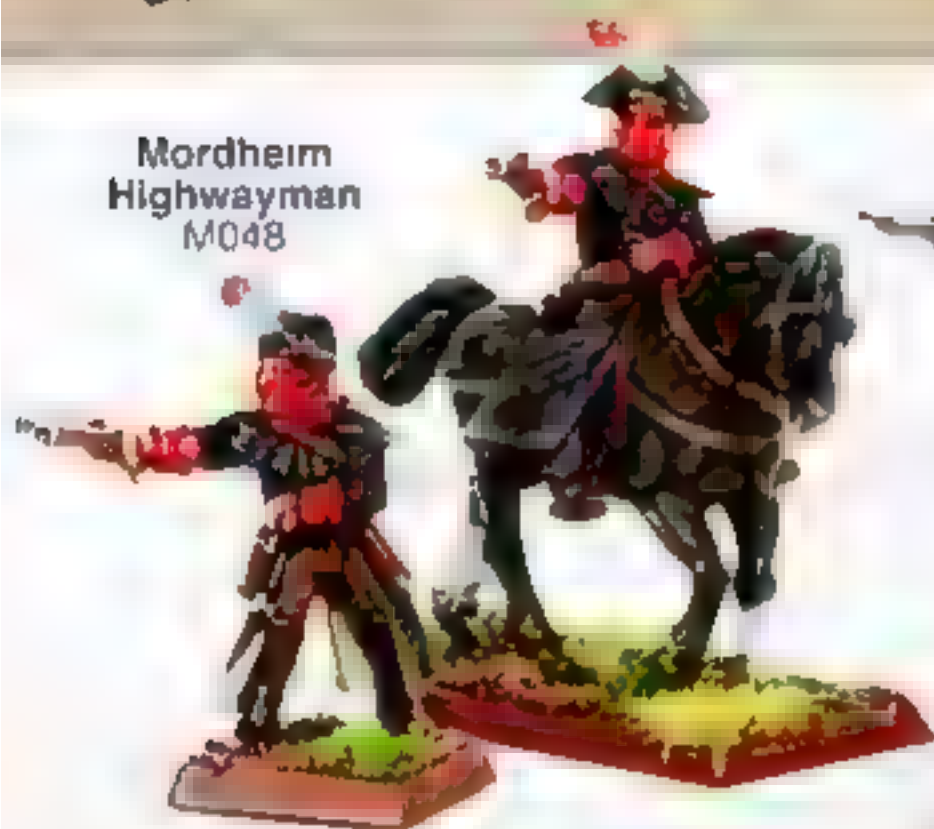




## Hired Swords

A Hired Sword is a professional mercenary who may be recruited to aid a warband for a particular mission. For a fee, these cutthroats, bandits, and rogues can greatly augment the fighting capabilities of a warband. Any tavern or shanty town around Mordheim will have notices posted for Hired Swords looking for work.

**Mordheim Highwayman**  
M048



**Highwayman on Foot**  
110204801



**Mounted Highwayman**  
110204802



**Elf Ranger**  
110400101 (Bit)  
20-52 (Blister)



**Dwarf Trollslayer**  
110500101 (Bit)  
20-50 (Blister)

**Mordheim Road Warden**  
M049



**Mounted Road Warden**  
110204903



**Road Warden on Foot**  
110204901



**Road Warden Arm**  
110204902

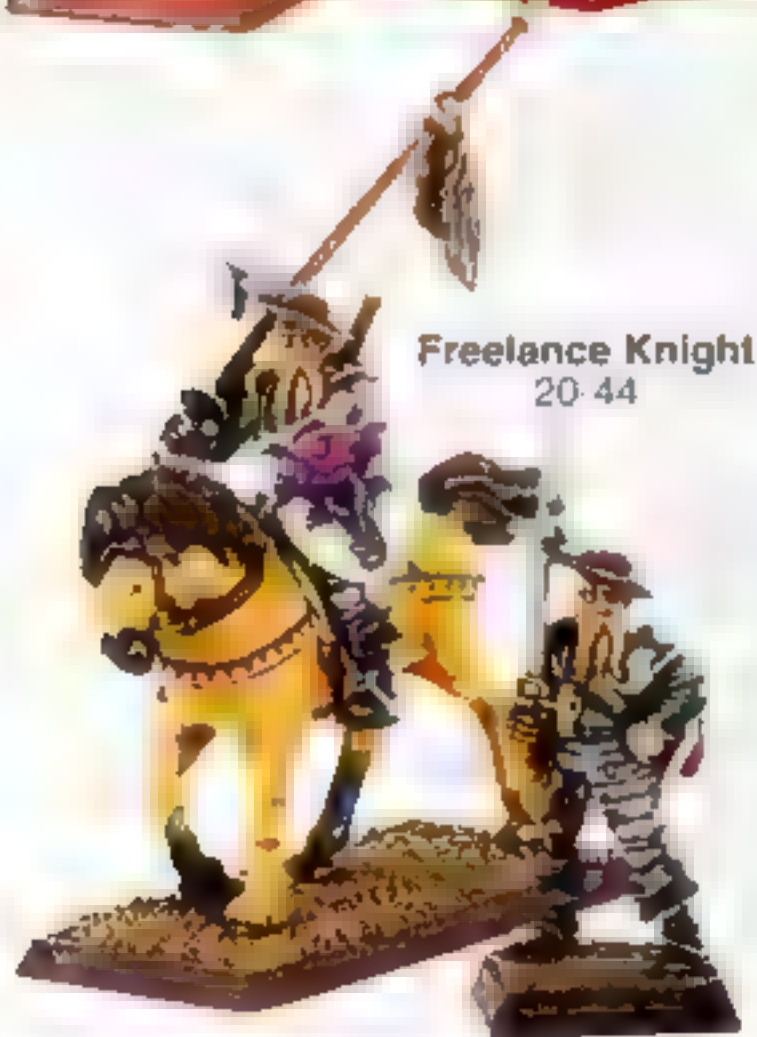


**Mordheim Merchant**  
110204401 (Bit)  
M045 (Blister)



**Mordheim Town Cryer**  
110204501 (Bit)  
M046 (Blister)

**Freelance Knight**  
20-44



**Mounted Freelance Knight Lance**  
110200404



**Freelance Knight on Foot**  
110200401



**Mounted Freelance Knight**  
110200403



**Pit Fighter**  
20-51



**Pit Fighter**  
110203001



**Freelance Knight Shield Sprue**  
110200402



**Pit Fighter Morning Star**  
110203002



# Hired Swords



**Mordheim Ogre Bodyguard**  
20-45



**Ogre Bodyguard Body**  
110200502



**Ogre Bodyguard  
Axe Arm**  
110200503



**Ogre Bodyguard  
Pack**  
110200501



**Mordheim  
Warlock (New)**  
110204601 (Bit)  
M044 (Blister)



**Mordheim  
Warlock (Old)**  
110201901 (Bit)  
20-47 (Blister)



**Halfling Cook**  
110202901 (Bit)  
20-49 (Blister)

# Showcase

*Below and Right: The  
great Old Warband won  
James S. Muckay a Silver  
award at the 2002  
Baltimore Golden  
Demon competition*





## Dramatis Personae

This page shows some of the strangest and most famous (or infamous) characters to be found in Mordheim and the surrounding areas. Occasionally, these rogues can be persuaded to join a warband, although their fees are quite steep (and not always payable with treasures). A warband must be lucky (and well off) to hire these special characters.



**Aenur, the  
Sword of Twilight**  
110201301 (Bit)  
M005 (Bister)



**Bertha  
Bestrafung**  
110201401 (Bit)  
20-56 Bister)



**Veskit the  
Executioner**  
20-39



**Veskit the  
Executioner Arm**  
110600502



**Veskit the  
Executioner Body**  
110600501



**Nicodemus**  
021403901 (Bit)  
20-53 (Bister)



**Johann the Knife**  
20-46



**Johann the  
Knife Body**  
110201201



**Vampire  
Assassin Knife**  
110700502



**Johann the  
Knife Cloak**  
110201202



**Vampire  
Assassin Body**  
110700501



**Marianna Chevaux,  
Vampire Assassin**  
M080



**Hunter**  
M090

*Note: The Hunter (or Body) (110205101) and Hunter  
Sprue (110205102) are available separately.*



**The Thing in the Woods Body**  
119902001



**The Thing in the  
Woods Jaw Sprue**  
119902002



**The Thing in the  
Woods Arm Sprue**  
119902003



**The Thing in the  
Woods Left Leg**  
119902004



**The Thing in the  
Woods Right Leg**  
119902005



**The Thing in the Woods**  
M059



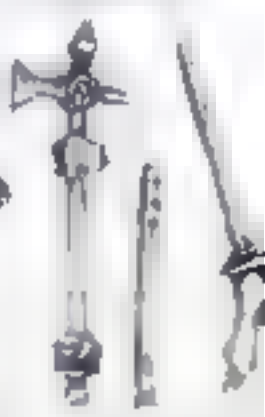
**Ulli & Marquand**



**Ulli Leitpold**  
110203501



**Marquand Volker**  
110203502



**Ulli & Marquand  
Weapon Sprue**  
110203503



A few casualty models can mark where important characters fell or can serve an important role in a special scenario (loot the fallen bodies of treasures for example).



# Casualties



Orc w/ Sword  
Casualty  
119900402



Orc  
Casualty 1  
119900401



Goblin w/ Sword  
Casualty  
119900502



Goblin  
Casualty 1  
119900501



Goblin w/ Arrow  
Casualty  
119900503



Dwarf w/ Pack  
Casualty  
119900303



Human  
Casualty 1  
119900201



Human  
Casualty 2  
119900202



Human  
Casualty 3  
119900203



Human  
Casualty 4  
119900204



Human  
Casualty 5  
119900205



Dwarf  
Casualty 2  
119900302



Human  
Casualty 6  
119900206



Human  
Casualty 7  
119900207



Human  
Casualty 8  
119900208



Human  
Casualty 9  
119900209



Human  
Casualty 10  
119900210



Dwarf  
Casualty 1  
119900301



Boar Casualty  
119900601



Skaven  
Casualty 1  
119900101



Skaven  
Casualty 2  
119900102



Skaven  
Casualty 3  
119900103



Skaven  
Casualty 4  
119900104



Skaven  
Casualty 5  
119900105



Horse Casualty  
119900602



# Price List

## Getting Started

|  |                             |      |
|--|-----------------------------|------|
| 20-01-60   | Mordheim City of the Damned | \$75 |
| Contents: Ruins: 10 Skaven Warplankers, 8 Human Mercenaries, 5 Buildings, ruins, dirt, and coal. |                             |      |
| 20-02  | Blood on the Streets        | \$30 |
| Contents: 2 Large Buildings and attached small cover.  |                             |      |

## Boxed Sets & Blister Packs – Middenheimers

|                            |                          |     |
|----------------------------|--------------------------|-----|
| 20-63                      | Middenheimer Captain     | \$9 |
| Blister includes 1 model.  |                          |     |
| 20-64                      | Middenheimer Champion    | \$7 |
| Blister includes 1 model.  |                          |     |
| 20-65                      | Middenheimer Youngbloods | \$8 |
| Blister includes 2 models. |                          |     |

## Boxed Sets & Blister Packs – Reiklanders

|                            |                        |     |
|----------------------------|------------------------|-----|
| 20-41                      | Reiklander Captain     | \$9 |
| Blister includes 1 model.  |                        |     |
| 20-42                      | Reiklander Champion    | \$7 |
| Blister includes 1 model.  |                        |     |
| 20-43                      | Reiklander Youngbloods | \$8 |
| Blister includes 2 models. |                        |     |

## Boxed Sets & Blister Packs – Marienburgers

|                            |                          |     |
|----------------------------|--------------------------|-----|
| 20-60                      | Marienburger Captain     | \$9 |
| Blister includes 1 model.  |                          |     |
| 20-61                      | Marienburger Champion    | \$7 |
| Blister includes 1 model.  |                          |     |
| 20-62                      | Marienburger Youngbloods | \$8 |
| Blister includes 2 models. |                          |     |

## Boxed Sets & Blister Packs – Kislevites

|                              |                       |      |
|------------------------------|-----------------------|------|
| M050                         | Mordheim Kislevites   | \$35 |
| Boxed Set includes 8 models. |                       |      |
| M051                         | Kislevite Captain     | \$9  |
| Blister includes 1 model.    |                       |      |
| M052                         | Kislevite Henchmen    | \$13 |
| Blister includes 2 models.   |                       |      |
| M053                         | Kislevite Youngbloods | \$13 |
| Blister includes 3 models.   |                       |      |
| M054                         | Kislevite Bear Tamer  | \$9  |
| Blister includes 2 models.   |                       |      |

## Boxed Sets & Blister Packs – Averlanders

|                            |                              |      |
|----------------------------|------------------------------|------|
| M043                       | Averlander Human Mercenaries | \$10 |
| Blister includes 3 models. |                              |      |

## Boxed Sets & Blister Packs – Ostlanders

|                            |                                    |      |
|----------------------------|------------------------------------|------|
| M041                       | Ostlanders & Double-Handed Weapons | \$10 |
| Blister includes 3 models. |                                    |      |
| M042                       | Ostlanders & Missile Weapons       | \$10 |
| Blister includes 3 models. |                                    |      |

## Boxed Sets & Blister Packs – Pit Fighters

|                              |                                  |      |
|------------------------------|----------------------------------|------|
| M030                         | Mordheim Pit Fighters            | \$30 |
| Boxed Set includes 6 models. |                                  |      |
| M031                         | Mordheim Pit Fighters            | \$15 |
| Blister includes 3 models.   |                                  |      |
| M032                         | Mordheim Pit Fighter Trollslayer | \$7  |
| Blister includes 1 model.    |                                  |      |
| M033                         | Mordheim Pit Fighter Ogre        | \$15 |
| Blister includes 1 model.    |                                  |      |

## Boxed Sets & Blister Packs – Witch Hunters

|                              |                          |      |
|------------------------------|--------------------------|------|
| 20-09                        | Mordheim Witch Hunters   | \$35 |
| Boxed Set includes 6 models. |                          |      |
| 20-48                        | Sigmarite Warrior Priest | \$7  |
| Blister includes 1 model.    |                          |      |
| 20-66                        | Witch Hunter             | \$7  |
| Blister includes 1 model.    |                          |      |
| 20-87                        | Witch Hunter Captain     | \$9  |
| Blister includes 1 model.    |                          |      |

|                            |                          |     |
|----------------------------|--------------------------|-----|
| 20-68                      | Witch Hunter Zealots     | \$7 |
| Blister includes 2 models. |                          |     |
| 20-69                      | Witch Hunter Flagellants | \$8 |
| Blister includes 2 models. |                          |     |
| 20-70                      | Mordheim War Hounds      | \$8 |
| Blister includes 3 models. |                          |     |

## Boxed Sets & Blister Packs – Sisters of Sigmar

|                              |                            |      |
|------------------------------|----------------------------|------|
| 20-08                        | Mordheim Sigmarite Sisters | \$35 |
| Boxed Set includes 8 models. |                            |      |
| 20-54                        | Sigmarite Sisters          | \$10 |
| Blister includes 2 models.   |                            |      |
| 20-55                        | Sigmarite Augur            | \$9  |
| Blister includes 1 model.    |                            |      |
| 20-57                        | Sigmarite Matriarch        | \$9  |
| Blister includes 1 model.    |                            |      |
| 20-58                        | Sigmarite Sister Superior  | \$7  |
| Blister includes 1 model.    |                            |      |
| 20-59                        | Sigmarite Novice           | \$8  |
| Blister includes 2 models.   |                            |      |
| M020                         | Sisters of Sigmar Champion | \$8  |
| Blister includes 1 model.    |                            |      |
| M021                         | Sisters of Sigmar          | \$13 |
| Blister includes 2 models.   |                            |      |
| M022                         | Sisters of Sigmar Novice   | \$13 |
| Blister includes 2 models.   |                            |      |

## Boxed Sets & Blister Packs – Amazons

|                              |                          |      |
|------------------------------|--------------------------|------|
| M015                         | Mordheim Amazons         | \$40 |
| Boxed Set includes 8 models. |                          |      |
| M010                         | Amazon Serpent Priestess | \$8  |
| Blister includes 1 model.    |                          |      |
| M011                         | Amazon Champion          | \$8  |
| Blister includes 1 model.    |                          |      |
| M012                         | Amazon Totem Warriors    | \$8  |
| Blister includes 2 models.   |                          |      |
| M013                         | Amazon Warriors          | \$13 |
| Blister includes 3 models.   |                          |      |

## Boxed Sets & Blister Packs – Shadow Warriors

|                           |                          |      |
|---------------------------|--------------------------|------|
| M061                      | Shadow Master            | \$9  |
| Blister includes 1 model. |                          |      |
| M062                      | Shadow Warrior's Bow     | \$10 |
| Blister includes 1 model. |                          |      |
| M063                      | Shadow Warrior's Longing | \$9  |
| Blister includes 1 model. |                          |      |
| M064                      | Shadow Warrior's Sword   | \$9  |
| Blister includes 1 model. |                          |      |

## Boxed Sets & Blister Packs – Dwarf Treasure Hunters

|                              |                                 |      |
|------------------------------|---------------------------------|------|
| M060                         | Mordheim Dwarf Treasure Hunters | \$40 |
| Boxed Set includes 6 models. |                                 |      |
| M061                         | Dwarf Treasure Hunter Noble     | \$10 |
| Blister includes 1 model.    |                                 |      |
| M062                         | Dwarf Treasure Hunter Champion  | \$10 |
| Blister includes 1 model.    |                                 |      |
| M063                         | Dwarf Treasure Hunters          | \$10 |
| Blister includes 3 models.   |                                 |      |
| M064                         | Dwarf Treasure Hunter Beardings | \$10 |
| Blister includes 1 model.    |                                 |      |

## Boxed Sets & Blister Packs – Undead

|                              |                      |      |
|------------------------------|----------------------|------|
| 20-10                        | Mordheim Undead      | \$35 |
| Boxed Set includes 6 models. |                      |      |
| 20-71                        | Mordheim Vampire     | \$9  |
| Blister includes 1 model.    |                      |      |
| 20-72                        | Mordheim Necromancer | \$9  |
| Blister includes 1 model.    |                      |      |

|                            |                |     |
|----------------------------|----------------|-----|
| 20-73                      | Mordheim Drags | \$8 |
| Blister includes 2 models. |                |     |

## Boxed Sets & Blister Packs – Skaven

|                            |                            |      |
|----------------------------|----------------------------|------|
| 20-35                      | Skaven Assassin Master     | \$9  |
| Blister includes 1 model.  |                            |      |
| 20-36                      | Black Skaven               | \$7  |
| Blister includes 1 model.  |                            |      |
| 20-37                      | Skaven Night Runners       | \$8  |
| Blister includes 2 models. |                            |      |
| 20-38                      | Skaven Clan Eshin Sorcerer | \$7  |
| Blister includes 1 model.  |                            |      |
| 20-40                      | Skaven Clan Eshin Rat Ogre | \$15 |
| Blister includes 1 model.  |                            |      |
| M070                       | Skaven Clan Skyre Rat Ogre | \$15 |
| Blister includes 1 model.  |                            |      |

## Boxed Sets & Blister Packs – Vehicles

|                             |                      |      |
|-----------------------------|----------------------|------|
| M047                        | Mordheim Stagecoach  | \$50 |
| Boxed Set includes 1 model. |                      |      |
| M057                        | Mordheim Plague Cart | \$50 |
| Boxed Set includes 1 model. |                      |      |

## Boxed Sets & Blister Packs – Carnival of Chaos

|                              |                                   |      |
|------------------------------|-----------------------------------|------|
| M055                         | Mordheim Carnival of Chaos        | \$40 |
| Boxed Set includes 8 models. |                                   |      |
| M130                         | Carnival of Chaos Champion        | \$9  |
| Blister includes 2 models.   |                                   |      |
| M131                         | Carnival of Chaos Carnival Master | \$10 |
| Blister includes 1 model.    |                                   |      |
| M133                         | Carnival of Chaos Nurglings       | \$10 |
| Blister includes 5 models.   |                                   |      |
| M134                         | Carnival of Chaos Brethren        | \$10 |
| Blister includes 3 models.   |                                   |      |
| M135                         | Carnival of Chaos Plague Bearers  | \$10 |
| Blister includes 2 models.   |                                   |      |

## Boxed Sets & Blister Packs – Cult of the Possessed

|                              |                                |      |
|------------------------------|--------------------------------|------|
| 20-11                        | Mordheim Cult of the Possessed | \$35 |
| Boxed Set includes 7 models. |                                |      |
| 20-74                        | Cult Beastmen                  | \$10 |
| Blister includes 2 models.   |                                |      |
| 20-75                        | Cult Possessed                 | \$13 |
| Blister includes 1 model.    |                                |      |
| 20-76                        | Cult Magister                  | \$9  |
| Blister includes 1 model.    |                                |      |
| 20-77                        | Cult Darksoil                  | \$7  |
| Blister includes 1 model.    |                                |      |
| 20-78                        | Cult Brethren                  | \$10 |
| Blister includes 2 models.   |                                |      |

## Boxed Sets & Blister Packs – Hired Swords

|                            |                         |      |
|----------------------------|-------------------------|------|
| M040                       | Hunter                  | \$9  |
| Blister includes 1 model.  |                         |      |
| 20-44                      | Freelance Knight        | \$15 |
| Blister includes 2 models. |                         |      |
| 20-45                      | Mordheim Ogre Bodyguard | \$15 |
| Blister includes 1 model.  |                         |      |
| 20-47                      | Mordheim Warlock (Old)  | \$9  |
| Blister includes 1 model.  |                         |      |
| 20-49                      | Halling Cook            | \$7  |
| Blister includes 1 model.  |                         |      |
| 20-50                      | Dwarf Trollslayer       | \$9  |
| Blister includes 1 model.  |                         |      |
| 20-51                      | Pit Fighter             | \$8  |
| Blister includes 1 model.  |                         |      |
| 20-52                      | Elf Ranger              | \$8  |
| Blister includes 1 model.  |                         |      |
| M044                       | Mordheim Warlock (New)  | \$8  |
| Blister includes 1 model.  |                         |      |
| M045                       | Mordheim Merchant       | \$9  |
| Blister includes 1 model.  |                         |      |
| M048                       | Mordheim Highwayman     | \$15 |
| Blister includes 2 models. |                         |      |
| M049                       | Mordheim Road Warden    | \$15 |
| Blister includes 2 models. |                         |      |
| M056                       | Frenzied Mob            | \$10 |
| Blister includes 3 models. |                         |      |



### Boxed Sets & Blister Packs – Dramatis Personae

|                          |                             |      |
|--------------------------|-----------------------------|------|
| M005                     | Aenar the Sword of Twilight | \$10 |
| Blister includes 1 model |                             |      |
| 20-38                    | Veski the High Executioner  | \$10 |
| Blister includes 1 model |                             |      |
| 20-48                    | Johann the Knife            | \$10 |
| Blister includes 1 model |                             |      |
| 20-53                    | Mordheim Warlock Nicodemus  | \$10 |
| Blister includes 1 model |                             |      |
| 20-56                    | Bertha Bestrafung           | \$10 |
| Blister includes 1 model |                             |      |
| M080                     | Marianna Chevalier          |      |
|                          | Vampire Assassin            | \$9  |
| Blister includes 1 model |                             |      |
| M059                     | The Thing in the Woods      | \$25 |
| Blister includes 1 model |                             |      |

### Metal Blitz – Middenheimers

#### Middenheimer Captain

|           |                             |        |
|-----------|-----------------------------|--------|
| 110202001 | Middenheimer Captain 1 Body | \$8.50 |
| 110202002 | Middenheimer Captain 1 Arm  | \$1.25 |
| 110202003 | Middenheimer Captain 2 Body | \$8.50 |
| 110202004 | Middenheimer Captain 2 Arm  | \$1.25 |

#### Middenheimer Champion

|           |                              |        |
|-----------|------------------------------|--------|
| 110202101 | Middenheimer Champion 1 Body | \$5.75 |
| 110202102 | Middenheimer Champion 1 Arm  | \$1.25 |
| 110202103 | Middenheimer Champion 2 Body | \$5.75 |
| 110202104 | Middenheimer Champion 2 Arm  | \$1.25 |

#### Middenheimer Youngbloods

|           |                                   |        |
|-----------|-----------------------------------|--------|
| 110202201 | Middenheimer<br>Youngblood 1 Body | \$3.75 |
| 110202202 | Middenheimer<br>Youngblood 2 Body | \$3.75 |
| 110202203 | Middenheimer Youngblood 1 Arm     | \$1.25 |
| 110202204 | Middenheimer Youngblood 2 Arm     | \$1.25 |

### Metal Blitz – Reiklanders

#### Reiklander Captain

|           |                           |        |
|-----------|---------------------------|--------|
| 110200101 | Reiklander Captain 1 Body | \$8.50 |
| 110200102 | Reiklander Captain 1 Arm  | \$1.25 |
| 110200103 | Reiklander Captain 2 Body | \$8.50 |
| 110200104 | Reiklander Captain 2 Arm  | \$1.25 |

#### Reiklander Champion

|           |                            |        |
|-----------|----------------------------|--------|
| 110200201 | Reiklander Champion 1      | \$6.50 |
| 110200202 | Reiklander Champion 2 Body | \$6.50 |
| 110200203 | Reiklander Champion 2 Arm  | \$1.25 |

#### Reiklander Youngbloods

|           |                              |        |
|-----------|------------------------------|--------|
| 110200301 | Reiklander Youngblood 1      | \$3.75 |
| 110200302 | Reiklander Youngblood 2 Body | \$3.75 |
| 110200303 | Reiklander Youngblood 2 Arm  | \$1.25 |

### Metal Blitz – Marienburgers

#### Marienburger Captain

|           |                             |        |
|-----------|-----------------------------|--------|
| 110200901 | Marienburger Captain 1 Body | \$8.50 |
| 110200902 | Marienburger Captain 1 Arm  | \$1.25 |
| 110200903 | Marienburger Captain 2 Body | \$8.50 |
| 110200904 | Marienburger Captain 2 Arm  | \$1.25 |

#### Marienburger Champion

|           |                              |        |
|-----------|------------------------------|--------|
| 110201001 | Marienburger Champion 1 Body | \$6.50 |
| 110201002 | Marienburger Champion 1 Arm  | \$1.25 |
| 110201003 | Marienburger Champion 2 Body | \$6.50 |
| 110201004 | Marienburger Champion 2 Arm  | \$1.25 |

#### Marienburger Youngbloods

|           |                                   |        |
|-----------|-----------------------------------|--------|
| 110201101 | Marienburger<br>Youngblood 1 Body | \$3.75 |
| 110201102 | Marienburger<br>Youngblood 1 Arm  | \$1.25 |
| 110201103 | Marienburger Youngblood 2 Body    | \$3.75 |
| 110201104 | Marienburger Youngblood 2 Arm     | \$1.25 |

### Metal Blitz – Ostlanders

|           |             |     |
|-----------|-------------|-----|
| 110203301 | Ostlander 1 | \$4 |
|-----------|-------------|-----|

|           |             |     |
|-----------|-------------|-----|
| 110203302 | Ostlander 2 | \$4 |
| 110203303 | Ostlander 3 | \$4 |
| 110203401 | Ostlander 3 | \$4 |
| 110203402 | Ostlander 4 | \$4 |
| 110203403 | Ostlander 5 | \$4 |
| 110203404 | Ostlander 6 | \$4 |
| 110203405 | Ostlander 7 | \$4 |
| 110203406 | Ostlander 8 | \$4 |

### Metal Blitz – Averlanders

|           |                               |     |
|-----------|-------------------------------|-----|
| 110203201 | Averlander w. Halberd 1       | \$4 |
| 110203202 | Averlander w. Sword 1         | \$4 |
| 110203203 | Averlander w. Hammer & Pistol | \$4 |
| 110203204 | Averlander w. Halberd 2       | \$4 |
| 110203205 | Averlander w. Muskel          | \$4 |
| 110203206 | Averlander w. Sword & Pistol  | \$4 |

### Metal Blitz – Kislevites

#### Kislevite Warband

|            |                             |        |
|------------|-----------------------------|--------|
| 110203601A | Kislevite Captain 1         | \$7    |
| 110203601B | Kislevite Captain 2         | \$7    |
| 110203601C | Kislevite Captain 3         | \$7    |
| 110203601D | Kislevite Captain 4         | \$7    |
| 110203701A | Kislevite Henchman 1        | \$3.25 |
| 110203701B | Kislevite Henchman 2        | \$3.25 |
| 110203702A | Kislevite Henchman 3        | \$3.25 |
| 110203702B | Kislevite Henchman 4        | \$3.25 |
| 110203601A | Kislevite Youngblood 1      | \$3.25 |
| 110203601B | Kislevite Youngblood 2      | \$3.25 |
| 110203603  | Kislevite Hand Weapon Sprue | \$2    |
| 110203604  | Kislevite Crossbow          | \$2    |
| 110203605  | Kislevite Halberd           | \$2    |

#### Kislevite Captain

|            |                             |     |
|------------|-----------------------------|-----|
| 110203801A | Kislevite Captain 1         | \$7 |
| 110203801B | Kislevite Captain 2         | \$7 |
| 110203801C | Kislevite Captain 3         | \$7 |
| 110203801D | Kislevite Captain 4         | \$7 |
| 110203603  | Kislevite Hand Weapon Sprue | \$2 |

#### Kislevite Henchmen

|            |                             |        |
|------------|-----------------------------|--------|
| 110203701A | Kislevite Henchman 1        | \$3.25 |
| 110203701B | Kislevite Henchman 2        | \$3.25 |
| 110203702A | Kislevite Henchman 3        | \$3.25 |
| 110203702B | Kislevite Henchman 4        | \$3.25 |
| 110203603  | Kislevite Hand Weapon Sprue | \$2    |
| 110203604  | Kislevite Crossbow          | \$2    |
| 110203605  | Kislevite Halberd           | \$2    |

#### Kislevite Youngbloods

|            |                             |        |
|------------|-----------------------------|--------|
| 110203601A | Kislevite Youngblood 1      | \$3.25 |
| 110203601B | Kislevite Youngblood 2      | \$3.25 |
| 110203602A | Kislevite Youngblood 3      | \$3.25 |
| 110203602B | Kislevite Youngblood 4      | \$3.25 |
| 110203603  | Kislevite Hand Weapon Sprue | \$2    |
| 110203604  | Kislevite Crossbow          | \$2    |
| 110203605  | Kislevite Halberd           | \$2    |

#### Kislevite Bear Tamer

|            |                             |        |
|------------|-----------------------------|--------|
| 110203901  | Kislevite Bear Tamer        | \$3.25 |
| 110203902A | Bear Body                   | \$3    |
| 110203902B | Bear Arm                    | \$1    |
| 110203603  | Kislevite Hand Weapon Sprue | \$2    |

### Metal Blitz – Pit Fighters

#### Pit Fighter Warband

|           |                                 |        |
|-----------|---------------------------------|--------|
| 119901102 | Pit Fighter Chaos Flag          | \$1.25 |
| 119901103 | Pit Fighter Chaos Equipment     | \$2.50 |
| 119901104 | Pit Fighter Empire Helmet       | \$1.25 |
| 119901105 | Pit Fighter Empire Equipment    | \$2.50 |
| 119901106 | Pit Fighter Orc Equipment       | \$3.50 |
| 119901107 | Pit Fighter Skink Equipment     | \$3.50 |
| 119901108 | Pit Fighter Undead Equipment    | \$2.50 |
| 119901109 | Pit Fighter Undead Sickle       | \$1.25 |
| 119901110 | Pit Fighter Witch Elf Sword     | \$1.25 |
| 119901111 | Pit Fighter Witch Elf Equipment | \$2.50 |

|           |               |        |
|-----------|---------------|--------|
| 119901112 | Pit King Icon | \$1.25 |
|-----------|---------------|--------|

#### Mordheim Pit Fighters

|            |                                 |        |
|------------|---------------------------------|--------|
| 119901101A | Pit Fighter Body A              | \$3    |
| 119901101B | Pit Fighter Body B              | \$3    |
| 119901101C | Pit Fighter Body C              | \$3    |
| 119901102  | Pit Fighter Chaos Flag          | \$1.25 |
| 119901103  | Pit Fighter Chaos Equipment     | \$2.25 |
| 119901104  | Pit Fighter Empire Helmet       | \$1.25 |
| 119901105  | Pit Fighter Empire Equipment    | \$2.50 |
| 119901106  | Pit Fighter Orc Equipment       | \$3.50 |
| 119901107  | Pit Fighter Skink Equipment     | \$3.50 |
| 119901108  | Pit Fighter Undead Equipment    | \$2.50 |
| 119901109  | Pit Fighter Undead Sickle       | \$1.25 |
| 119901110  | Pit Fighter Witch Elf Sword     | \$1.25 |
| 119901111  | Pit Fighter Witch Elf Equipment | \$2.50 |
| 119901112  | Pit King Icon                   | \$1.25 |

#### Mordheim Pit Fighter Trollslayer

|           |                              |        |
|-----------|------------------------------|--------|
| 119901201 | Pit Fighter Trollslayer Body | \$7    |
| 119901202 | Pit Fighter Trollslayer Axe  | \$1.25 |

#### Mordheim Pit Fighter Ogre

|           |                            |      |
|-----------|----------------------------|------|
| 119901301 | Pit Fighter Ogre Hand      | \$2  |
| 119901302 | Pit Fighter Ogre Right Arm | \$3  |
| 119901303 | Pit Fighter Ogre Left Arm  | \$3  |
| 119901304 | Pit Fighter Ogre Body      | \$10 |

### Metal Blitz – Witch Hunters

#### Witch Hunter Warband

|           |                           |        |
|-----------|---------------------------|--------|
| 110202501 | Witch Hunter Captain 1    | \$8.75 |
| 110202701 | Witch Hunter War Hound 1  | \$3    |
| 110202502 | Witch Hunter 4            | \$6.50 |
| 110202601 | Witch Hunter Flagellant 1 | \$3.75 |
| 110202602 | Witch Hunter Flagellant 2 | \$3.75 |
| 110202501 | Witch Hunter Zealot 1     | \$3.75 |
| 110202502 | Witch Hunter Zealot 2     | \$3.75 |
| 110202503 | Witch Hunter Zealot 3     | \$3.75 |
| 110202504 | Mordheim Accessory Sprue  | \$4    |

#### Sigmarite Warrior Priest

|           |                       |        |
|-----------|-----------------------|--------|
| 110202801 | Sigmarite Priest      | \$6.50 |
| 110202802 | Sigmarite Priest Book | \$1.25 |

#### Witch Hunter

|           |                             |        |
|-----------|-----------------------------|--------|
| 110202401 | Witch Hunter 2              | \$6.50 |
| 110202402 | Witch Hunter 3              | \$6.50 |
| 110202403 | Witch Hunter 1              | \$6.50 |
| 110202404 | Witch Hunter 1 Crossbow Arm | \$1.25 |

#### Witch Hunter Captain

|           |                        |        |
|-----------|------------------------|--------|
| 110202401 | Witch Hunter Captain 2 | \$8.50 |
|-----------|------------------------|--------|

#### Witch Hunter Zealots

|           |                       |        |
|-----------|-----------------------|--------|
| 110202501 | Witch Hunter Zealot 1 | \$3.75 |
| 110202502 | Witch Hunter Zealot 2 | \$3.75 |
| 110202503 | Witch Hunter Zealot 3 | \$3.75 |

#### Witch Hunter Flagellants

|           |                           |        |
|-----------|---------------------------|--------|
| 110202601 | Witch Hunter Flagellant 1 | \$3.75 |
| 110202602 | Witch Hunter Flagellant 2 | \$3.75 |

#### Witch Hunter War Hounds

|           |                          |     |
|-----------|--------------------------|-----|
| 110202701 | Witch Hunter War Hound 1 | \$3 |
| 110202702 | Witch Hunter War Hound 2 | \$3 |

### Metal Blitz – Sisters of Sigmar

#### Sigmarite Sisters Warband

|           |                               |        |
|-----------|-------------------------------|--------|
| 110200601 | Sigmarite Matronch 1          | \$8.75 |
| 110200602 | Sigmarite Matronch Shield     | \$1.25 |
| 110200603 | Sigmarite Sister Superior 1   | \$6.50 |
| 110200604 | Sigmarite Sister 1            | \$3.75 |
| 110200605 | Sigmarite Sister 2            | \$3.75 |
| 110200606 | Sigmarite Sister 3            | \$3.75 |
| 110200607 | Sigmarite Sister 4            | \$3.75 |
| 110200608 | Sigmarite Novice 1            | \$3.75 |
| 110200609 | Sigmarite Novice 2            | \$3.75 |
| 110200610 | Sigmarite Sister Shield Sprue | \$1.25 |
| 110200611 | Mordheim Accessory Sprue      | \$4    |





## Price List

### Sigmarite Sisters

|           |                               |        |
|-----------|-------------------------------|--------|
| 110200604 | Sigmarite Sister 1            | \$3.75 |
| 110200605 | Sigmarite Sister 2            | \$3.75 |
| 110200606 | Sigmarite Sister 3            | \$3.75 |
| 110200607 | Sigmarite Sister 4            | \$3.75 |
| 110200610 | Sigmarite Sister Shield Sprue | \$1.25 |

### Sigmarite Augur

|           |                 |     |
|-----------|-----------------|-----|
| 110200801 | Sigmarite Augur | \$8 |
|-----------|-----------------|-----|

### Sigmarite Matriarch

|           |                            |        |
|-----------|----------------------------|--------|
| 110200602 | Sigmarite Matriarch Shield | \$1.25 |
| 110201601 | Sigmarite Matriarch 2      | \$8.50 |

### Sigmarite Sister Superior

|           |                             |     |
|-----------|-----------------------------|-----|
| 110201701 | Sigmarite Sister Superior 2 | \$7 |
|-----------|-----------------------------|-----|

### Sigmarite Novices

|           |                    |        |
|-----------|--------------------|--------|
| 110200608 | Sigmarite Novice 1 | \$3.75 |
| 110200608 | Sigmarite Novice 2 | \$3.75 |

### Sisters of Sigmar Champion

|           |                             |        |
|-----------|-----------------------------|--------|
| 110204101 | Sister of Sigmar Superior   | \$6.75 |
| 110204103 | Sister Torse and Whip Sprue | \$1.25 |

### Sisters of Sigmar

|            |                               |        |
|------------|-------------------------------|--------|
| 110200604  | Sigmarite Sister 1            | \$3.75 |
| 110200605  | Sigmarite Sister 2            | \$3.75 |
| 110200606  | Sigmarite Sister 3            | \$3.75 |
| 110200607  | Sigmarite Sister 4            | \$3.75 |
| 110200610  | Sigmarite Sister Shield Sprue | \$1.25 |
| 110204201A | Sister of Sigmar 1            | \$3    |
| 110204201B | Sister of Sigmar 2            | \$3    |
| 110204102  | Sister Weapon Sprue           | \$1.25 |

### Sisters of Sigmar Novices

|            |                           |        |
|------------|---------------------------|--------|
| 110204301A | Sister of Sigmar Novice 1 | \$3    |
| 110204301B | Sister of Sigmar Novice 2 | \$3    |
| 110204102  | Sister Weapon Sprue       | \$1.25 |

### Metal Blitz - Amazons

#### Amazon Warband

|           |                                   |        |
|-----------|-----------------------------------|--------|
| 119901901 | Amazon Serpent Priestess 1        | \$6.75 |
| 119901903 | Amazon Champion 1                 | \$6.75 |
| 119901904 | Amazon Champion 2                 | \$6.75 |
| 119901906 | Amazon Totem Warrior Body 2       | \$3.50 |
| 119901908 | Amazon Totem Warrior Body 4       | \$3.50 |
| 119901909 | Amazon Totem Warrior Head Sprue 1 | \$1.25 |
| 119901911 | Amazon Warrior Body 1             | \$3.50 |
| 119901912 | Amazon Warrior Body 2             | \$3.50 |
| 119901913 | Amazon Warrior Body 3             | \$3.50 |
| 119901915 | Amazon Warrior Head Sprue 1       | \$1.25 |
| 119901916 | Amazon Warrior Head Sprue 2       | \$1.25 |
| 119901917 | Amazon Weapon Sprue 1             | \$2.25 |
| 119901919 | Amazon Weapon Sprue 2             | \$2.25 |
| 119901920 | Amazon Weapon Sprue 3             | \$2.25 |
| 119901918 | Amazon Champion Weapon Sprue 1    | \$2.25 |

#### Amazon Serpent Priestess

|           |                            |        |
|-----------|----------------------------|--------|
| 119901901 | Amazon Serpent Priestess 1 | \$6.75 |
| 119901902 | Amazon Serpent Priestess 2 | \$6.75 |

#### Amazon Champion

|           |                                |        |
|-----------|--------------------------------|--------|
| 119901924 | Amazon Champion Weapon Sprue 3 | \$2.25 |
|-----------|--------------------------------|--------|

#### Amazon Champion

|           |                                |        |
|-----------|--------------------------------|--------|
| 119901903 | Amazon Champion 1              | \$6.75 |
| 119901904 | Amazon Champion 2              | \$6.75 |
| 119901918 | Amazon Champion Weapon Sprue 1 | \$2.25 |

### 119901922 Amazon Champion

|                |        |
|----------------|--------|
| Weapon Sprue 2 | \$2.25 |
|----------------|--------|

### 119901924 Amazon Champion

|                |        |
|----------------|--------|
| Weapon Sprue 3 | \$2.25 |
|----------------|--------|

### Amazon Totem Warriors

|           |                                   |        |
|-----------|-----------------------------------|--------|
| 119901905 | Amazon Totem Warrior Body 1       | \$3.50 |
| 119901906 | Amazon Totem Warrior Body 2       | \$3.50 |
| 119901907 | Amazon Totem Warrior Body 3       | \$3.50 |
| 119901908 | Amazon Totem Warrior Body 4       | \$3.50 |
| 119901909 | Amazon Totem Warrior Head Sprue 1 | \$1.25 |

### 119901910 Amazon Totem Warrior

|              |        |
|--------------|--------|
| Head Sprue 2 | \$1.25 |
|--------------|--------|

### 119901918 Amazon Champion

|                |        |
|----------------|--------|
| Weapon Sprue 1 | \$2.25 |
|----------------|--------|

### 119901922 Amazon Champion

|                |        |
|----------------|--------|
| Weapon Sprue 2 | \$2.25 |
|----------------|--------|

### 119901924 Amazon Champion

|                |        |
|----------------|--------|
| Weapon Sprue 3 | \$2.25 |
|----------------|--------|

### 119901925 Amazon Shield

|  |        |
|--|--------|
|  | \$1.25 |
|--|--------|

### Amazon Warriors

|           |                             |        |
|-----------|-----------------------------|--------|
| 119901911 | Amazon Warrior Body 1       | \$3.50 |
| 119901912 | Amazon Warrior Body 2       | \$3.50 |
| 119901913 | Amazon Warrior Body 3       | \$3.50 |
| 119901914 | Amazon Warrior Body 4       | \$3.50 |
| 119901915 | Amazon Warrior Head Sprue 1 | \$1.25 |
| 119901916 | Amazon Warrior Head Sprue 2 | \$1.25 |
| 119901917 | Amazon Weapon Sprue 1       | \$2.25 |
| 119901919 | Amazon Weapon Sprue 2       | \$2.25 |
| 119901920 | Amazon Weapon Sprue 3       | \$2.25 |
| 119901921 | Amazon Weapon Sprue 4       | \$2.25 |
| 119901923 | Amazon Weapon Sprue 5       | \$2.25 |
| 119901925 | Amazon Shield               | \$1.25 |

### Metal Blitz - Dwarf Treasure Hunters

#### Dwarf Treasure Hunter Warband

|           |                                |         |
|-----------|--------------------------------|---------|
| 110500201 | Dwarf Treasure Hunter Noble    | \$10.25 |
| 110500202 | Dwarf Treasure Hunter Engineer | \$10.25 |

#### 110500203 Dwarf Treasure Hunter

|           |         |
|-----------|---------|
| Trotskyer | \$10.25 |
|-----------|---------|

#### 110500204 Dwarf Clansman 1

|  |        |
|--|--------|
|  | \$3.50 |
|--|--------|

#### 110500205 Dwarf Clansman 2

|  |        |
|--|--------|
|  | \$3.50 |
|--|--------|

#### 110500206 Dwarf Clansman 3

|  |        |
|--|--------|
|  | \$3.50 |
|--|--------|

#### 110500210 Dwarf Weapon Sprue 1

|  |        |
|--|--------|
|  | \$2.25 |
|--|--------|

#### 110500211 Dwarf Weapon Sprue 2

|  |        |
|--|--------|
|  | \$2.25 |
|--|--------|

#### 110500208 Dwarf Bearding 1

|  |        |
|--|--------|
|  | \$3.50 |
|--|--------|

#### 110500209 Dwarf Bearding 2

|  |        |
|--|--------|
|  | \$3.50 |
|--|--------|

#### 110500210 Dwarf Weapon Sprue 1

|  |        |
|--|--------|
|  | \$2.25 |
|--|--------|

#### 110500211 Dwarf Weapon Sprue 2

|  |        |
|--|--------|
|  | \$2.25 |
|--|--------|

#### 110500212 Dwarf Weapon Sprue 3

|  |        |
|--|--------|
|  | \$2.25 |
|--|--------|

#### 110500213 Dwarf Backpack Sprue

|  |        |
|--|--------|
|  | \$2.25 |
|--|--------|

#### Dwarf Treasure Hunter Noble

|           |                             |         |
|-----------|-----------------------------|---------|
| 110500201 | Dwarf Treasure Hunter Noble | \$10.25 |
|-----------|-----------------------------|---------|

#### 110500210 Dwarf Weapon Sprue 1

|  |        |
|--|--------|
|  | \$2.25 |
|--|--------|

#### 110500211 Dwarf Weapon Sprue 2

|  |        |
|--|--------|
|  | \$2.25 |
|--|--------|

#### 110500213 Dwarf Backpack Sprue

|  |        |
|--|--------|
|  | \$2.25 |
|--|--------|

### Dwarf Treasure Hunters

|           |                  |        |
|-----------|------------------|--------|
| 110500204 | Dwarf Clansman 1 | \$3.50 |
|-----------|------------------|--------|

|           |                      |        |
|-----------|----------------------|--------|
| 110500205 | Dwarf Clansman 2     | \$3.50 |
| 110500206 | Dwarf Clansman 3     | \$3.50 |
| 110500207 | Dwarf Clansman 4     | \$3.50 |
| 110500210 | Dwarf Weapon Sprue 1 | \$2.25 |
| 110500211 | Dwarf Weapon Sprue 2 | \$2.25 |
| 110500212 | Dwarf Weapon Sprue 3 | \$2.25 |
| 110500213 | Dwarf Backpack Sprue | \$2.25 |

### Dwarf Treasure Hunter Beardings

|           |                      |        |
|-----------|----------------------|--------|
| 110500208 | Dwarf Bearding 1     | \$3.50 |
| 110500209 | Dwarf Bearding 2     | \$3.50 |
| 110500210 | Dwarf Weapon Sprue 1 | \$2.25 |
| 110500211 | Dwarf Weapon Sprue 2 | \$2.25 |
| 110500213 | Dwarf Backpack Sprue | \$2.25 |

### Metal Blitz - Shadow Warriors

#### Shadow Master

|           |                             |        |
|-----------|-----------------------------|--------|
| 111000101 | Shadow Master               | \$6.75 |
| 111000102 | Shadow Warrior Shield Sprue | \$1.75 |
| 111000103 | Shadow Warrior Bow & Quiver | \$1.25 |

#### Shadow Warriors Command

|           |                             |        |
|-----------|-----------------------------|--------|
| 111000301 | Shadow Warrior 13           | \$4.50 |
| 111000302 | Shadow Warrior 9            | \$4.50 |
| 111000102 | Shadow Warrior Shield Sprue | \$1.75 |
| 111000103 | Shadow Warrior Bow & Quiver | \$1.25 |

#### Shadow Warriors with Swords

|           |                             |        |
|-----------|-----------------------------|--------|
| 111000401 | Shadow Warrior 16           | \$3.75 |
| 111000402 | Shadow Warrior 17           | \$3.75 |
| 111000102 | Shadow Warrior Shield Sprue | \$1.75 |
| 111000103 | Shadow Warrior Bow & Quiver | \$1.25 |

#### Shadow Warriors with Bow

|           |                             |        |
|-----------|-----------------------------|--------|
| 111000201 | Shadow Warrior 8            | \$3.75 |
| 111000202 | Shadow Warrior 10           | \$3.75 |
| 111000203 | Shadow Warrior 12           | \$3.75 |
| 111000204 | Shadow Warrior 11           | \$3.75 |
| 111000205 | Shadow Warrior 14           | \$3.75 |
| 111000206 | Shadow Warrior 15           | \$3.75 |
| 111000207 | Shadow Warrior Quiver       | \$1.25 |
| 111000102 | Shadow Warrior Shield Sprue | \$1.75 |

### Metal Blitz - Undead

#### Undead Warband

|             |                           |        |
|-------------|---------------------------|--------|
| 110700103   | Mordheim Vampire Body     | \$8.75 |
| 110700104   | Mordheim Vampire Halberd  | \$1.25 |
| 110700101   | Mordheim Necromancer Body | \$6.50 |
| 110700102   | Mordheim Necromancer Arm  | \$1.25 |
| 110700105   | Mordheim Dreg Body 1      | \$3.75 |
| 110700106   | Mordheim Dreg Pick        | \$1.25 |
| 110700107   | Mordheim Dreg Spear       | \$1.25 |
| 110700108   | Mordheim Dreg Body 2      | \$3.75 |
| 99080207002 | Zombie Sprue              | \$8    |
| 99091199001 | Mordheim Accessory Sprue  | \$4    |

#### Mordheim Vampire

|           |                         |        |
|-----------|-------------------------|--------|
| 110700201 | Vampire w/ Cloak Spread | \$8.50 |
| 110700202 | Vampire Sword Hand      | \$1.25 |

#### Mordheim Necromancer

|           |                           |        |
|-----------|---------------------------|--------|
| 110700101 | Mordheim Necromancer Body | \$6.50 |
| 110700102 | Mordheim Necromancer Arm  | \$1.25 |

#### Mordheim Dregs

|           |                      |        |
|-----------|----------------------|--------|
| 110700105 | Mordheim Dreg Body 1 | \$3.75 |
| 110700106 | Mordheim Dreg Pick   | \$1.25 |
| 110700107 | Mordheim Dreg Spear  | \$1.25 |
| 110700108 | Mordheim Dreg Body 2 | \$3.75 |

### Metal Blitz - Skaven

#### Skaven Assassin Master

|           |                        |        |
|-----------|------------------------|--------|
| 110600101 | Assassin Master Body 1 | \$8.50 |
| 110600102 | Assassin Master Arm 1  | \$1.25 |
| 110600103 | Assassin Master Head 1 | \$1.25 |
| 110600104 | Assassin Master Body 2 | \$8.50 |
| 110600105 | Assassin Master Arm 2  | \$1.25 |
| 110600106 | Assassin Master Head 2 | \$1.25 |



**Black Skaven**

|           |                         |        |
|-----------|-------------------------|--------|
| 110600201 | Black Skaven Body 1     | \$6 50 |
| 110600202 | Black Skaven Pistol Arm | \$1 25 |
| 110600203 | Black Skaven Body 2     | \$6 50 |
| 110600204 | Black Skaven Flail      | \$1 25 |

**Skaven Night Runners**

|           |                       |        |
|-----------|-----------------------|--------|
| 110600301 | Skaven Night Runner 1 | \$3 75 |
| 110600302 | Skaven Night Runner 2 | \$3 75 |

**Skaven Clan Eshin Sorcerer**

|           |                          |        |
|-----------|--------------------------|--------|
| 110600401 | Clan Eshin Sorcerer Body | \$6 50 |
| 110600402 | Clan Eshin Sorcerer Arm  | \$1 25 |

**Skaven Clan Eshin Rat Ogre**

|           |                     |        |
|-----------|---------------------|--------|
| 110600601 | Rat Ogre Upper Body | \$8 50 |
| 110600602 | Rat Ogre Legs       | \$5    |
| 110600603 | Rat Ogre Right Arm  | \$2    |

**Skaven Clan Skyre Rat Ogre**

|           |                          |     |
|-----------|--------------------------|-----|
| 110600701 | Clan Skyre Rat Ogre Head | \$2 |
| 110600702 | Clan Skyre Rat Ogre Body | \$5 |
| 110600703 | Clan Skyre Rat Ogre Arms | \$4 |
| 110600704 | Clan Skyre Rat Ogre Legs | \$4 |

**Metal Blitz – Vehicles****Stagecoach**

|             |                       |        |
|-------------|-----------------------|--------|
| 110204701   | Stagecoach Driver     | \$3 50 |
| 110204702   | Stagecoach Seat       | \$1 75 |
| 110204703   | Stagecoach Yoke       | \$2 25 |
| 110204704   | Stagecoach Floor      | \$2 25 |
| 110204705   | Stagecoach Roof       | \$7 75 |
| 110204706   | Stagecoach Front/Back | \$2 25 |
| 110204707   | Stagecoach Side       | \$9    |
| 110204708   | Stagecoach Front Axle | \$1 25 |
| 110204709   | Stagecoach Back Axle  | \$1 25 |
| 110204710   | Stagecoach Hail       | \$1 25 |
| 99391199003 | Medieval Horse Body   | \$2    |
| 99389999013 | Medieval Horse Head   | \$1    |

**Plague Cart**

|             |                        |        |
|-------------|------------------------|--------|
| 110100901   | Plague Cart Base       | \$7 25 |
| 110100902   | Plague Cart Side 1     | \$7 25 |
| 110100903   | Plague Cart Side 2     | \$7 25 |
| 110100904   | Plague Cart Roof       | \$6    |
| 110100905   | Plague Cart Front      | \$5    |
| 110100906   | Plague Cart Rear       | \$5    |
| 110100907   | Plague Cart Rear Step  | \$1 25 |
| 110100908   | Plague Cart Horse Head | \$1 25 |
| 110100909   | Plague Cart Yoke       | \$2 50 |
| 110100910   | Plague Cart Driver     | \$3 75 |
| 110204702   | Stagecoach Seat        | \$1 75 |
| 110204708   | Stagecoach Front Axle  | \$1 25 |
| 110204709   | Stagecoach Back Axle   | \$1 25 |
| 110204710   | Stagecoach Hail        | \$1 25 |
| 110100814   | Circus Nurgling 1      | \$2 50 |
| 110100815   | Circus Nurgling 2      | \$2 50 |
| 99391199003 | Medieval Horse Body    | \$2    |
| 99389999013 | Medieval Horse Head    | \$1    |

**Metal Blitz – Carnival of Chaos****Carnival of Chaos Warband**

|           |                             |        |
|-----------|-----------------------------|--------|
| 110100801 | Circus Carnival Master Body | \$6 25 |
| 110100802 | Circus Champion Body 1      | \$6 25 |
| 110100805 | Circus Plague Bearer 2      | \$5    |
| 110100806 | Circus Brethren 1           | \$5    |
| 110100807 | Circus Brethren 2           | \$5    |
| 110100808 | Circus Brethren 3           | \$5    |
| 110100809 | Circus Jester               | \$5    |
| 110100810 | Circus Weapon Sprue 1       | \$2 50 |
| 110100811 | Circus Weapon Sprue 2       | \$2 50 |
| 110100812 | Circus Weapon Sprue 3       | \$2 50 |
| 110100813 | Circus Weapon Sprue 4       | \$2 50 |
| 110100802 | Circus Champion Body 1      | \$6 25 |
| 110100803 | Circus Champion Body 2      | \$6 25 |
| 110100809 | Circus Jester               | \$5    |

|           |                       |        |
|-----------|-----------------------|--------|
| 110100810 | Circus Weapon Sprue 1 | \$2 50 |
| 110100812 | Circus Weapon Sprue 3 | \$2 50 |
| 110100813 | Circus Weapon Sprue 4 | \$2 50 |

**Carnival of Chaos Carnival Master**

|           |                             |        |
|-----------|-----------------------------|--------|
| 110100801 | Circus Carnival Master Body | \$6 25 |
| 110100810 | Circus Weapon Sprue 1       | \$2 50 |
| 110100811 | Circus Weapon Sprue 2       | \$2 50 |

**Carnival of Chaos Nurglings**

|           |                   |        |
|-----------|-------------------|--------|
| 110100814 | Circus Nurgling 1 | \$2 50 |
| 110100815 | Circus Nurgling 2 | \$2 50 |
| 110100816 | Circus Nurgling 3 | \$2 50 |
| 110100817 | Circus Nurgling 4 | \$2 50 |
| 110100818 | Circus Nurgling 5 | \$2 50 |
| 110100819 | Circus Nurgling 6 | \$2 50 |

**Carnival of Chaos Brethren**

|           |                       |        |
|-----------|-----------------------|--------|
| 110100806 | Circus Brethren 1     | \$5    |
| 110100807 | Circus Brethren 2     | \$5    |
| 110100808 | Circus Brethren 3     | \$5    |
| 110100810 | Circus Weapon Sprue 1 | \$2 50 |
| 110100811 | Circus Weapon Sprue 2 | \$2 50 |
| 110100813 | Circus Weapon Sprue 4 | \$2 50 |

**Carnival of Chaos Plague Bearers**

|           |                        |     |
|-----------|------------------------|-----|
| 110100804 | Circus Plague Bearer 1 | \$5 |
| 110100805 | Circus Plague Bearer 2 | \$5 |

**Metal Blitz – Cult of the Possessed****Possessed Warband**

|             |                                    |        |
|-------------|------------------------------------|--------|
| 110100101   | Possessed Magister 1               | \$4 75 |
| 110100102   | Possessed Brethren w/ Spear        | \$5 50 |
| 110100103   | Possessed Brethren w/ Mace & Axe 2 | \$5 50 |
| 110100104   | Possessed Brethren w/ Halberd      | \$5 50 |
| 110100105   | Possessed Brethren w/ Mace & Axe 1 | \$5 50 |
| 110100107   | Possessed Darksoul w/ Axe          | \$5 50 |
| 110100106   | Possessed 2 Body                   | \$2    |
| 110100108   | Possessed 2 Head                   | \$1    |
| 110100109   | Possessed 2 3-Finger Hand          | \$1    |
| 110100110   | Possessed 2 Tentacles              | \$1    |
| 99391199001 | Mordheim Accessory Sprue           | \$4    |

**Possessed Beastmen**

|           |                      |        |
|-----------|----------------------|--------|
| 110100301 | Possessed Beastman 1 | \$3 75 |
| 110100302 | Possessed Beastman 2 | \$3 75 |
| 110100303 | Possessed Beastman 3 | \$3 75 |

**Possessed**

|           |                           |        |
|-----------|---------------------------|--------|
| 110100401 | Possessed 1 Body          | \$1 50 |
| 110100402 | Possessed 1 Head          | \$1 25 |
| 110100403 | Possessed 1 Claw          | \$1 75 |
| 110100404 | Possessed 1 5-Finger Hand | \$1 75 |

**Possessed Magister**

|           |                      |     |
|-----------|----------------------|-----|
| 110100501 | Possessed Magister 2 | \$1 |
|-----------|----------------------|-----|

**Possessed Darksoul**

|           |                                    |        |
|-----------|------------------------------------|--------|
| 110100107 | Possessed Darksoul w/ Axe          | \$5 50 |
| 110100702 | Possessed Darksoul w/ Morning Star | \$1 50 |

**Possessed Brethren**

|           |                                    |        |
|-----------|------------------------------------|--------|
| 110100102 | Possessed Brethren w/ Spear        | \$5 50 |
| 110100103 | Possessed Brethren w/ Mace & Axe 2 | \$5 50 |
| 110100104 | Possessed Brethren w/ Halberd      | \$5 50 |
| 110100105 | Possessed Brethren w/ Mace & Axe 1 | \$5 50 |

**Metal Blitz – Hired Swords****Freelance Knight**

|           |                                |     |
|-----------|--------------------------------|-----|
| 110200401 | Freelance Knight on Foot       | \$6 |
| 110200402 | Freelance Knight Shield Sprue  | \$2 |
| 110200403 | Mounted Freelance Knight       | \$5 |
| 110200404 | Mounted Freelance Knight Lance | \$2 |

|             |                     |     |
|-------------|---------------------|-----|
| 99391199003 | Medieval Horse Body | \$2 |
| 99389999013 | Medieval Horse Head | \$1 |

**Ogre Bodyguard**

|           |                        |      |
|-----------|------------------------|------|
| 110200501 | Ogre Bodyguard Pack    | \$2  |
| 110200502 | Ogre Bodyguard Body    | \$10 |
| 110200503 | Ogre Bodyguard Axe Arm | \$2  |

**Mordheim Warlock (Old)**

|           |                        |     |
|-----------|------------------------|-----|
| 110201901 | Mordheim Warlock (Old) | \$9 |
|-----------|------------------------|-----|

**Hailing Cook**

|           |              |     |
|-----------|--------------|-----|
| 110202901 | Hailing Cook | \$7 |
|-----------|--------------|-----|

**Hunter**

|           |              |        |
|-----------|--------------|--------|
| 110205101 | Hunter Body  | \$6 75 |
| 110205102 | Hunter Sprue | \$2 25 |

**Dwarf Trollslayer**

|           |                   |     |
|-----------|-------------------|-----|
| 110500101 | Dwarf Trollslayer | \$9 |
|-----------|-------------------|-----|

**Pit Fighter**

|           |                          |        |
|-----------|--------------------------|--------|
| 110203001 | Pit Fighter              | \$6 75 |
| 110203002 | Pit Fighter Morning Star | \$2 25 |

**Elf Ranger**

|           |            |     |
|-----------|------------|-----|
| 110400101 | Elf Ranger | \$9 |
|-----------|------------|-----|

**Mordheim Warlock (New)**

|           |                        |     |
|-----------|------------------------|-----|
| 110204601 | Mordheim Warlock (New) | \$8 |
|-----------|------------------------|-----|

**Mordheim Merchant**

|           |                   |     |
|-----------|-------------------|-----|
| 110204401 | Mordheim Merchant | \$9 |
|-----------|-------------------|-----|

**Highwayman**

|             |                     |     |
|-------------|---------------------|-----|
| 110204801   | Highwayman on Foot  | \$7 |
| 110204802   | Mounted Highwayman  | \$7 |
| 99391199003 | Medieval Horse Body | \$2 |
| 99389999013 | Medieval Horse Head | \$1 |

**Road Warden**

|             |                     |        |
|-------------|---------------------|--------|
| 110204901   | Road Warden on Foot | \$7    |
| 110204902   | Road Warden Arm     | \$1 25 |
| 110204903   | Mounted Road Warden | \$7    |
| 99391199003 | Medieval Horse Body | \$2    |
| 99389999013 | Medieval Horse Head | \$1    |

**Frenzied Mob**

|           |            |        |
|-----------|------------|--------|
| 110205001 | Villager 1 | \$4 50 |
| 110205002 | Villager 2 | \$3 50 |
| 110205003 | Villager 3 | \$3 50 |
| 110205004 | Villager 4 | \$4 50 |
| 110205005 | Villager 5 | \$4 50 |

**Mordheim Town Crier**

|           |                     |     |
|-----------|---------------------|-----|
| 110204501 | Mordheim Town Crier | \$9 |
|-----------|---------------------|-----|

**Metal Blitz – Dramatis Personae****Mordheim Warlock Nicodemus**

|           |                            |      |
|-----------|----------------------------|------|
| 021400901 | Mordheim Warlock Nicodemus | \$10 |
|-----------|----------------------------|------|

**Johann the Knife**

|           |                        |     |
|-----------|------------------------|-----|
| 110201201 | Johann the Knife Body  | \$8 |
| 110201202 | Johann the Knife Cloak | \$2 |

**Aenur, the Sword of Twilight**

|           |                              |      |
|-----------|------------------------------|------|
| 110201301 | Aenur, the Sword of Twilight | \$10 |
|-----------|------------------------------|------|

**Bertha Bestrahlung**

|           |                    |      |
|-----------|--------------------|------|
| 110201401 | Bertha Bestrahlung | \$10 |
|-----------|--------------------|------|

**Ulli & Marquand**

|           |                              |        |
|-----------|------------------------------|--------|
| 110203501 | Ulli Lailpold                | \$9 50 |
| 110203502 | Marquand Volker              | \$9 50 |
| 110203503 | Ulli & Marquand Weapon Sprue | \$2    |

**Veskit the Executioner**

|           |                             |        |
|-----------|-----------------------------|--------|
| 110600501 | Veskit the Executioner Body | \$9 50 |
| 110600502 | Veskit the Executioner Arm  | \$7    |

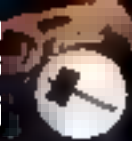
**Marianna Chevaux, Vampire Assassin**

|           |                        |        |
|-----------|------------------------|--------|
| 110700501 | Vampire Assassin Body  | \$9    |
| 110700502 | Vampire Assassin Knife | \$1 25 |

**The Thing in the Woods**

|           |                              |         |
|-----------|------------------------------|---------|
| 119902001 | Thing in the Woods Body      | \$13 25 |
| 119902002 | Thing in the Woods Jaw Sprue | \$3 75  |
| 119902003 | Thing in the Woods Arm Sprue | \$3 75  |





## Price List

119902004 Thing in the Woods Left Leg \$3.75  
119902005 Thing in the Woods Right Leg \$3.75

### Metal Blitz - Casualties

119900101 Skaven Casualty 1 \$3.25  
119900102 Skaven Casualty 2 \$3.25  
119900103 Skaven Casualty 3 \$3.25  
119900104 Skaven Casualty 4 \$3.25  
119900105 Skaven Casualty 5 \$3.25  
119900201 Human Casualty 1 ... \$3.25  
119900202 Human Casualty 2 \$3.25  
119900203 Human Casualty 3 \$3.25  
119900204 Human Casualty 4 \$3.25  
119900205 Human Casualty 5 ... \$3.25  
119900206 Human Casualty 6 ... \$3.25  
119900207 Human Casualty 7 ... \$3.25  
119900208 Human Casualty 8 ... \$3.25  
119900209 Human Casualty 9 ... \$3.25  
119900210 Human Casualty 10 \$3.25

119900301 Dwarf Casualty 1 \$3.25  
119900302 Dwarf Casualty 2 \$3.25  
119900303 Dwarf w. Pike Casualty \$3.25  
119900401 Orc Casualty 1 \$3.25  
119900402 Orc w. Sword Casualty \$3.25  
119900501 Goblin Casualty 1 \$3.25  
119900502 Goblin w. Sword Casualty \$3.25  
119900503 Goblin w. Arrow Casualty \$3.25  
119900601 Boar Casualty \$3.25  
119900602 Horse Casualty \$3.25

### Classic/Collector's Piece

#### Metal Blitz - Pit Fighters

Classic Pit Fighter  
079901601

#### Metal Blitz - Undead

Classic Luthor the Hunchback  
079901312



Classic Pit Fighter  
079901601



Classic Luthor  
the Hunchback  
079901312

## Showcase

Mordheim provides an incredibly evocative setting where nightmares not only come to life but are more than happy to track you and your family down and eat you.

Many creative hobbyists have gone to great lengths to depict the hardy warriors who have risked their lives in the environs of the City of the Damned. Here are just a few examples of their efforts.

*Right: Jérémie Bonnamant won a Bronze award at the 2000 French Golden Demon Competition for this action-packed diorama.*

*Below: Finding themselves surrounded by their hated enemy, the Skaven, these Treasure Hunters prepare to sell their lives dearly.*







Left This is a view from the  
 street of the building that  
 was the site of the 2000 French  
 Open Competition

Right This is a view from the  
 street of the building that  
 was the site of the 2000 French  
 Open Competition



Left This is a view from the  
 street of the building that  
 was the site of the 2000 French  
 Open Competition





## Showcase



**Above:** The Mordheimers are in a room with a large, ornate altar. The altar is covered with a red cloth and holds a large, ornate casket. The Mordheimers are positioned around the room, some appearing to be in combat or observing. The scene is lit with dramatic, low-key lighting, creating a dark and atmospheric setting.

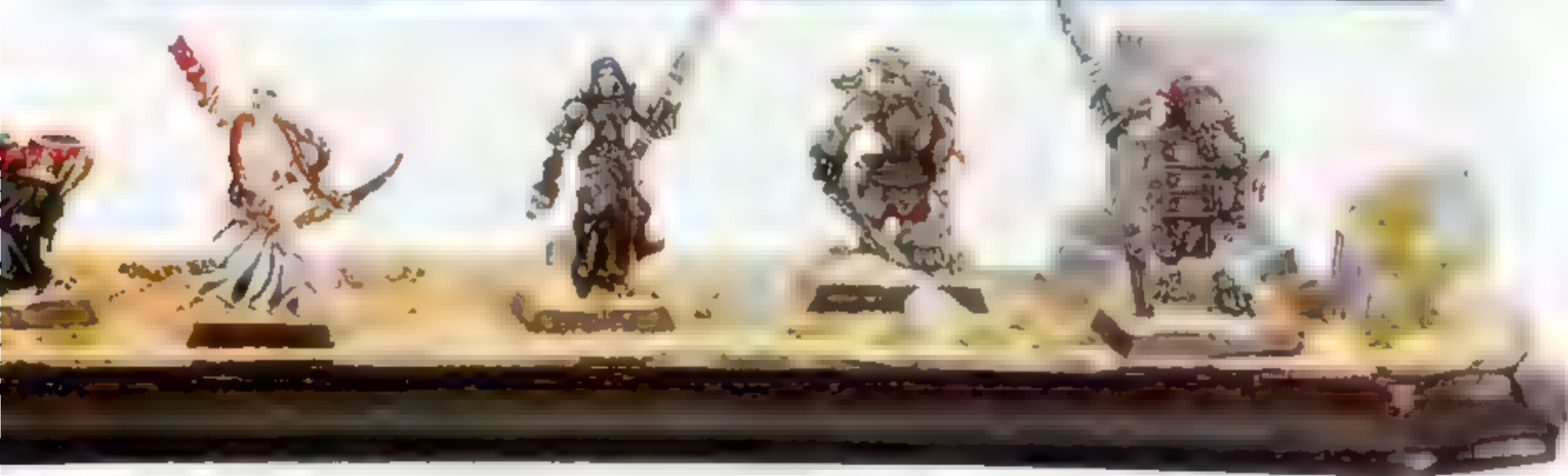
**Left:** The Mordheimers are in a room with a large, ornate altar. The altar is covered with a red cloth and holds a large, ornate casket. The Mordheimers are positioned around the room, some appearing to be in combat or observing. The scene is lit with dramatic, low-key lighting, creating a dark and atmospheric setting.

**Right:** The Mordheimers are in a room with a large, ornate altar. The altar is covered with a red cloth and holds a large, ornate casket. The Mordheimers are positioned around the room, some appearing to be in combat or observing. The scene is lit with dramatic, low-key lighting, creating a dark and atmospheric setting.

**Below:** The Mordheimers are in a room with a large, ornate altar. The altar is covered with a red cloth and holds a large, ornate casket. The Mordheimers are positioned around the room, some appearing to be in combat or observing. The scene is lit with dramatic, low-key lighting, creating a dark and atmospheric setting.









# NECROMUNDA

*Necromunda is a game that allows players to take part in the rival gang wars that occur amid the ruined buildings, gantries, and multi-level walkways of the futuristic Hive cities. Players must not only outmaneuver and outfought opponents on the tabletop but also learn how to equip and expand their gangs. The weak do not survive long in the Underhive.*

## Battlers in the Underhive

Necromunda is a fast-playing and atmospheric game that takes place in the vast and horrible Hive Cities of the future. As a player, you control a gang that seeks riches, powerful weaponry, the wonders of age-old technology, territory, or anything else that will help put you on top of your own corner of the slag heaps and tunnels that make up the Underhives of Necromunda. This skirmish-level game is heaped with

detail, like having your gang members gain skills and experience, run out of ammo at a critical time, climb up ladders, leap off balconies into combat, or hire bounty hunters to assist your missions. The armory lists rules for weapons as well as a full array of useful equipment, like bio-scanners, auto-repairers, bionic eyes, medi-packs, Screammers, and more. The excellent campaign system and scenarios really add a challenge for gangs to live and survive the long haul of the hard life in the Underhive.



Above: *Murder* (left) and *The Redeemer* (right) are two of the intensely dangerous, yet colorful characters that populate the Underhive.



Below: The Hive City is a vast, multi-level industrial wasteland, the Underhive, where the rival gangs of the Underhive fight for survival.





The Necromunda rulebook explains the rules of the game, including the list of factions available. It also provides a guide to the game, including a list of the gangs and a comprehensive glossary of terms.

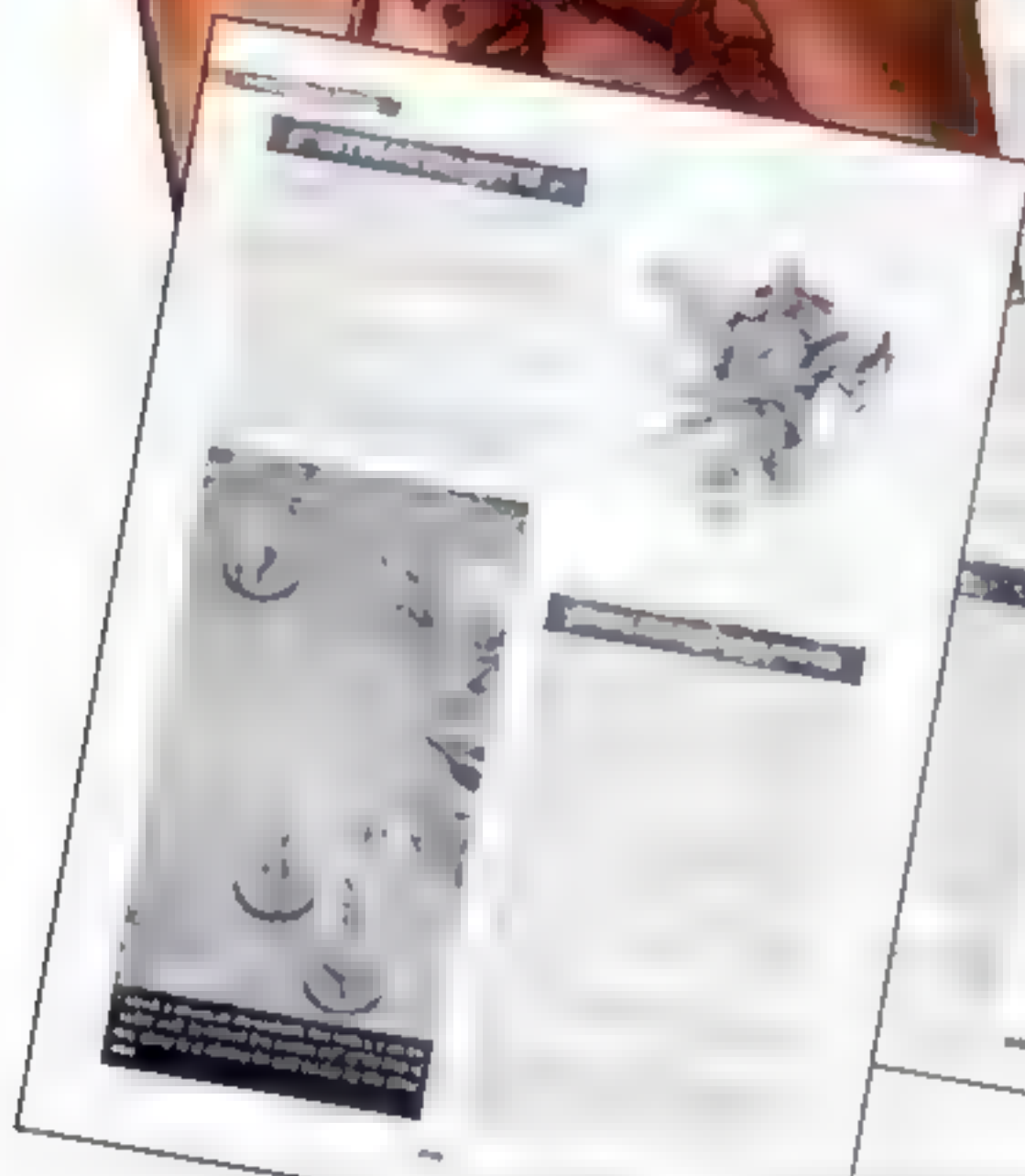
**Necromunda  
Underhive**  
\$35.00  
N001

## Getting Started and Recruiting a Gang

To get started playing Necromunda, you will need to get your hands on the rulebook. The Necromunda rules have been updated into a great new book called *Necromunda Underhive*. This book will be available through the same channels as all other Specialist Games in March 2004 and thereafter in the US. For more details or immediate availability, go to the Necromunda Specialist Game site on the world wide web.

If you are willing to try ruling the Underhive, then you need to recruit a gang. There are four types of gang members: Leaders, Gangers, Heavies, and Juves. There are minimums and maximums for each type (like the obvious one – you can only have one Leader!), and finding the right mix is a matter of playing style, personal taste, and, of course, the amount of Guilder credits you have. Over the course of a campaign, if you can get your hands on more Guilder credits, you can get better weaponry, new recruits, and replacements for the inevitable casualties that any gang will sustain over many hard-fought battles.

Choosing which gang to get started with is a matter of preference, but you will find all the available Necromunda gangs on the following catalog pages including Bounty Hunters, Hired Guns and more. Keep an bionic eye on *White Dwarf* or the Games Workshop web site for news about new gangs and models.



## The Hives

In the 41st millennium, many planets that were once fair and supported many life forms have been choked and clogged with vast populations and ruinous pollution. Necromunda is just such a planet. The populace, minus vagabond drifters who somehow survive in the Ash wastes, live in enormous Hives. The Hives of Necromunda tower out of the wastelands like mountains. The vast spires reach above the poisoned cloud cover and pierce the atmosphere. In addition to going upward, these vast Hives spread out and downward to far below the surface.

Built up over thousands of years, the many different Hives have sprawling level after level. Some levels are new while others hide long lost technology or mysteries that were better left undiscovered.

The topmost layers of the Hive are spacious, with domes looking down on the clouds. These upper hive dwellers are the rulers of the Hive and of the very planet itself. Nobility, such as it is, dwells on the next lowest levels. Far far below the cloud level, where the light of the sun is never seen, the Hive City throbs with life crammed into every nook and cranny. Massive industrial complexes, honeycombed sewers,

venting and air filtration systems spread throughout the cramped and polluted underhive. Here dwell the majority of the people – Hivers, as they are called. Still further down, far below the planet's surface is the Hive bottom, which houses unbelievable horrors that have long been forgotten by those fortunate enough to rise above them. The discharged filth and pollution from all the upper levels eventually finds its way to a putrid lake of radioactive matter called the Sump. Here, at the very base of the spire, dwell the mutant dregs, denizens of darkness and poison.



# UNDERHIVE GANGS

## HOUSES OF THE HIVE CITY

The Hive City is home to six manufacturing empires known as Houses. The members of these Houses are often drafted into gangs to help defend their House interests and foil the plans of others.

### HOUSE ORLOCK

House Orlock is known as the House of Iron, because its foundations lie upon deep ferrous slag pits. The hivers mine these pits for the debris of ancient times and extract enough pure metal from the refuse to serve their industries.

### HOUSE GOLIATH

The domain of House Goliath occupies some of the deepest and harshest areas. These gangers consider the hivers of other Houses to be soft and slack. The other Houses see the Goliaths as barbaric and unpredictable. Size and strength are seen as the measure of a man by the Goliaths. Their style of dress emphasizes a preoccupation with physique and features weighty chains and spiked metal bracers.

### HOUSE ESCHER

House Escher is perhaps the most strikingly different of all the Houses of Necromunda. Like all the Houses, it is controlled by a ruling family, and its political life and institutions are dominated by close relatives or families in service. However, unlike the other Houses that have reasonably balanced populations, the membership of House Escher is made up almost entirely of women. Escher society has long since developed to cope with its uniquely unbalanced population so that it is no longer perceived as a disadvantage.

### THE REDEMPTIONISTS

These religious extremists have been outlawed by the Laws of the Noble Houses. However, the members of the Cult of Redemption can still be found burning and purging throughout the lowest levels of the Underhive.

### RATSKIN RENEGADES

The Ratskin people have lived in the ruins of Underhive for as long as time itself, and Ratskins regard the place as their ancestral home. They know almost nothing about the world that lies above their heads or beyond the hive.

### SPYRE HUNTERS

From high in the Spyre, the sons and daughters of the Noble Houses descend in their high-tech rigs to hunt the Underhive populace mercilessly.





### HOUSE DELAQUE

House Delaqua spies are said to operate throughout the Hive to observe the activities of the other Houses. Their appearance perpetuates their reputation for double-dealing and espionage. They traditionally wear long coats in which they can easily conceal weapons and other large items. Most are very pale and bald headed. Their whispering voices are thin and eerie. Many wear dark visors or implanted filter screens to protect their sensitive eyes – an intolerance of light being a common Delaqua weakness.

### HOUSE VAN SAAR

House Van Saar is renowned for the quality of its technical products. Its technology is no more advanced than that of anyone else, progress being almost nonexistent throughout the Imperium. However, the House's manufacturing processes are precise, and its finished materials are of the highest quality. Like all the Houses of Hive City, the Van Saars have a style of dress that marks them out: a tight-fitting body suit designed to protect and sustain the wearer in the hive environment.



### HOUSE CAWDOR

House Cawdor is the stronghold of the Cult of the Redemption whose prophets foretell of universal destruction. The Cawdor attitude toward the other Houses is strongly colored by their beliefs. Among other things, their beliefs forbid them to show their faces in public, so Cawdor can be recognized by their elaborate masks. The designs of their masks are often quite bizarre or disturbing. Needless to say, the relationship between House Cawdor and the other Houses is strained.

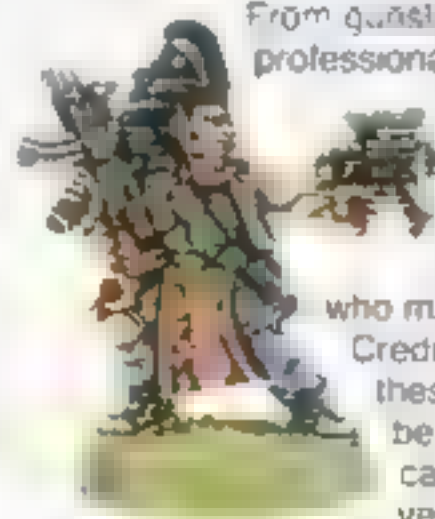
### BIT SLAVES

Many of the Industrial Houses use cybernetically enhanced slaves to work their mining concerns. On occasion, these slaves break free and form their own warbands in the very depths of the Underhive.



### HIREGUNS

From quackling Scum and professional Bounty Hunters to psychic Wyrds and psychopathic killers, the Underhive is crawling with those who make a living off the Credits of others. While these hireguns can be very useful, they can also be very treacherous.



### THE ENFORCERS

Throughout the Hive, Imperial Law is enforced by brutal awmen. These Enforcers are well-armed and armored but suffer from relatively small numbers. As the Underhive is vast, the efforts of the Enforcers serve only to prevent complete anarchy.





# PRICE LIST

## Getting Started

|      |                        |      |
|------|------------------------|------|
| N001 | Necromunda Underhive   | \$35 |
| N003 | Hiveworld Battleground | \$50 |

## Boxed Sets & Blister Packs - Orlocks

|      |                         |      |
|------|-------------------------|------|
| N013 | Orlock Gang             | \$40 |
| N070 | Orlock Champion Booster | \$10 |
| N071 | Orlock Troops Booster   | \$10 |

## Boxed Sets & Blister Packs - Goliaths

|      |                          |      |
|------|--------------------------|------|
| N012 | Goliath Gang             | \$40 |
| N065 | Goliath Champion Booster | \$10 |
| N066 | Goliath Troops Booster   | \$10 |
| N067 | Goliath Bounty Hunter    | \$8  |

## Boxed Sets & Blister Packs - Escher

|      |                         |      |
|------|-------------------------|------|
| N010 | Escher Gang             | \$35 |
| N055 | Escher Champion Booster | \$10 |
| N056 | Escher Troops Booster   | \$10 |

## Boxed Sets & Blister Packs - Delaque

|      |                          |      |
|------|--------------------------|------|
| N009 | Delaque Gang             | \$35 |
| N050 | Delaque Champion Booster | \$10 |
| N051 | Delaque Troops Booster   | \$10 |

## Boxed Sets & Blister Packs - Van Saar

|      |                           |      |
|------|---------------------------|------|
| N008 | Van Saar Gang             | \$35 |
| N045 | Van Saar Champion Booster | \$10 |
| N046 | Van Saar Troops Booster   | \$10 |

## Boxed Sets & Blister Packs - Cawdor

|      |                         |      |
|------|-------------------------|------|
| N011 | Cawdor Gang             | \$35 |
| N060 | Cawdor Champion Booster | \$10 |
| N061 | Cawdor Troops Booster   | \$10 |

## Boxed Sets & Blister Packs - Redemptionists

|      |                                |      |
|------|--------------------------------|------|
| N014 | Redemptionist Gang             | \$40 |
| N075 | Redemptionist Champion Booster | \$10 |
| N076 | Redemptionist Troops Booster   | \$10 |

## Boxed Sets & Blister Packs - Enforcers

|      |                       |      |
|------|-----------------------|------|
| N007 | Enforcers Patrol Team | \$40 |
|------|-----------------------|------|

|      |                            |      |
|------|----------------------------|------|
| N015 | Enforcers Champion Booster | \$11 |
| N036 | Enforcers Troop Booster    | \$10 |

## Boxed Sets & Blister Packs - Special Characters

|      |                      |      |
|------|----------------------|------|
| N015 | Redeemer and Malekev | \$25 |
| N077 | The Caller           | \$15 |

## Metal Blitz - Orlocks

|             |                         |        |
|-------------|-------------------------|--------|
| Orlock Gang |                         |        |
| 059911801   | Orlock Champion 1 Body  | \$6.50 |
| 059911802   | Orlock Champion 2 Body  | \$6.50 |
| 059911803   | Orlock Heavy 1 Body     | \$4.25 |
| 059911804   | Orlock Heavy 2 Body     | \$4.25 |
| 059911805   | Orlock Heavy Stubber    | \$2.75 |
| 059911806   | Orlock Heavy Bolter     | \$2.75 |
| 059911807   | Orlock Missile Launcher | \$2.50 |
| 059911808   | Orlock Missile          | \$1    |
| 059911809   | Orlock Heavy Backpack   | \$1.25 |
| 059911810   | Orlock Ganger 1         | \$4.25 |
| 059911811   | Orlock Ganger 2         | \$4.25 |
| 059911812   | Orlock Ganger 3         | \$4.25 |
| 059911813   | Orlock Ganger 4         | \$4.25 |
| 059911814   | Orlock Juve 1           | \$4.25 |
| 059911815   | Orlock Juve 2           | \$4.25 |
| 059911816   | Orlock Juve 3           | \$4.25 |
| 059911817   | Orlock Juve 4           | \$4.25 |
| 059911818   | Orlock Weapon Sprue 1   | \$2.50 |
| 059911819   | Orlock Weapon Sprue 2   | \$2.50 |
| 059911820   | Orlock Weapon Sprue 3   | \$2.50 |
| 059911821   | Orlock Weapon Sprue 4   | \$2.50 |
| 059911822   | Orlock Weapon Sprue 5   | \$2.50 |

## Orlock Champion Booster

|           |                         |        |
|-----------|-------------------------|--------|
| 059911801 | Orlock Champion 1 Body  | \$6.50 |
| 059911802 | Orlock Champion 2 Body  | \$6.50 |
| 059911803 | Orlock Heavy 1 Body     | \$4.25 |
| 059911804 | Orlock Heavy 2 Body     | \$4.25 |
| 059911805 | Orlock Heavy Stubber    | \$2.75 |
| 059911806 | Orlock Heavy Bolter     | \$2.75 |
| 059911807 | Orlock Missile Launcher | \$2.50 |
| 059911808 | Orlock Missile          | \$1    |
| 059911809 | Orlock Heavy Backpack   | \$1.25 |
| 059911810 | Orlock Weapon Sprue 1   | \$2.50 |
| 059911811 | Orlock Weapon Sprue 2   | \$2.50 |

## Orlock Troops Booster

|           |                       |        |
|-----------|-----------------------|--------|
| 059911810 | Orlock Ganger 1       | \$4.25 |
| 059911811 | Orlock Ganger 2       | \$4.25 |
| 059911812 | Orlock Ganger 3       | \$4.25 |
| 059911813 | Orlock Ganger 4       | \$4.25 |
| 059911814 | Orlock Juve 1         | \$4.25 |
| 059911815 | Orlock Juve 2         | \$4.25 |
| 059911816 | Orlock Juve 3         | \$4.25 |
| 059911817 | Orlock Juve 4         | \$4.25 |
| 059911820 | Orlock Weapon Sprue 3 | \$2.50 |
| 059911821 | Orlock Weapon Sprue 4 | \$2.50 |
| 059911822 | Orlock Weapon Sprue 5 | \$2.50 |

## Metal Blitz - Goliaths

### Goliath Gang

|           |                            |        |
|-----------|----------------------------|--------|
| 059911701 | Goliath Champion 1 Body    | \$6.50 |
| 059911702 | Goliath Champion 2 Body    | \$6.50 |
| 059911703 | Goliath Heavy 1 Body       | \$4.25 |
| 059911704 | Goliath Heavy 2 Body       | \$4.25 |
| 059911705 | Goliath Heavy Weapon Sprue | \$4    |
| 059911706 | Goliath Heavy Backpack     | \$1.25 |
| 059911707 | Goliath Ganger 1           | \$4.25 |
| 059911708 | Goliath Ganger 2           | \$4.25 |
| 059911709 | Goliath Ganger 3           | \$4.25 |
| 059911710 | Goliath Ganger 4           | \$4.25 |
| 059911711 | Goliath Ganger 5           | \$4.25 |
| 059911712 | Goliath Juve 1             | \$4.25 |
| 059911713 | Goliath Juve 2             | \$4.25 |
| 059911714 | Goliath Juve 3             | \$4.25 |
| 059911715 | Goliath Juve 4             | \$4.25 |
| 059911716 | Goliath Juve 5             | \$4.25 |
| 059911717 | Goliath Weapon Sprue 1     | \$2.50 |
| 059911718 | Goliath Weapon Sprue 2     | \$2.50 |
| 059911719 | Goliath Weapon Sprue 3     | \$2.50 |
| 059911720 | Goliath Weapon Sprue 4     | \$2.50 |

### Goliath Champion Booster

|           |                            |        |
|-----------|----------------------------|--------|
| 059911701 | Goliath Champion 1 Body    | \$6.50 |
| 059911702 | Goliath Champion 2 Body    | \$6.50 |
| 059911703 | Goliath Heavy 1 Body       | \$4.25 |
| 059911704 | Goliath Heavy 2 Body       | \$4.25 |
| 059911705 | Goliath Heavy Weapon Sprue | \$4    |
| 059911706 | Goliath Heavy Backpack     | \$1.25 |
| 059911717 | Goliath Weapon Sprue 1     | \$2.50 |
| 059911718 | Goliath Weapon Sprue 2     | \$2.50 |

### Goliath Troops Booster

|           |                        |        |
|-----------|------------------------|--------|
| 059911707 | Goliath Ganger 1       | \$4.25 |
| 059911708 | Goliath Ganger 2       | \$4.25 |
| 059911709 | Goliath Ganger 3       | \$4.25 |
| 059911710 | Goliath Ganger 4       | \$4.25 |
| 059911711 | Goliath Ganger 5       | \$4.25 |
| 059911712 | Goliath Juve 1         | \$4.25 |
| 059911713 | Goliath Juve 2         | \$4.25 |
| 059911714 | Goliath Juve 3         | \$4.25 |
| 059911715 | Goliath Juve 4         | \$4.25 |
| 059911716 | Goliath Juve 5         | \$4.25 |
| 059911718 | Goliath Weapon Sprue 2 | \$2.50 |
| 059911719 | Goliath Weapon Sprue 3 | \$2.50 |
| 059911720 | Goliath Weapon Sprue 4 | \$2.50 |

### Goliath Bounty Hunter

|           |                                |        |
|-----------|--------------------------------|--------|
| 059913401 | Goliath Bounty Hunter Rifle    | \$1.50 |
| 059913402 | Goliath Bounty Hunter Body     | \$6.50 |
| 059913403 | Goliath Bounty Hunter Mace     | \$2    |
| 059913404 | Goliath Bounty Hunter Backpack | \$1.25 |

### Redeemer and Malekev

|           |                |     |
|-----------|----------------|-----|
| 059913501 | Redeemer Body  | \$8 |
| 059913502 | Redeemer Arm   | \$2 |
| 059913503 | Redeemer Sprue | \$2 |
| 059913504 | Malekev Body   | \$5 |

## Classic/Collector's Range

### Metal Blitz - Orlocks

#### Orlock Leaders

|           |                              |        |
|-----------|------------------------------|--------|
| 059905515 | Orlock Heavy Bolter Backpack | \$1.25 |
| 059905516 | Orlock Framer Body           | \$4.25 |
| 059905517 | Orlock Framer                | \$2.75 |

#### Orlock Heavies

|           |                              |        |
|-----------|------------------------------|--------|
| 059905515 | Orlock Heavy Bolter Backpack | \$1.25 |
| 059905516 | Orlock Framer Body           | \$4.25 |
| 059905517 | Orlock Framer                | \$2.75 |



## Orlock Gangs

|                      |                                |        |
|----------------------|--------------------------------|--------|
| 059900204            | Orlock w/ Shotgun              | \$4 25 |
| 059900519            | Orlock w/ Autogun 2            | \$4 25 |
| 059900520            | Orlock w/ Stub Gun & Pick      | \$1 25 |
| 059900521            | Orlock w/ Autogun & Stub Gun   | \$4 25 |
| 059900522            | Orlock w/ Lasgun 1             | \$4 25 |
| <b>Orlock Juvies</b> |                                |        |
| 059900205            | Orlock Juve w/ Autopistol      | \$4 25 |
| 059900206            | Orlock Juve w/ Shotgun         | \$4 25 |
| 059900511            | Orlock Juve w/ Laspistol       | \$4 25 |
| 059900512            | Orlock Juve w/ Stub Gun & Club | \$4 25 |

## Metal Blitz - Goliath

### Goliath Leaders

|            |                              |        |
|------------|------------------------------|--------|
| 059900310  | Goliath Leader w/ Chainsword | \$6 50 |
| 0599001218 | Goliath Leader w/ Mega Gun   | \$6 50 |

### Goliath Heavies

|            |                                |        |
|------------|--------------------------------|--------|
| 059900307  | Goliath Heavy Stubber Body     | \$4 25 |
| 059900308  | Goliath Heavy Stubber          | \$2 75 |
| 059900309  | Goliath Heavy Stubber Backpack | \$1 25 |
| 0599001013 | Goliath Heavy Bolter Body      | \$4 25 |
| 0599001014 | Goliath Heavy Bolter           | \$2 75 |
| 0599001015 | Goliath Heavy Bolter Backpack  | \$1 25 |

### Goliath Gangers

|            |                                |        |
|------------|--------------------------------|--------|
| 059900303  | Goliath w/ Autogun             | \$4 25 |
| 059900304  | Goliath w/ Shotgun             | \$4 25 |
| 059900305  | Goliath w/ Lasgun & Stub Gun   | \$4 25 |
| 059900306  | Goliath w/ Hand Flamer         | \$4 25 |
| 0599001116 | Goliath w/ Lasgun & Autopistol | \$4 25 |
| 0599001117 | Goliath w/ Autogun & Axe       |        |

### Goliath Juvies

|            |                             |        |
|------------|-----------------------------|--------|
| 059900301  | Goliath Juve w/ Stub Gun    |        |
| 059900102  | Goliath Juve w/ Laspistol 1 |        |
| 0599001211 | Goliath Juve w/ Laspistol 2 | \$4 25 |
| 0599006212 | Goliath Juve w/ Autopistol  | \$4 25 |

## Metal Blitz - Escher

### Escher Leaders

|            |                             |        |
|------------|-----------------------------|--------|
| 059900410  | Escher Leader w/ Boltgun    | \$6 50 |
| 0599001027 | Escher Leader w/ Autopistol | \$6 50 |

### Escher Heavies

|            |                                  |        |
|------------|----------------------------------|--------|
| 059900407  | Escher Heavy Stubber Body        |        |
| 059900408  | Escher Heavy Stubber             | \$2 75 |
| 059900409  | Escher Heavy Stubber Backpack    | \$1 25 |
| 0599001413 | Escher Heavy Plasma Gun Body     | \$4 25 |
| 0599001414 | Escher Heavy Plasma Gun          | \$2 75 |
| 0599001415 | Escher Heavy Plasma Gun Backpack | \$1 25 |

### Escher Gangers

|            |                                   |        |
|------------|-----------------------------------|--------|
| 059900401  | Escher w/ Lasgun 1                | \$4 25 |
| 059900402  | Escher w/ Autopistol & Sword      | \$4 25 |
| 059900403  | Escher w/ Autogun & Stub Gun      | \$4 25 |
| 059900404  | Escher w/ Shotgun                 | \$4 25 |
| 0599001519 | Escher w/ Plasma Pistol & Club    | \$4 25 |
| 0599001520 | Escher w/ Lasgun 2                |        |
| 0599001521 | Escher w/ Autogun                 |        |
| 0599001522 | Escher w/ Shotgun & Autopistol    | \$4 25 |
| 0599001523 | Escher w/ Bolt Pistol & Grenade   | \$4 25 |
| 0599001524 | Escher w/ Two Swords              | \$4 25 |
| 0599001525 | Escher w/ Laspistol & Nail        | \$4 25 |
| 0599001526 | Escher w/ Autopistol & Chainsword | \$4 25 |

### Escher Juvies

|            |                                  |        |
|------------|----------------------------------|--------|
| 059900405  | Escher Juve w/ Stub Gun & Pick   | \$4 25 |
| 059900406  | Escher Juve w/ Autopistol        | \$4 25 |
| 0599001311 | Escher Juve w/ Stub Gun          | \$4 25 |
| 0599001312 | Escher Juve w/ Autopistol & Club | \$4 25 |

## Metal Blitz - Delaque

### Delaque Leaders

### Delaque Heavies

|            |                                |        |
|------------|--------------------------------|--------|
| 059900607  | Delaque Heavy Stubber Body     | \$4 25 |
| 059900608  | Delaque Heavy Stubber          | \$2 75 |
| 059900609  | Delaque Heavy Stubber Backpack | \$1 25 |
| 0599002213 | Delaque Flamer Body            | \$6 50 |
| 0599002214 | Delaque Flamer Pack            | \$1 25 |
| 0599002220 | Delaque Lascannon Body         | \$4 25 |
| 0599002221 | Delaque Lascannon              | \$2 75 |
| 0599002222 | Delaque Lascannon Pack         | \$1 25 |

### Delaque Gangers

|            |                      |        |
|------------|----------------------|--------|
| 059900603  | Delaque w/ Lasgun 2  | \$4 25 |
| 059900604  | Delaque w/ Lasgun 1  | \$4 25 |
| 059900605  | Delaque w/ Shotgun 1 | \$4 25 |
| 059900606  | Delaque w/ Autogun 1 | \$4 25 |
| 0599002315 | Delaque w/ Lasgun 3  | \$4 25 |
| 0599002316 | Delaque w/ Lasgun 4  | \$4 25 |
| 0599002318 | Delaque w/ Shotgun 2 | \$4 25 |
| 0599002319 | Delaque w/ Autogun 2 | \$4 25 |

### Delaque Juvies

|            |                            |        |
|------------|----------------------------|--------|
| 059900601  | Delaque Juve w/ Stub Gun 1 | \$4 25 |
| 059900602  | Delaque Juve w/ Autopistol | \$4 25 |
| 0599002111 | Delaque Juve w/ Stub Gun 2 | \$4 25 |
| 0599002112 | Delaque Juve w/ Stub Gun 3 | \$4 25 |

## Metal Blitz - Van Saar

### Van Saar Leaders

|            |                                  |        |
|------------|----------------------------------|--------|
| 059900510  | Van Saar Leader w/ Plasma Pistol | \$6 50 |
| 0599002023 | Van Saar Leader w/ Mega Gun      | \$6 50 |

### Van Saar Heavies

|            |                                    |        |
|------------|------------------------------------|--------|
| 059900507  | Van Saar Heavy Stubber Body        | \$4 25 |
| 059900508  | Van Saar Heavy Stubber             | \$2 75 |
| 059900509  | Van Saar Heavy Stubber Backpack    | \$1 25 |
| 0599001813 | Van Saar Heavy Plasma Gun Body     | \$4 25 |
| 0599001814 | Van Saar Heavy Plasma Gun          | \$2 75 |
| 0599001815 | Van Saar Heavy Plasma Gun Backpack | \$1 25 |

### Van Saar Gangers

|            |                                 |        |
|------------|---------------------------------|--------|
| 059900501  | Van Saar w/ Shotgun             | \$4 25 |
| 059900502  | Van Saar w/ Lasgun              | \$4 25 |
| 059900503  | Van Saar w/ Autogun & Laspistol | \$4 25 |
| 059900504  | Van Saar w/ Autogun             | \$4 25 |
| 0599001919 | Van Saar w/ Lasgun & Autopistol | \$4 25 |
| 0599001920 | Van Saar w/ Boltgun             | \$4 25 |

### Van Saar Juvies

|            |                             |        |
|------------|-----------------------------|--------|
| 059900505  | Van Saar Juve w/ Laspistol  | \$4 25 |
| 059900506  | Van Saar Juve w/ Autopistol | \$4 25 |
| 0599001711 | Van Saar Juve w/ Autopistol | \$4 25 |
| 0599001712 | Van Saar Juve w/ Stub Gun   | \$4 25 |

## Metal Blitz - Cawdor

### Cawdor Leaders

|           |                             |        |
|-----------|-----------------------------|--------|
| 059900111 | Cawdor Leader w/ Autopistol | \$6 50 |
| 059900121 | Cawdor Leader w/ Boltgun    | \$6 50 |

### Cawdor Heavies

|            |                               |        |
|------------|-------------------------------|--------|
| 059900107  | Cawdor Heavy Stubber Body     | \$4 25 |
| 059900108  | Cawdor Heavy Stubber          | \$2 75 |
| 059900109  | Cawdor Heavy Stubber Backpack | \$1 25 |
| 0599005914 | Cawdor Grenade Launcher Body  | \$4 25 |
| 0599005915 | Cawdor Grenade Launcher       | \$2 75 |
| 0599005916 | Cawdor Heavy Bolter Backpack  | \$1 25 |
| 0599005922 | Cawdor Heavy Bolter Body      | \$4 25 |
| 0599005923 | Cawdor Heavy Bolter           | \$2 75 |

### Cawdor Gangers

|           |                     |        |
|-----------|---------------------|--------|
| 059900101 | Cawdor w/ Autogun 1 | \$4 25 |
| 059900102 | Cawdor w/ Lasgun 4  | \$4 25 |
| 059900103 | Cawdor w/ Lasgun 3  | \$4 25 |

### Cawdor Juvies

|            |                           |        |
|------------|---------------------------|--------|
| 059900105  | Cawdor Juve w/ Stub Gun 3 | \$4 25 |
| 059900106  | Cawdor Juve w/ Stub Gun 1 | \$4 25 |
| 0599005812 | Cawdor Juve w/ Stub Gun 2 | \$4 25 |
| 0599005813 | Cawdor Juve w/ Laspistol  | \$4 25 |

## Metal Blitz - Ash Waste Gang

### Ash Waste Leaders

|         |                             |        |
|---------|-----------------------------|--------|
| FNCM005 | Ash Waste Leader w/ Goggles | \$3 25 |
| FNCM006 | Ash Waste Leader w/ Hood    | \$3 25 |
| FNCM016 | Ash Waste Hand Weapon Sprue | \$3 25 |

### Ash Waste Heavies

|         |                              |        |
|---------|------------------------------|--------|
| FNCM007 | Ash Waste Heavy w/ Hood Down | \$3 25 |
| FNCM008 | Ash Waste Heavy w/ Hood Up   | \$3 25 |
| FNCM017 | Ash Waste Rifle Sprue        | \$3 25 |

### Ash Waste Gangers

|         |                                  |        |
|---------|----------------------------------|--------|
| FNCM009 | Ash Waste Ganger w/ Sniper Rifle | \$3 25 |
| FNCM010 | Ash Waste Ganger w/ Autogun      | \$3 25 |
| FNCM011 | Ash Waste Ganger w/ Cap          | \$3 25 |
| FNCM012 | Ash Waste Ganger w/ Hood         |        |
| FNCM016 | Ash Waste Hand Weapon Sprue      |        |
| FNCM017 | Ash Waste Rifle Sprue            |        |

### Ash Waste Juvies

|         |                              |        |
|---------|------------------------------|--------|
| FNCM013 | Ash Waste Juve w/ Hood Up    |        |
| FNCM014 | Ash Waste Juve w/ Hood Down  |        |
| FNCM015 | Ash Waste Juve w/ Face Scarf | \$3 25 |
| FNCM016 | Ash Waste Hand Weapon Sprue  | \$3 25 |

## Metal Blitz - Hired Guns

### Bounty Hunter

|            |                          |        |
|------------|--------------------------|--------|
| 0599002001 | Bounty Hunter 3 Body     | \$6 50 |
| 0599002002 | Bounty Hunter 3 Backpack | \$1 25 |
| 0599002701 | Bounty Hunter 1          | \$7 50 |
| 059900401  | Bounty Hunter 2 Body     | \$6 50 |
| 059900402  | Bounty Hunter 2 Backpack | \$1 25 |

### Wyds

|            |                    |        |
|------------|--------------------|--------|
| 0599003301 | Wyrd Beastmaster 1 | \$7 50 |
| 0599003302 | Wyrd Beastmaster 2 | \$7 50 |
| 0599003303 | Wyrd Beastmaster 3 | \$7 50 |
| 0599004501 | Wyrd Pyromanic     | \$6 50 |
| 0599005201 | Wyrd Telepath      | \$6 50 |
| 0599005301 | Wyrd Telekinetic   | \$6 50 |

### Underhive Scum

|            |                                    |        |
|------------|------------------------------------|--------|
| 0599006301 | Scum w/ Autopistol & Plasma Pistol | \$4 25 |
| 0599006302 | Scum w/ Plasma Pistol              | \$4 25 |
| 0599006303 | Scum w/ Hand Flamer                | \$4 25 |
| 0599006304 | Scum w/ Bolt Pistol                | \$4 25 |

### Sniper

|         |                   |        |
|---------|-------------------|--------|
| FNCM002 | Necromunda Sniper | \$3 25 |
|---------|-------------------|--------|

### Shaman

|         |                   |        |
|---------|-------------------|--------|
| FNCM004 | Necromunda Shaman | \$3 25 |
|---------|-------------------|--------|

## Metal Blitz - Necromunda Beasts

### Giant Rats

|            |                        |  |
|------------|------------------------|--|
| 0599003304 | Necromunda Giant Rat 1 |  |
| 0599003305 | Necromunda Giant Rat 3 |  |
| 0599003306 | Necromunda Giant Rat 2 |  |

### Ripper Jacks

|            |               |        |
|------------|---------------|--------|
| 0599003307 | Ripper Jack 3 | \$1 50 |
| 0599003308 | Ripper Jack 2 | \$1 50 |
| 0599003309 | Ripper Jack 1 | \$1 50 |

### Miliasaurs

|            |             |        |
|------------|-------------|--------|
| 0599003310 | Miliasaur 3 | \$1 50 |
| 0599003311 | Miliasaur 1 | \$1 50 |
| 0599003312 | Miliasaur 2 | \$1 50 |





# PRICE LIST

## Metal Blitz - Pit Slaves

### Pit Slave Chief

### Pit Slaves

|           |                       |        |
|-----------|-----------------------|--------|
| 059904401 | Pit Slave Body 1      | \$4.25 |
| 059904402 | Pit Slave Body 2      | \$4.25 |
| 059904404 | Pit Slaves Rock Drill | \$1.25 |
| 059904408 | Pit Slaves Chainsaw   | \$1.25 |
| 059904408 | Pit Slaves Claw       | \$1.25 |
| 059904409 | Pit Slaves Buzz Saw   | \$1.25 |
| 059904811 | Pit Slave Body 4      | \$4.25 |

### Pit Slave Techno

## Metal Blitz - Rapier Laser Destroyer

### Complete Rapier Laser Destroyer

|          |                     |     |
|----------|---------------------|-----|
| FNCM0010 | Rapier Upper Barrel | \$2 |
|----------|---------------------|-----|

## Metal Blitz - Ratskin Renegades

### Ratskin Chiefs

|           |                 |        |
|-----------|-----------------|--------|
| 059904801 | Ratskin Chief 1 | \$6.50 |
| 059904812 | Ratskin Chief 2 | \$6.50 |

### Ratskin Shamans

|           |                  |        |
|-----------|------------------|--------|
| 059904802 | Ratskin Shaman 1 | \$6.50 |
|-----------|------------------|--------|

### Ratskins

|           |                           |        |
|-----------|---------------------------|--------|
| 059900804 | Ratskin w. Lasgun 3       | \$4.25 |
| 059900805 | Ratskin w. Masket         | \$4.25 |
| 059902501 | Ratskin w. Lasgun 1       | \$4.25 |
| 059902502 | Ratskin w. Autogun & Pike | \$4.25 |
| 059902503 | Ratskin w. Shotgun 1      | \$4.25 |
| 059902504 | Ratskin w. Shotgun 2      | \$4.25 |

### Ratskin w. Lasgun 2

|           |                     |        |
|-----------|---------------------|--------|
| 059902506 | Ratskin w. Lasgun 2 | \$4.25 |
|-----------|---------------------|--------|

### Ratskin Braves

|           |                             |        |
|-----------|-----------------------------|--------|
| 059900806 | Ratskin Brave w. Handbow    | \$4.25 |
| 059900807 | Ratskin Brave w. Masket 1   | \$4.25 |
| 059900808 | Ratskin Brave w. Stub Gun   | \$4.25 |
| 059904110 | Ratskin Brave w. Autopistol | \$4.25 |

## Metal Blitz - Redemptionists

### Redemptionist Arch Zealot

|           |                         |        |
|-----------|-------------------------|--------|
| 059903401 | Arch Zealot Body        | \$7.25 |
| 059903402 | Arch Zealot Back Banner | \$2.75 |

### Redemptionist Priests

|           |                      |        |
|-----------|----------------------|--------|
| 059900700 | Redemptionist Priest | \$7.50 |
|-----------|----------------------|--------|

### Redemptionist Zealots

### Redemptionist Zealots

|           |                       |        |
|-----------|-----------------------|--------|
| 059900700 | Zealot w. Eviscerator | \$6.50 |
|-----------|-----------------------|--------|

### Redemptionist Brethren

|           |                                |        |
|-----------|--------------------------------|--------|
| 059900702 | B                              | \$4.25 |
| 059900703 | Brethren w. Autogun 1          | \$4.25 |
| 059900704 | Brethren w. Stub Gun & Autogun | \$4.25 |
| 059900705 | Brethren w. Autogun 2          | \$4.25 |

## Metal Blitz - Scavvies

### Scavvy Boss

### Scavvies

|           |                            |        |
|-----------|----------------------------|--------|
| 059900902 | Scavvy Body w. Harpoon Gun | \$4.25 |
|-----------|----------------------------|--------|

### Scavvies

|           |                            |        |
|-----------|----------------------------|--------|
| 059900905 | Scavvy w. Stub Gun & Knife | \$4.25 |
| 059900906 | Scavvy w. Shotgun 1        | \$4.25 |
| 059900908 | Scavvy w. Autogun          | \$4.25 |

|           |                     |        |
|-----------|---------------------|--------|
| 059905003 | Scavvy w. Shotgun 3 | \$4.25 |
|-----------|---------------------|--------|

|           |                       |        |
|-----------|-----------------------|--------|
| 059905004 | Scavvy w. Blunderbuss | \$4.25 |
|-----------|-----------------------|--------|

|           |                  |        |
|-----------|------------------|--------|
| 059905101 | Scavvy w. Spikes | \$4.25 |
|-----------|------------------|--------|

|           |                |        |
|-----------|----------------|--------|
| 059905102 | Scavvy w. Claw | \$4.25 |
|-----------|----------------|--------|

|           |                     |        |
|-----------|---------------------|--------|
| 059905103 | Scavvy w. Extra Arm | \$4.25 |
|-----------|---------------------|--------|

### Plague Zombies

|           |                 |        |
|-----------|-----------------|--------|
| 059900909 | Plague Zombie 1 | \$4.25 |
|-----------|-----------------|--------|

|           |                 |        |
|-----------|-----------------|--------|
| 059900910 | Plague Zombie 2 | \$4.25 |
|-----------|-----------------|--------|

|           |                 |        |
|-----------|-----------------|--------|
| 059904701 | Plague Zombie 5 | \$4.25 |
|-----------|-----------------|--------|

|           |                 |        |
|-----------|-----------------|--------|
| 059904702 | Plague Zombie 4 | \$4.25 |
|-----------|-----------------|--------|

|           |                 |        |
|-----------|-----------------|--------|
| 059904703 | Plague Zombie 3 | \$4.25 |
|-----------|-----------------|--------|

## Metal Blitz - Special Characters

### Mad Donna

|           |                    |        |
|-----------|--------------------|--------|
| 059903202 | Mad Donna Left Arm | \$1.25 |
|-----------|--------------------|--------|

### Brakar the Avenger

|           |                         |        |
|-----------|-------------------------|--------|
| 059904001 | Brakar the Avenger Body | \$4.25 |
| 059904002 | Brakar's Heavy Slubber  | \$4.25 |

### Kaioth Vipers

### Elder

|          |                     |     |
|----------|---------------------|-----|
| FNCM003A | Necromunda Farsheet | \$5 |
|----------|---------------------|-----|

|          |               |        |
|----------|---------------|--------|
| FNCM003B | Fire Dragon 1 | \$3.25 |
|----------|---------------|--------|

|          |               |        |
|----------|---------------|--------|
| FNCM003C | Fire Dragon 2 | \$3.25 |
|----------|---------------|--------|

### Kai Jericho and Scabbs

|           |        |     |
|-----------|--------|-----|
| FNCM01901 | Scabbs | \$9 |
|-----------|--------|-----|

## Metal Blitz - Spyre Hunters

### Orks

### Malcadons

|           |            |        |
|-----------|------------|--------|
| 059902903 | Malcadon 1 | \$7.50 |
|-----------|------------|--------|

|           |            |        |
|-----------|------------|--------|
| 059902904 | Malcadon 2 | \$7.50 |
|-----------|------------|--------|

### Yorks

### Jakara

|           |          |        |
|-----------|----------|--------|
| 059903110 | Jakara 2 | \$6.50 |
|-----------|----------|--------|

## Metal Blitz - Adeptus Arbites

### Classic Adeptus Arbites

|         |                       |        |
|---------|-----------------------|--------|
| 72499-2 | Arbitrator w. Shotgun | \$4.25 |
|---------|-----------------------|--------|

|         |                             |     |
|---------|-----------------------------|-----|
| 72401-3 | Adeptus Arbitrator Champion | \$7 |
|---------|-----------------------------|-----|

## Metal Blitz - Weapons

### Necromunda Weapons





Below: The spectacular Escher Guard was painted by Neil Thomas and won a Gold Award at the 1998 UK Golden Demon painting competition.



Below: The Necropolis Shrine of the New Necropolis, painted by Neil Thomas, won a Gold Award at the 1998 UK Golden Demon painting competition.



Above: The Priest won First Place at the 2000 UK Golden Demon painting competition.

Below: A Necropolis Shrine painted by Neil Thomas, won a Gold Award at the 1998 UK Golden Demon painting competition.



COMING SOON

Safe: A Necropolis Shrine painted by Neil Thomas, won a Gold Award at the 1998 UK Golden Demon painting competition.





# WARMMASTER

*Warmmaster is a game of conflict on a grand scale in the Warhammer world. The smaller scale of the models allows for a more abstract rules set and larger, more sweeping strategies and tactics. Indeed, it is more the general's ability to command that will win the day over brute strength or individual heroics. Vast armies of infantry, cavalry, artillery, and monsters are arrayed on the fields of battle, and the opposing generals lock wits. Warhammer fans will be thrilled to see their armies and troop types brought to life on a different scale, but the scope of Warmmaster makes it a whole new game altogether. Breaking an army's center, destroying the enemy's command and control, and enticing the foe to foolishly overextend his battle line are the "grand level" tactics that are part and parcel of Warmmaster.*

## Bold Sweeping Maneuvers and Mighty Battles

The design theme for the game of Warmmaster is plain and simple: big battles. The game firmly places the player in the role of the general making plans, issuing orders, and maneuvering his vast army into an undefeatable position. The emphasis on command control means that it is possible for troops to undertake sweeping flanking moves in a single turn, while other, less fortunate troops just sit back on their Deployment Zone and wait for instructions that never arrive. Certainly, luck plays its part, but a good commander makes use of all the tools at his disposal – heroes, wizards, and others along the chain of command – to issue orders across the far-flung battle lines to make the best luck possible.

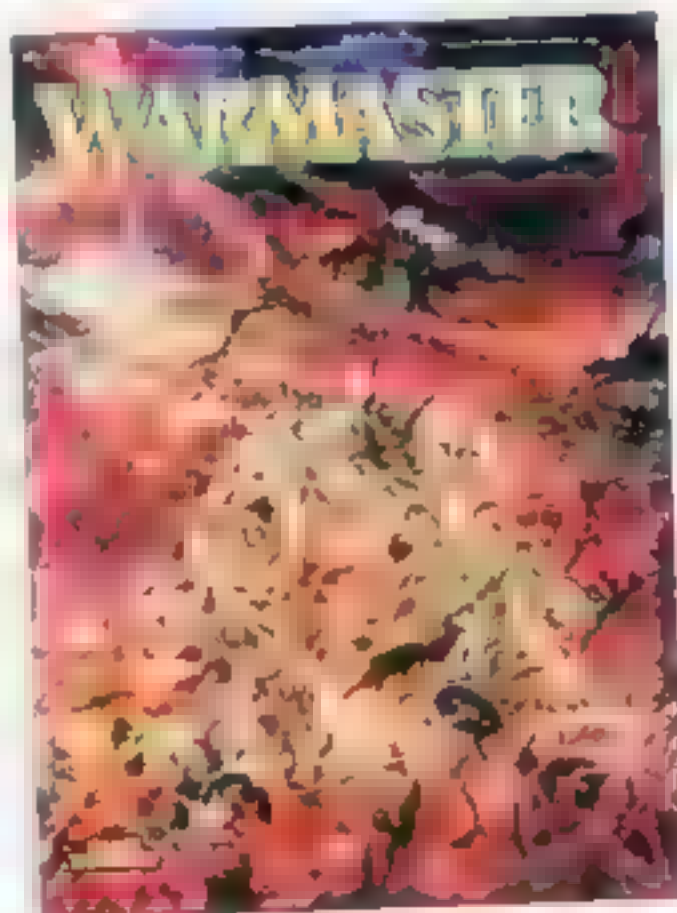
To accommodate the grand scale of the battlefield, the models themselves are relatively small. A man is about 10 mm tall compared with a man-sized model from Warhammer or Warhammer 40,000 which is approximately 28 mm tall. This small size enables the miniature designers to craft most combatants in whole ranks or "strips" that fasten to rectangular 20-mm x 40-mm bases or "stands." Warmmaster models are cast in metal and most are designed to fit onto the plastic bases supplied. A few large models require you to modify the bases or make your own from scratch. In order to distinguish character pieces, many players like to substitute the standard rectangular bases for round bases made from coins or washers. Infantry and cavalry units generally consist of three bases or stands as shown in this catalog. Some units consist of fewer stands, and most large monsters fit onto just one. In all cases, the model range has been designed so that you buy one whole unit at a time. The character sets include a variety of pieces including extra bits (the designers like doing characters!) but always contain enough pieces to make at least one general, one hero, and one wizard stand. One exception is the Slann Mage-Priest for the Lizardmen. He's so fat that we had to put him in his own pack.

## What You'll Find in This Section of the Catalog

Here you'll find a selection of models available for each army as well as pieces from a few special ranges of Warmmaster miniatures (notably Albion and siege) along with a complete price listing containing all of the complete units and special bits available at the time of this catalog's printing. Visit [www.games-workshop.com](http://www.games-workshop.com) for the latest information on what's available and what's yet to come for the game of Warmmaster.



A unit of Bretonnian Knights in Warmmaster scale (W003)



Warmmaster Rulebook  
30-01-60

## GETTING STARTED

### Warmmaster Rulebook

All of the basic and advanced rules you need to play the game of Warmmaster, army lists for six armies, and a painting, modeling, and terrain guide are included in the mighty Warmmaster rulebook.

### Warmmaster Magazine

Warmmaster Magazine is released every 2 months and contains new rules and articles for the game. It is a vital purchase for any serious Warmmaster player. Warmmaster Magazine is available by subscription. For more details on how to get Warmmaster Magazine, see the back page of this catalog.





The proud and noble nation of Bretonnia relies heavily on the hard-charging might of its mounted troops: Grail Knights, Knights, and even Mounted Squires

## BRETONNIANS



**Bretonnian Mounted Squires (1 Unit)**  
W004



**Bretonnian Hero on Pegasus (1)**  
W009



**Bretonnian Bowmen (1 Unit)**  
W001



**Bretonnian Characters (Set of 7 Models)**  
W005



**Bretonnian Men-at-Arms (1 Unit)**  
W002

Also Available  
but Not Shown Here

W003  
Bretonnian Army Deal  
W004  
Bretonnian Knights  
W006  
Bretonnian Peasants  
W007  
Bretonnian Grail Knights  
W008  
Bretonnian New Pack  
W009  
Bretonnian Knights' Lament

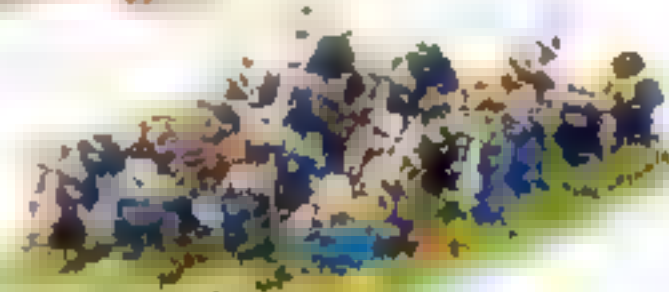
See the price list for  
more details

Solid infantry is admirably supported by potent war machines and deadly Handgunners. The Dwarfs are rock-solid and well-armed. Beating a good Dwarf Commander is no easy feat.

## DWARFS



**Dwarf Rangers (1 Unit)**  
30-70



**Dwarf Thunderers (1)**  
30-76



**Dwarf Warriors (1 Unit)**  
30-69



**Dwarf King Throne & Anvil of Doom (2)**  
W073



**Dwarf Gyrocopter (1)**  
30-75



**Dwarf Hammerers (1 Unit)**  
W120

Also Available  
but Not Shown Here

W003  
Dwarf Army Deal  
W004  
Dwarf Hammerers  
W006  
Dwarf Characters  
W007  
Dwarf New Pack  
W008  
Dwarf Qualities Pack

See the price list for  
more details.

**Dwarf Troll Slayers (1 Unit)**  
30-71



**Dwarf Cannons (2)**  
30-72





## CHAOS

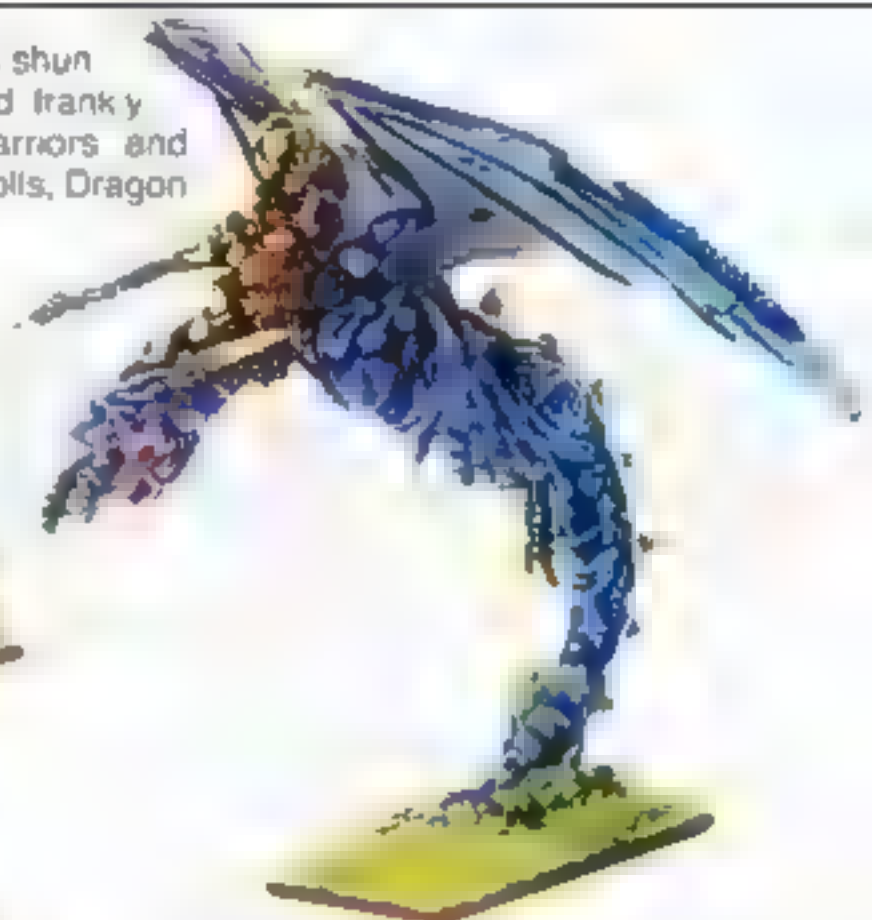
The hardened soldiers of the twisted gods shun missile weapons and war machines, and frankly they just don't need them. Chaos Warriors and Marauders are supported by monstrous Trolls, Dragon Ogres, and more.



**Chaos Warriors (1 Unit)**  
30-77



**Chaos Knights (1 Unit)**  
30-80



**Chaos Lord on Dragon (1)**  
30-86



**Chaos Mounted Marauders (1 Unit)**  
30-79



**Chaos Marauders (1 Unit)**  
30-78



**Daemon Hounds of Khorne (1 Unit)**  
W132



**Chaos Spawn A (1)**  
30-81



**Chaos Characters  
(Set of 5)**  
30-85



**Chaos Chariots (1 Unit)**  
W043



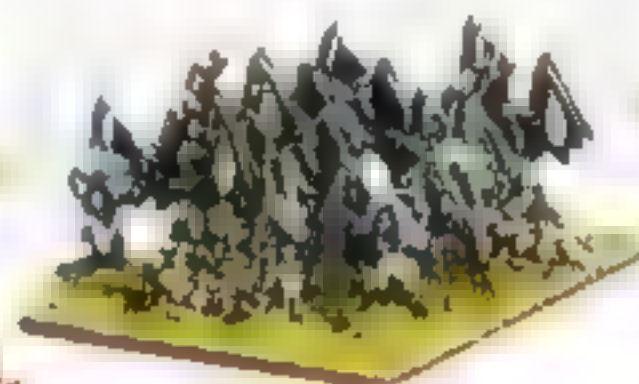
**Greater Daemon of  
Khorne (1)**  
W131



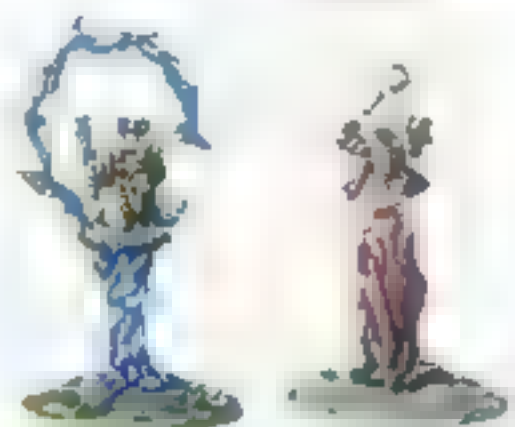
**Chaos Spawn B (2)**  
W047



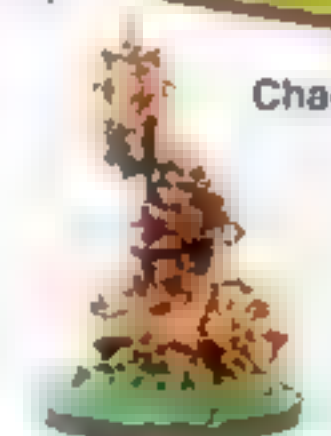
**Chaos Dragon Ogres (1 Unit)**  
30-84



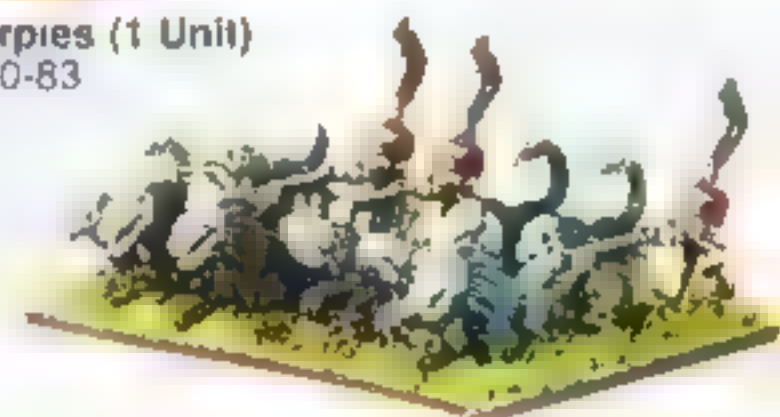
**Chaos Harpies (1 Unit)**  
30-83



**Chaos Sorcerers (2)**  
W041



**Khorne Daemon  
Characters (2)**  
W134



**Chaos Hounds (1 Unit)**  
30-82

Also Available  
but Not Shown Here

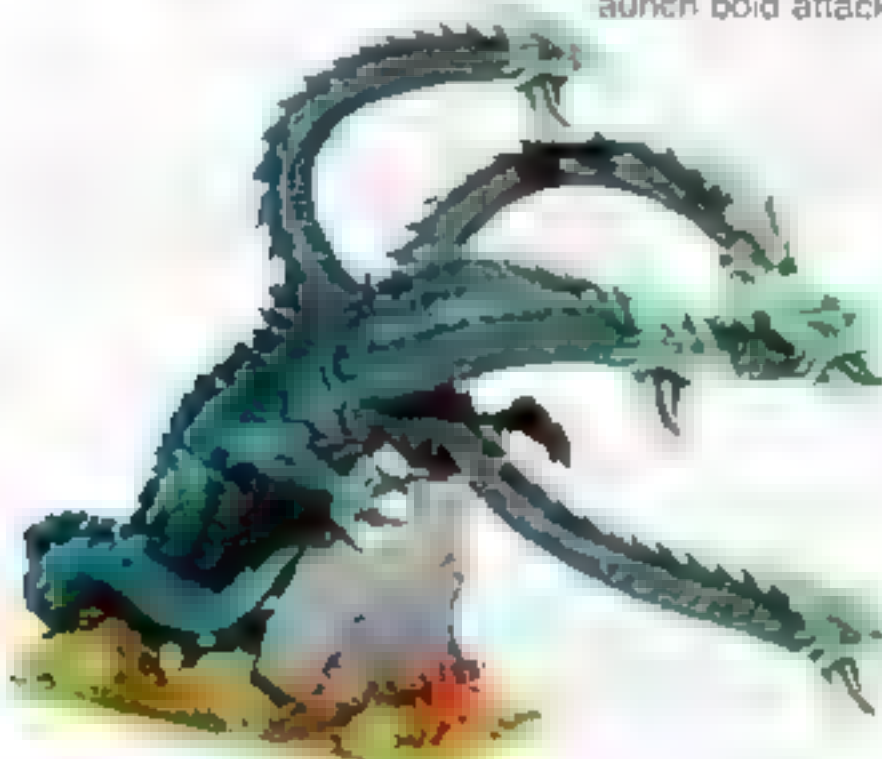
MEKHEM  
Chaos Army Decal W145  
Chaos Daemon Prince W115  
Daemon Prince W144  
Daemon Horde of Khorne W142  
Daemon Horde of Tzeentch W143  
Tzeentch Daemon Characters

See the price list for  
more details



Cruel and twisted, the Dark Elves present quite a problem for their opponents. Half of a Dark Elf army - Spearmen, Crossbowmen, and Reaper Bolt Throwers - are excellent at defense, while the other half - Cold One Knights, Witch Elves, and Harpies - launch bold attacks.

## DARK ELVES



**Dark Elf War Hydra (Random 3)**  
W051



**Dark Elf Spearmen (1 Unit)**  
W052



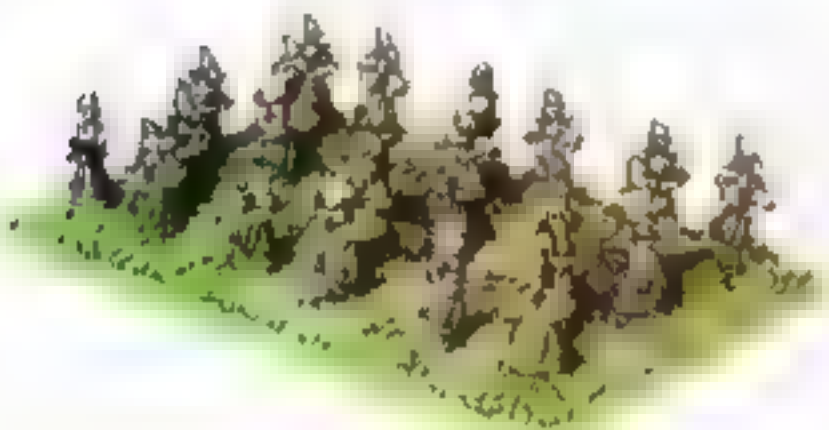
**Dark Elf Dark Riders (1 Unit)**  
W057



**Dark Elf Cold One Knights (1 Unit)**  
W056



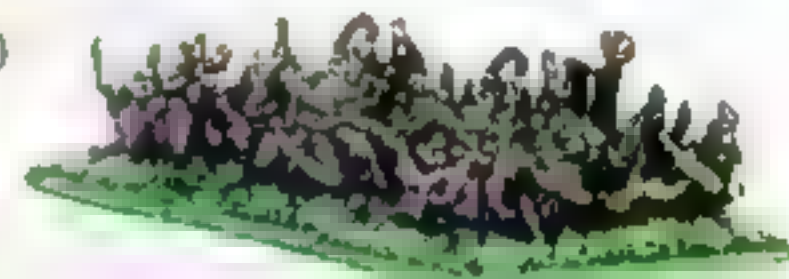
**Dark Elf Hero on Manticore (2)**  
W059



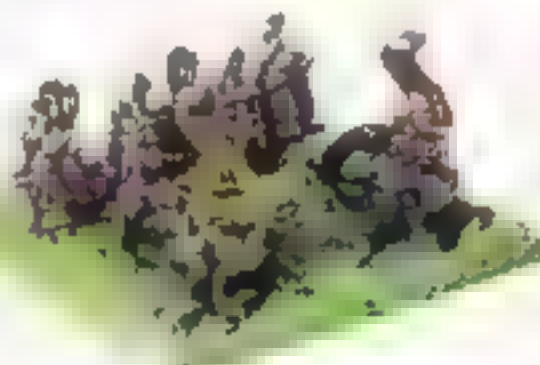
**Dark Elf Crossbowmen (1 Unit)**  
W053



**Dark Elf Witch Elves (1 Unit)**  
W054



**Dark Elf Corsairs (1 Unit)**  
W055



**Dark Elf Bolt Throwers (2)**  
W058



**Dark Elf Characters (Random 3)**  
W050



Also Available  
but Not Shown Here

At \$40.01  
Dark Elf Army Deal

See the price list for  
more details.





An Empire army has cavalry war machines and infantry at its disposal. Under a good commander this flexible force can defeat all who dare to face it.

## THE EMPIRE



**Empire Mortars (2)**  
W024



**Empire Steam Tank (1)**  
30-66



**Empire Skirmishers (1 Unit)**  
30-61



**Empire Elite Halberdiers (1 Unit)**  
W025



**Empire Crossbowmen (1 Unit)**  
30-58



**Empire Blazing Sun Knights (1 Unit)**  
W022



**Empire Knights (1 Unit)**  
30-62



**Empire Flagellants (1 Unit)**  
30-60



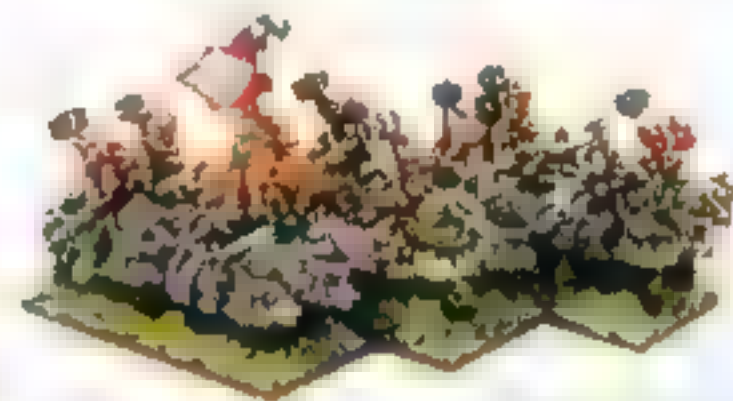
**Empire Knights Panther (1 Unit)**  
W023



**Empire Hero on Griffon (1)**  
30-67



**Empire Cannons (2)**  
30-64



**Empire Knights of the White Wolf (1 Unit)**  
W029



**Empire War Altar (1)**  
30-68

**Also Available  
but Not Shown Here**

|                        |
|------------------------|
| STANDARD               |
| Empire Army Deal       |
| W050                   |
| Empire Halberdiers     |
| W025                   |
| Empire Handgunners     |
| W026                   |
| Empire Pistoliers      |
| W027                   |
| Empire Crew Pack       |
| W028                   |
| Empire Casualties Pack |

See the price list for more details



**Empire Volley Guns (2)**  
30-65



**Empire Elite Handgunners (1 Unit)**  
W025



Perhaps the most popular of Warmaster armies, the High Elves combine superb magic with great cavalry and solid infantry for a winning force that performs well in every situation.

## HIGH ELVES



High Elf Hero on Dragon (1)  
30-42



High Elf Hero on Giant Eagle (1)  
30-43



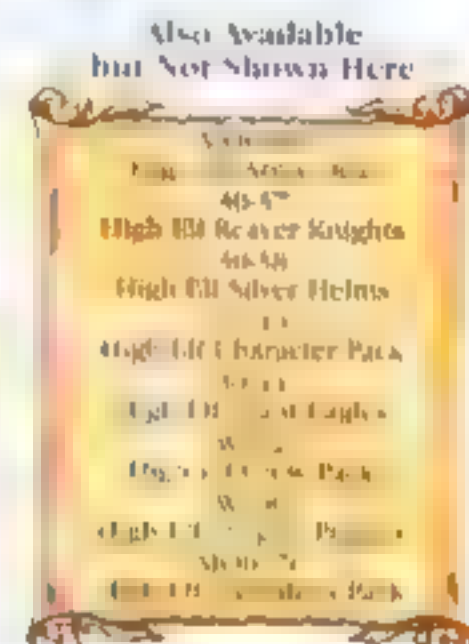
High Elf Chariots (2)  
30-41



High Elf Phoenix Guard (1 Unit)  
W070



High Elf Swordmasters (1 Unit)  
W071



See the price list for  
more details



High Elf Spearmen (1 Unit)  
30-35



High Elf Archers (1 Unit)  
30-36



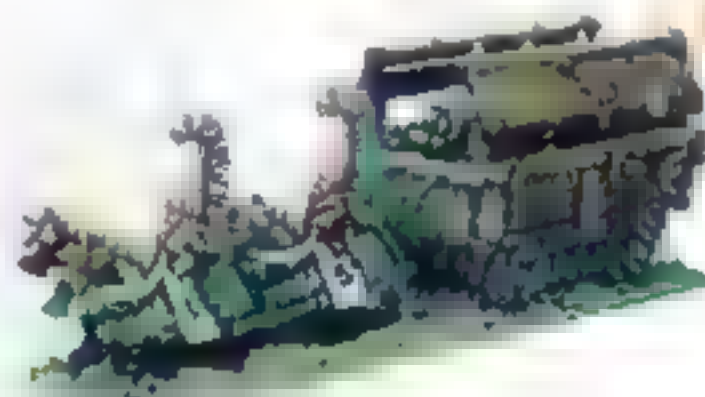
High Elf Chariots (3)  
30-39

The northern (and uncouth) neighbors of the Empire, these human warriors make a formidable army. While not as diverse as the Empire, the Kislev army has excellent cavalry (both heavy and light) as well as Bear Handlers and solid infantry.

## KISLEV



Kislevite Horse Archers (1 Unit)  
W016



Kislevite War Wagon (1)  
W020



Kislevite Steppe  
Horse Archers (1 Unit)  
W021



Kislevite Winged Lancers (1 Unit)  
W017



Kislevite Axemen (1 Unit)  
W014



Kislevite Bears (1 Unit)  
W018



See the price list for  
more details





## ORCS & GOBLINS

The greenskins can outnumber their foes, but they also have plenty of hard hitters like Giants, Boar Boyz, and Trolls. It is hard to get the whole army to do what you want, when you want, but that's Orcs for you!



Orc Warriors (1 Unit)  
30-87



Orc Rock Lobber (1)  
30-96



Orc Lord on Wyvern (1)  
30-98



Orc Characters (Random 11)  
30-97



Trolls (9)  
30-93



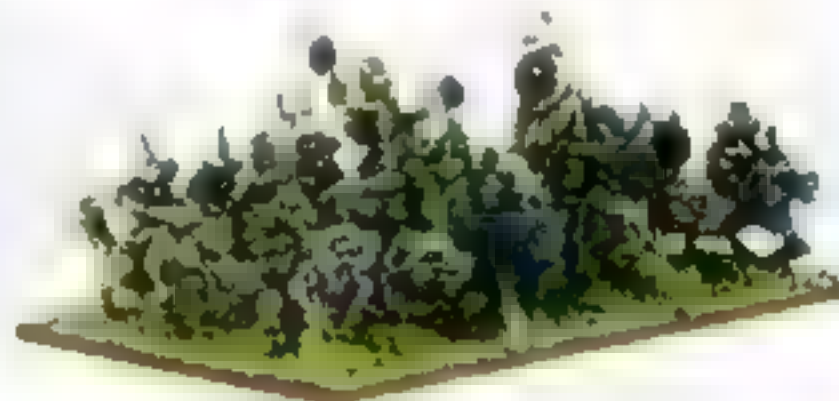
Black Orcs (1 Unit)  
30-89



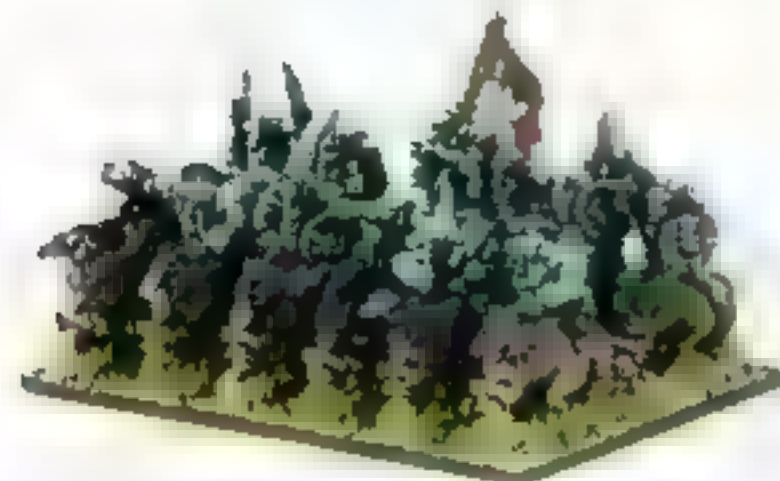
Goblin Wolf Chariots (3)  
30-92



Goblin Fanatic Cannons (3)  
W049



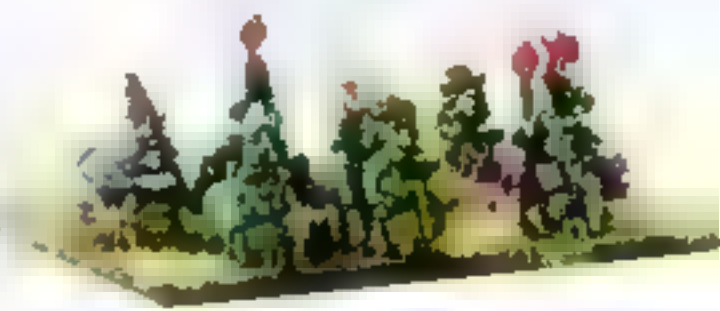
Goblin Wolf Riders (1 Unit)  
30-91



Orc Boar Riders (1 Unit)  
30-88



Forest Goblin Infantry (1 Unit)  
W110



Forest Goblin Spider Riders (1 Unit)  
W111

Also Available  
but Not Shown Here

M01497  
Orcs & Goblins Army Deal  
\$0-90  
Night Goblin Archers  
M0094  
Warrior Orcs  
M0095  
Warrior Goblins  
M0096  
Goblin Archers  
W0097  
Goblin Cavalry Pack  
M0104  
Orc Cavalry Pack

See the price list for  
more details



From the steaming jungles of the Southlands comes a formidable and cold-blooded foe. Lizardmen mix awesome infantry (Saurus and Temple Guard, with able skirmishers (Skinks) and plenty of monsters (Stegadons, Terradons, and the Carnosaur). And don't forget the magical prowess of the Slann!

## LIZARDMEN



**Lizardmen Terradons (3)**  
W038



**Slann Mage-Priest (1)**  
W039



**Lizardmen Stegadon (1)**  
W042



**Lizardmen Kroxlgor (1 Unit)**  
W035



**Lizardmen Saurus Warriors (1 Unit)**  
W037



**Lizardmen Temple Guard (1 Unit)**  
W031



**Lizardmen Cold One Riders (1 Unit)**  
W034

Also Available  
but Not Shown Here

|                            |
|----------------------------|
| W045/50                    |
| Lizardmen Arm Deal         |
| W040                       |
| Lizardmen Character Pack   |
| W042                       |
| Lizardmen Crested Stegadon |
| W033                       |
| Lizardmen Skinks           |
| W036                       |
| Lizardmen Salamanders      |
| W040                       |
| Hero on Carnosaur          |

See the price list for  
more details.

Massed numbers and arcane war machines can spell victory for the Skaven army. Of course some Rat Ogres and Jezzais can probably pitch in quite nicely as well.

## SKAVEN



**Skaven Plague Monks (1 Unit)**  
W096



**Skaven Gutter Runners (1 Unit)**  
W093



**Skaven Jezzais (1 Unit)**  
W097



**Skaven Clanrats (1 Unit)**  
W092



**Skaven Warp Lightning Cannon (1)**  
W106



**Skaven Rat Swarms (1 Unit)**  
W098



**Skaven Rat Ogres (12)**  
W095



**Skaven Characters (Random 4)**  
W091

Also Available  
but Not Shown Here

|                       |
|-----------------------|
| W094                  |
| Skaven Stormvermin    |
| W099                  |
| Skaven Screaming Bell |
| W105                  |
| Skaven Doomwheel      |

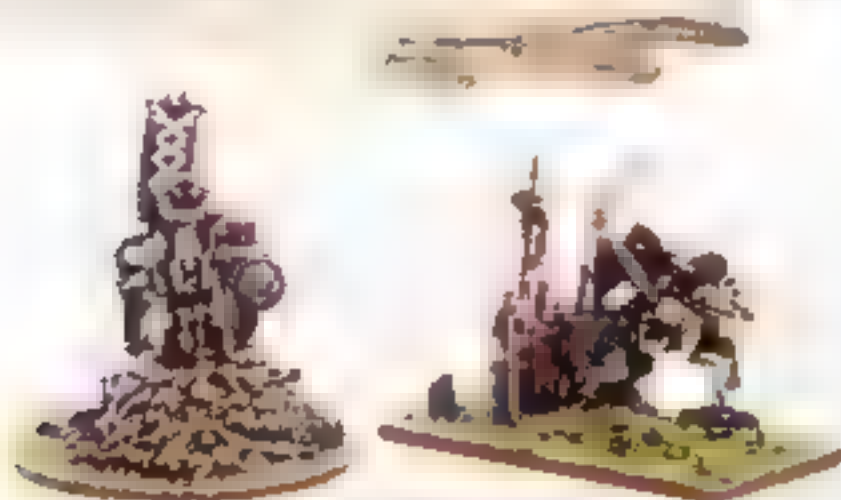
See the price list for  
more details.





## UNDEAD

From the deserts of Khemri come a shambing undead threat. In addition to Undead infantry, archers, and cavalry, the Khemri army can field monstrous Sphinxes, Bone Giants, and hideous flying Carrion.



**Undead Characters (Random 6)**  
30-47



**Undead Hero on Zombie Dragon (1)**  
30-55



**Undead Chariots (3)**  
30-49



**Undead Skeleton Bowmen (1 Unit)**  
30-46



See the price list for more details.



**Undead Skeletons (1 Unit)**  
30-45



**Skull Chukka (1)**  
30-50



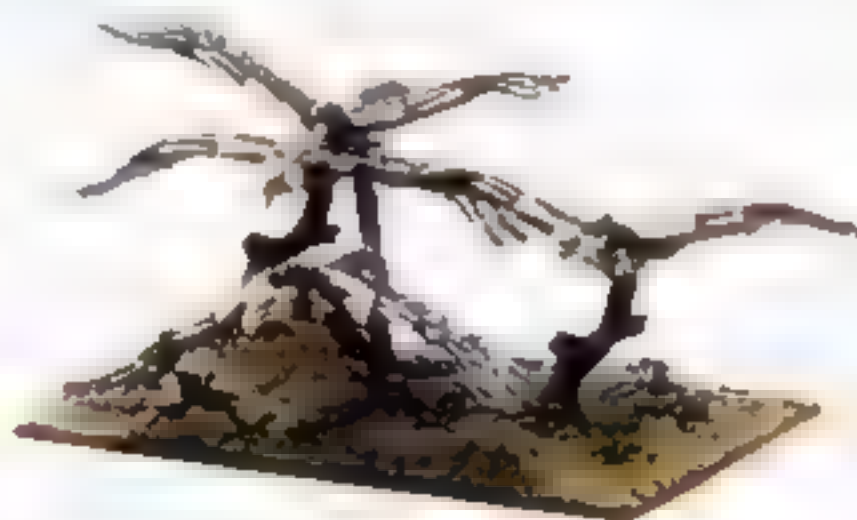
**Undead Sphinx (1)**  
30-54



**Undead Bone Throwers (2)**  
30-51



**Undead Cavalry (1 Unit)**  
30-48

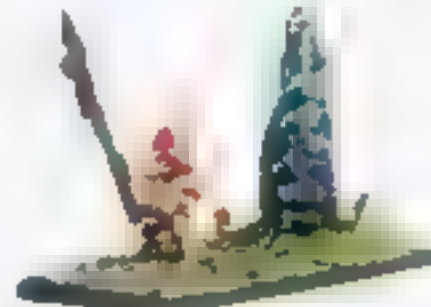


**Undead Carrion (1 Unit)**  
30-52



**Undead Bone Giant (1)**  
30-53

## DARK SHADOWS



**Warmaster Albion Set (1 Dark Emissary, 1 Truthsayer & 1 Fenbeast)**  
MO 0153



Vampires and their evil minions are highly feared and make for tough opponents. Besides the shambling Zombies, Skeletons, and Ghouls, the Black Coach, Dire Wolves, and Ethereal Hosts can cause your foes fits.

## VAMPIRE COUNTS



Vampire Counts  
Winged Nightmare (1)  
W068



Vampire Counts  
Dire Wolves (1 Unit)  
W064



Vampire Counts  
Grave Knights (1 Unit)  
W087



Vampire Counts Black Coach (1)  
W061



Vampire Counts Ethereal Host (1 Unit)  
W067



Vampire Counts Ghouls (1 Unit)  
W062



Vampire Counts  
Fell Bats (1 Unit)  
W065

Also Available  
but Not Shown Here

- W066 Vampire Counts Characters
- W069 Vampire Counts Zombies
- W070 Vampire Counts Skeletons
- W071 Vampire Counts Ghouls
- W072 Vampire Counts Bats
- W073 Vampire Counts Wolves
- W074 Vampire Counts Black Coach

See the price list for more details.

## WARMASTER SIEGE



Empire Carts (3)  
W027



Orc Carts (3)  
W075



Undead Carts (3)  
W084

Note: Carts are available in three different sizes: Small (W027), Medium (W075), and Large (W084). Each pack contains enough parts to assemble two complete crews (some conversion may be required).



Siege Accessories Set (Random 43)  
W079



Siege Mangonel (1)  
W010



Siege Trebuchet (1)  
W080



Siege Battering Ram (1)  
W081



Empire  
Siege Tower (1)  
W074



Chaos  
Siege Tower (1)  
W076



Orc  
Siege Tower (1)  
W078



Siege Earthworks Set (Random 8)  
W012



Siege Gun Emplacements Set (Random 2)  
W013

Also Available  
but Not Shown Here

- W014 Siege Engines
- W015 Siege Towers
- W016 Siege Towers
- W017 Siege Towers
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- W100 Siege Towers

See the price list for more details.





## PRICE LIST



### Getting Started

|          |                           |      |
|----------|---------------------------|------|
| 30-01-60 | Warmaster Rulebook        | \$40 |
| MO0334   | High Elf Starter Army     | \$45 |
| MO0335   | Empire Starter Army       | \$45 |
| MO0336   | Chaos Starter Army        | \$45 |
| MO0337   | Dwarf Starter Army        | \$45 |
| MO0338   | Undead Starter Army       | \$45 |
| MO0339   | Orc & Goblin Starter Army | \$45 |

### Complete Models & Units

#### Warmaster Bretonnians

|  |                            |      |
|--|----------------------------|------|
| MO0392   | Bretonnian Army Deal       | \$96 |
| includes 1 unit of Knights, 1 unit of Sir Knights, 1 unit of Mounted squares, 1 unit of Peasants, and 1 Bretonnian Character set |                            |      |
| W001   | Bretonnian Bowman          | \$10 |
| includes 1 unit  |                            |      |
| W002   | Bretonnian Men at Arms     | \$10 |
| includes 1 unit  |                            |      |
| W003   | Bretonnian Knights         | \$10 |
| includes 1 unit  |                            |      |
| W004   | Bretonnian Mounted Squares | \$10 |
| includes 1 unit  |                            |      |
| W005   | Bretonnian Characters      | \$10 |
| includes 2 models  |                            |      |
| W006   | Bretonnian Peasants        | \$10 |
| includes 1 unit  |                            |      |
| W007   | Bretonnian Gait Knights    | \$10 |
| includes 1 unit  |                            |      |
| W008   | Bretonnian Crew Pack       | \$7  |
| includes 2 sets of crew  |                            |      |
| W009   | Bretonnian Hero on Pegasus | \$9  |
| includes 1 model   |                            |      |
| W102   | Bretonnian Knights Errant  | \$10 |
| includes 1 unit  |                            |      |

#### Warmaster Chaos

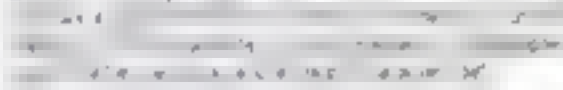

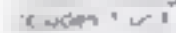

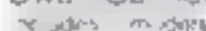






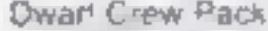

|  |                            |      |
|--|----------------------------|------|
| MO0395   | Chaos Army Deal            | \$96 |
| includes 1 unit of Warriors, 1 unit of Marauders, 1 unit of Knights, 1 unit of Mounted Marauders, 1 unit of Dragon Ogres, 1 unit of Chaos Characters, and 1 Chaos Lord on Dragon |                            |      |
| 30-77  | Chaos Warriors             | \$10 |
| includes 1 unit  |                            |      |
| 30-78  | Chaos Marauders            | \$10 |
| includes 1 unit  |                            |      |
| 30-79  | Chaos Mounted Marauders    | \$10 |
| includes 1 unit  |                            |      |
| 30-80  | Chaos Knights              | \$10 |
| includes 1 unit  |                            |      |
| 30-81  | Chaos Spawn A              | \$13 |
| includes 1 model   |                            |      |
| 30-82  | Chaos Hounds               | \$10 |
| includes 1 unit  |                            |      |
| 30-83  | Chaos Harpies              | \$10 |
| includes 4 models  |                            |      |
| 30-84  | Chaos Dragon Ogres         | \$10 |
| includes 3 models  |                            |      |
| 30-85  | Chaos Characters           | \$10 |
| includes 5 models  |                            |      |
| 30-86  | Chaos Lord on Chaos Dragon | \$13 |
| includes 1 model   |                            |      |
| W041   | Chaos Sorcerers            | \$8  |
| includes 2 models  |                            |      |
| W043   | Chaos Chariot              | \$10 |
| includes 2 models  |                            |      |
| W045   | Daemon Prince              | \$13 |
| includes 1 model   |                            |      |
| W046   | Daemon Horde               | \$10 |
| includes 1 unit  |                            |      |
| W047   | Chaos Spawn B              | \$10 |
| includes 1 model   |                            |      |

|                   |                               |      |
|-------------------|-------------------------------|------|
| W131              | Greater Daemon of Khorne      | \$13 |
| Includes 1 model  |                               |      |
| W132              | Daemon Hounds of Khorne       | \$10 |
| Includes 1 unit   |                               |      |
| W133              | Daemon Horde of Khorne        | \$10 |
| Includes 1 unit   |                               |      |
| W134              | Daemon Characters of Khorne   | \$10 |
| Includes 2 models |                               |      |
| W141              | Daemon Screamer of Tzeentch   | \$10 |
| Includes 1 unit   |                               |      |
| W142              | Daemon Horde of Tzeentch      | \$10 |
| Includes 1 unit   |                               |      |
| W143              | Daemon Characters of Tzeentch | \$10 |
| Includes 1 model  |                               |      |

#### Warmaster Dark Elves

|  |                                 |      |
|--|---------------------------------|------|
| MO0401   | Dark Elf Army Deal              | \$96 |
| includes 1 unit of Warriors, 1 unit of Dark Elf Characters, 1 unit of Dark Elf Hydra, 1 unit of Dark Elf Spearmen, 1 unit of Dark Elf Crossbowmen, 1 unit of Dark Elf Witch Elves, 1 unit of Dark Elf Corsairs, 1 unit of Dark Elf Cold One Knights, 1 unit of Dark Elf Dark Riders, 1 unit of Dark Elf Repeating Bolt Thrower, and 1 unit of Dark Elf Hero on Manticore |                                 |      |
| W050   | Dark Elf Characters             | \$10 |
| includes 1 models  |                                 |      |
| W051   | Dark Elf War Hydra              | \$15 |
| includes 1 model   |                                 |      |
| W052   | Dark Elf Spearmen               | \$10 |
| includes 1 unit  |                                 |      |
| W053   | Dark Elf Crossbowmen            | \$10 |
| includes 1 unit  |                                 |      |
| W054   | Dark Elf Witch Elves            | \$10 |
| includes 1 unit  |                                 |      |
| W055   | Dark Elf Corsairs               | \$10 |
| includes 1 unit  |                                 |      |
| W056   | Dark Elf Cold One Knights       | \$10 |
| includes 1 unit  |                                 |      |
| W057   | Dark Elf Dark Riders            | \$10 |
| includes 1 unit  |                                 |      |
| W058   | Dark Elf Repeating Bolt Thrower | \$9  |
| includes 1 models  |                                 |      |
| W059   | Dark Elf Hero on Manticore      | \$9  |
| includes 1 models  |                                 |      |

#### Warmaster Dwarfs

|  |                                   |      |
|--|-----------------------------------|------|
| MO0398   | Dwarf Army Deal                   | \$96 |
|  |                                   |      |
| 30-69  | Dwarf Warriors                    | \$10 |
|  |                                   |      |
| 30-70  | Dwarf Rangers                     | \$10 |
|  |                                   |      |
| 30-71  | Dwarf Troll Slayers               | \$10 |
|  |                                   |      |
| 30-72  | Dwarf Cannons                     | \$9  |
|  |                                   |      |
| 30-73  | Dwarf Flame Cannons               | \$9  |
|  |                                   |      |
| 30-74  | Dwarf Characters                  | \$10 |
|  |                                   |      |
| 30-75  | Dwarf Gyrocopter                  | \$9  |
|  |                                   |      |
| 30-76  | Dwarf Thunderers                  | \$10 |
|  |                                   |      |
| MO0158   | Dwarf Casualties                  | \$8  |
|  |                                   |      |
| W073   | Dwarf King Throne & Anvil of Doom | \$10 |
|  |                                   |      |
| W086   | Dwarf Crew Pack                   | \$7  |
|  |                                   |      |
| W120   | Dwarf Hammerers                   | \$10 |
|  |                                   |      |

#### Warmaster Empire

|   |                    |      |
|---|--------------------|------|
| MO0400  | Empire Army Deal   | \$96 |
| Includes 1 unit of Halberdiers, 1 unit of Handgunners, 1 unit of Cannon, 1 unit of Empire Characters, 1 unit of Cannon, and 1 unit of Empire Characters set |                    |      |
| 30-56   | Empire Halberdiers | \$10 |
| Includes 1 unit   |                    |      |
| 30-57   | Empire Handgunners | \$10 |
| Includes 1 unit   |                    |      |

|        |  |      |
|--------|--|------|
| 30-58  | Empire Crossbowmen . . . . .                 | \$10 |
|        | Includes 1 unit                              |      |
| 30-59  | Empire Characters . . . . .                  | \$10 |
|        | Includes 5 models                            |      |
| 30-60  | Empire Flagellants . . . . .                 | \$10 |
|        | Includes 1 unit                              |      |
| 30-61  | Empire Skirmishers . . . . .                 | \$10 |
|        | Includes 1 unit                              |      |
| 30-62  | Empire Knights . . . . .                     | \$10 |
|        | Includes 1 unit                              |      |
| 30-63  | Empire Pistoliers . . . . .                  | \$10 |
|        | Includes 1 unit                              |      |
| 30-64  | Empire Cannons . . . . .                     | \$9  |
|        | Includes 2 models                            |      |
| 30-65  | Empire Helblaster Volley Gun . . . . .       | \$9  |
|        | Includes 2 models                            |      |
| 30-66  | Empire Steam Tank . . . . .                  | \$10 |
|        | Includes 1 model                             |      |
| 30-67  | Empire Hero on Griffin . . . . .             | \$9  |
|        | Includes 1 model                             |      |
| 30-68  | Empire War Altar & Grand Theognist . . . . . | \$13 |
|        | Includes 1 model                             |      |
| MO0170 | Empire Casualties . . . . .                  | \$8  |
|        | Includes 8 models                            |      |
| W022   | Empire Blazing Sun Knights . . . . .         | \$10 |
|        | Includes 1 unit                              |      |
| W023   | Empire Knights Panther . . . . .             | \$10 |
|        | Includes 1 unit                              |      |
| W024   | Empire Mortar . . . . .                      | \$10 |
|        | Includes 1 model                             |      |
| W025   | Empire Elite Halberdiers . . . . .           | \$10 |
|        | Includes 1 unit                              |      |
| W026   | Empire Elite Handgunners . . . . .           | \$10 |
|        | Includes 1 unit                              |      |
| W028   | Empire Crew Pack . . . . .                   | \$7  |
|        | Includes 1 set of crew                       |      |
| W029   | Empire Knights of the White Wolf . . . . .   | \$10 |
|        | Includes 1 unit                              |      |

#### Warmaster High Elves

|  |                                 |           |
|--|---------------------------------|-----------|
| MO0399   | High Elf Army Deal              | .....\$96 |
| includes 2 units of Spearmen, 2 units of Archers, 1 unit of Bolt Throwers, 2 units of Silver Helms, 1 unit of Reavers, 1 Hero on a Dragon, 2 units of Characters, and a High Elf character set |                                 |           |
| 30-35  | High Elf Spearmen               | .....\$10 |
| includes 1 unit  |                                 |           |
| 30-36  | High Elf Archers                | .....\$10 |
| includes 1 unit  |                                 |           |
| 30-37  | High Elf Reaver Knights         | .....\$10 |
| includes 1 unit  |                                 |           |
| 30-38  | High Elf Silver Helms           | .....\$10 |
| includes 1 unit  |                                 |           |
| 30-39  | High Elf Chariots               | .....\$10 |
| includes 2 models  |                                 |           |
| 30-40  | High Elf Characters             | .....\$10 |
| includes 8 models  |                                 |           |
| 30-41  | High Elf Repeating Bolt Thrower | ...\$9    |
| includes 1 model   |                                 |           |
| 30-42  | High Elf Hero on Dragon         | .....\$13 |
| includes 1 unit  |                                 |           |
| 30-43  | High Elf Hero on Giant Eagle    | .....\$9  |
| includes 1 unit  |                                 |           |
| 30-44  | High Elf Giant Eagles           | .....\$10 |
| includes 1 unit  |                                 |           |
| MO0178   | High Elf Casualties             | .....\$8  |
| includes 8 models  |                                 |           |
| W070   | High Elf Phoenix Guard          | .....\$10 |
| includes 1 unit  |                                 |           |
| W071   | High Elf Swordmasters           | .....\$10 |
| includes 1 unit  |                                 |           |
| W072   | High Elf Crew Pack              | .....\$8  |
| includes 2 sets of crew  |                                 |           |
| W100   | High Elf Dragon Princes         | .....\$10 |
| includes 1 unit  |                                 |           |







# HOBBY & PAINTS



## A Vast Hobby

The majority of this massive catalog is taken up by page after page of the best miniatures ever produced, but of course, the hobby is bigger than the models. This section is dedicated to all the painting and hobby supplies that can help you get the most out of this fantastic hobby.

### Painting

There is no denying the appeal of painting or of painted models. There is an entire spectrum of painting – from exquisitely detailed single models that can take weeks of work to complete to simple and clean basecoated soldiers pleasingly ranked up for battle. From the ultimate Games Workshop painting competition, the Golden Demon, to the more humble speed painter who just wants some color on his models for an upcoming battle painting is a hobby all in its own right.

In this section you will find the Citadel Colour line of water-based acrylic paints as well as brushes, spray primers, and more.

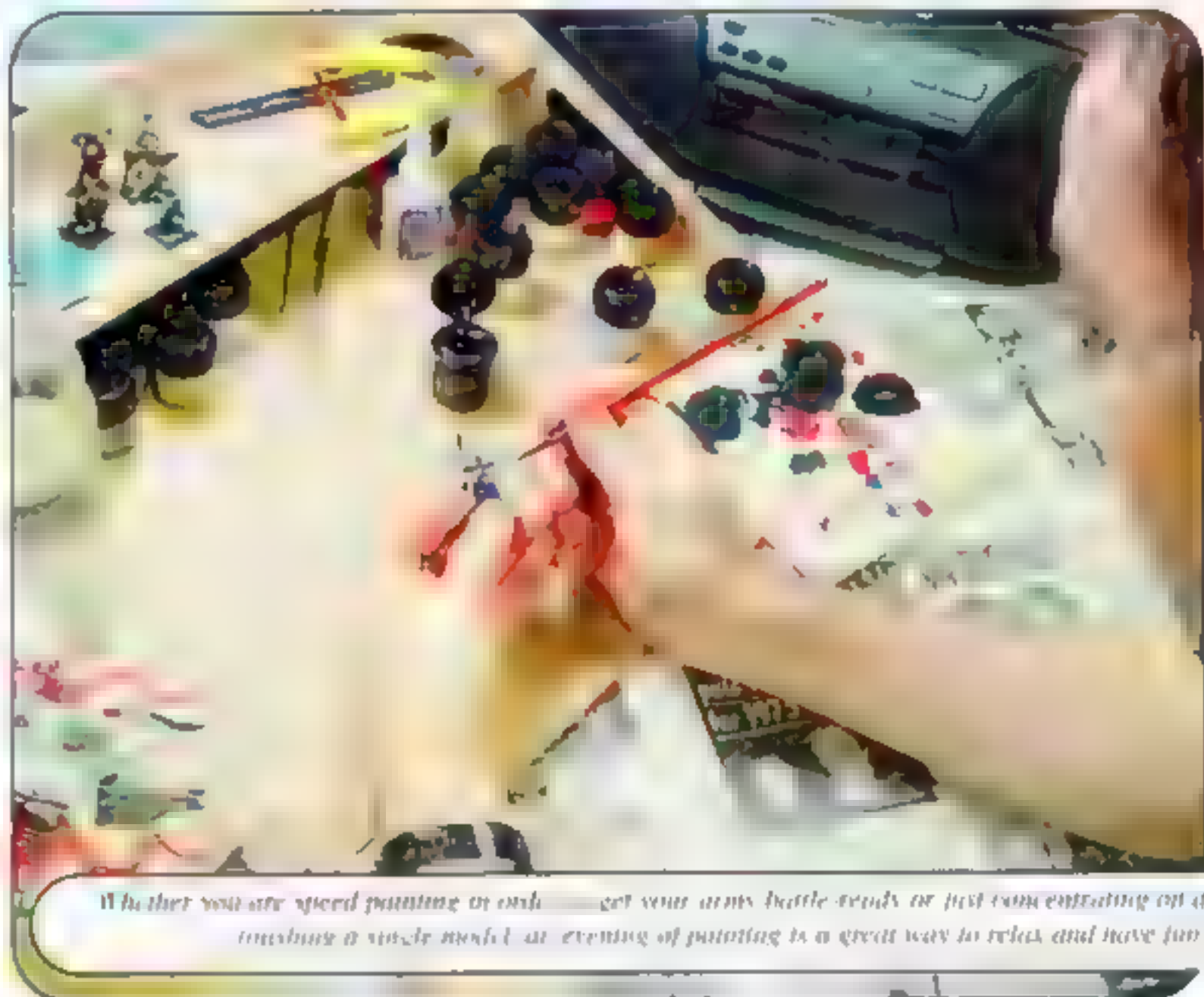
### Modeling

In addition to cleaning up mold lines and preparing models to paint, some hobbyists like to convert models. A converter will hack off a bit here, add a bit there, and suddenly a unique figure or pose is created. New weapons, peg legs, battle scars, and all manner of new alterations can be made by the model converter to bring a unique piece to life. Even larger pieces, like tanks or Dragons, can really let a modeler go all out.

To aid the hobbyist in modeling, Games Workshop sells all manner of tools such as files and pin vises as well as essentials like glue and putty.

### Diorama Making

Some hobbyists combine painting and modeling to create life-like dioramas that are striking to behold. A well painted model looks even better in a realistic vignette – perhaps an Empire Knight entering the Drakwald forest or a Lictor waiting to spring onto an unsuspecting victim. A great diorama tells an interesting story and brings life to the models.



*Whether you are speed painting or only get your army battle ready or just concentrating on finishing a single model, an evening of painting is a great way to relax and have fun.*

## Terrain Making

Diorama making leads us to talk about terrain. After all, where are armies going to fight? Nothing will make a wargamer yearn for battle like an evocative gaming table set up with interesting terrain.

It may start with simple hills, forests, or defensible emplacements, but soon the rich environments of the Games Workshop worlds will beckon a terrain builder on to new heights like tightly packed hive cities, Dwarf mines, and more. Really inspirational high-end games like siege battles, city fights, underground warfare, or even starship boarding actions are the kind of game that players dream of playing.

In this section, you will find some very useful tools for use in building terrain, like the wonder cutter, as well as some great starter terrain like hills and trees.

## Gaming

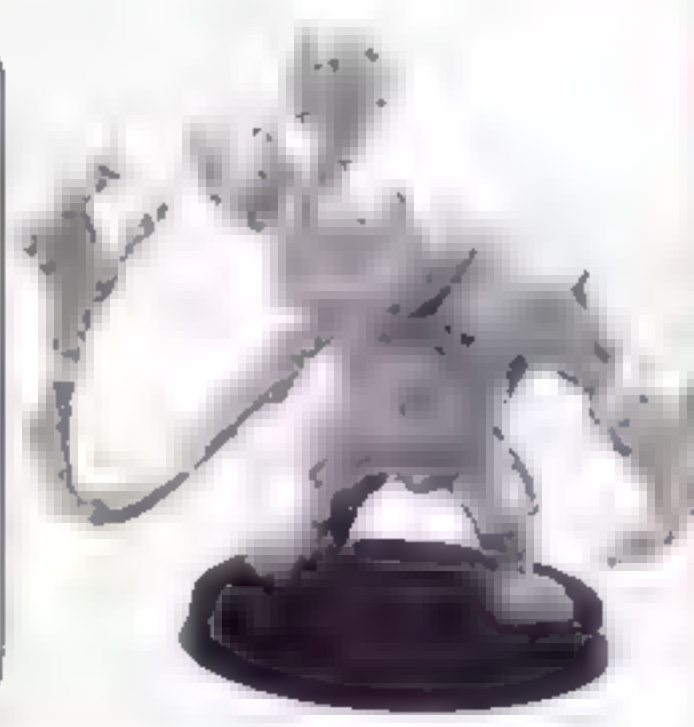
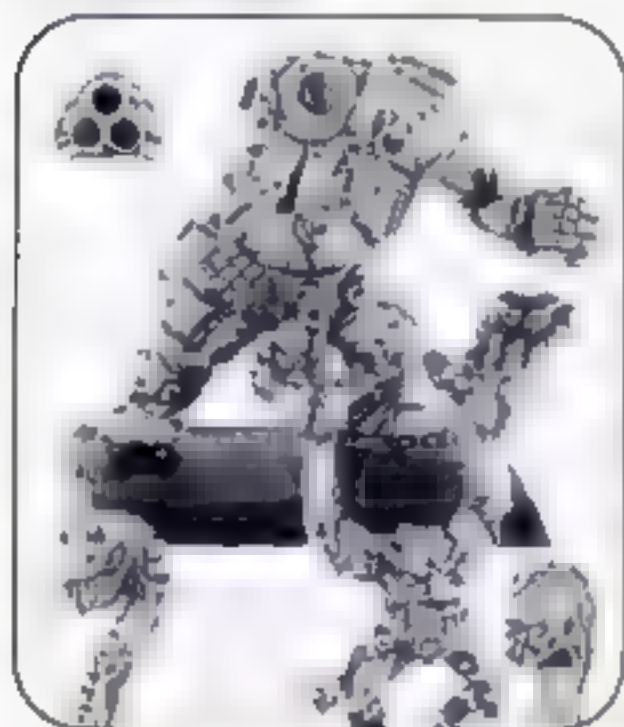
And the whole hobby swings back to gaming. Win or lose, the tactics, dice rolling, and good-natured camaraderie of playing a tabletop wargame is not matched by any other experience. You'll find extra bases, movement trays, see-through templates for area effect weapons, and more to make your gaming experience fast and fun.

## Painting & Hobby Supplies

It doesn't matter if you like all aspects of the hobby equally or if you only participate in one particular aspect, this section can add to your enjoyment. On the following page, we've wedged in loads of examples of tools in use, modeling techniques, and types of projects. Loads more can be found each month in *White Dwarf* magazine or on the GW web site.



# Converting



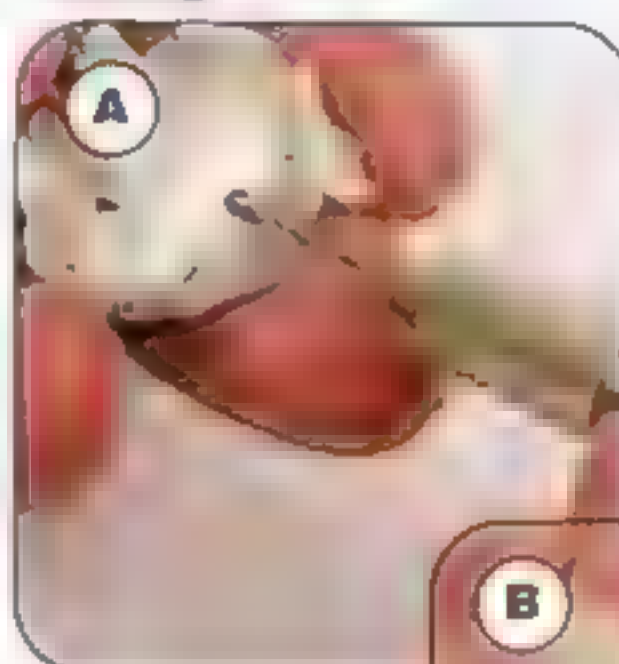
Above, The first picture shows the model from before the conversion. The second picture shows the finished conversion. An old model can be a lot more fun than a new one.



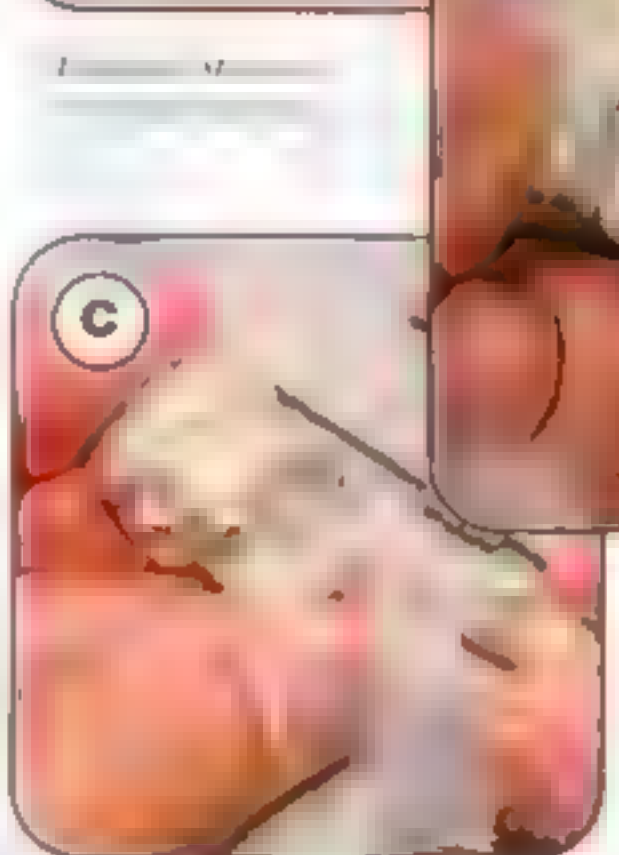
Left: You can use pliers to remove models from a plastic sprue. The model is a small, stylized character with a large head and a small body, standing on a base.

USE CLIPPERS TO REMOVE MODELS FROM A PLASTIC SPRUE

# Pinning

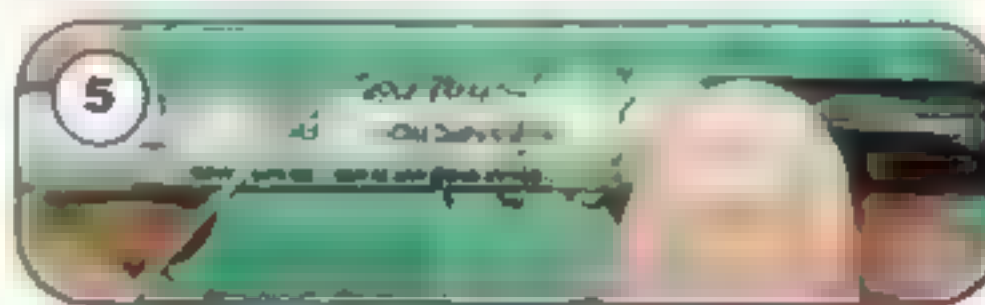


Left and Below: If you want to pin a model to a base, you need to use a pin. The pin should be inserted into the base of the model, and the model should be pushed down into the base.

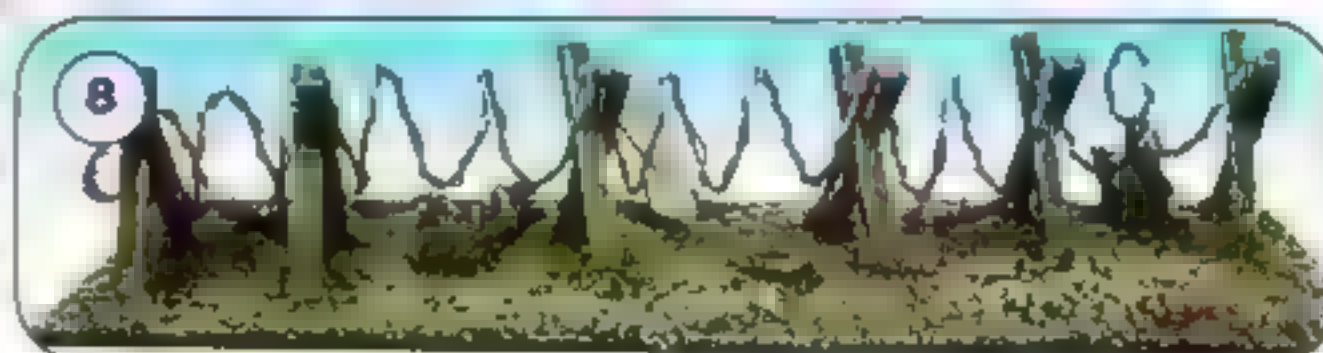
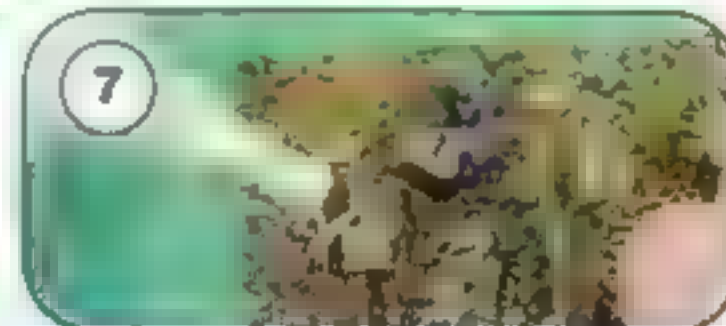
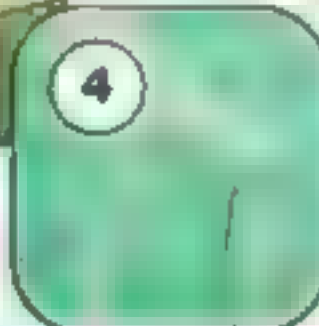


Below: The pin should be inserted into the base of the model, and the model should be pushed down into the base.

# Scenery Building

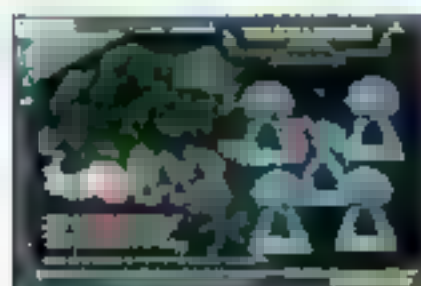


1. Cut out the scenery piece.  
2. Glue the scenery piece to the base.  
3. Paint the scenery piece.  
4. Use a brush to paint the scenery piece.  
5. Use a brush to paint the scenery piece.  
6. Use a brush to paint the scenery piece.  
7. Use a brush to paint the scenery piece.  
8. Use a brush to paint the scenery piece.





# CITADEL PAINTS



**Warhammer 40,000  
Starter Paint Set**  
60-10-60



**Warhammer Starter  
Paint Set**  
60-11-60



**Citadel  
Paint Set**  
60-13



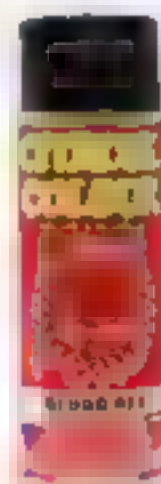
**Black Spray  
Primer**  
62-02



**White Spray  
Primer**  
62-01



**Matte Spray  
Varnish**  
62-03



**Blood Red  
Spray Paint**  
62-04



**Dark Angel Green  
Spray Paint**  
62-05



**Shadow  
Grey  
Spray Paint**  
62-06



**Ultramarine  
Blue  
Spray Paint**  
62-07



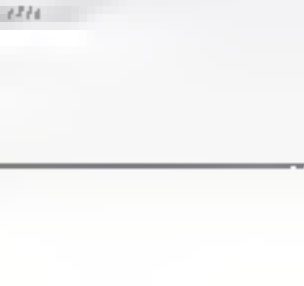
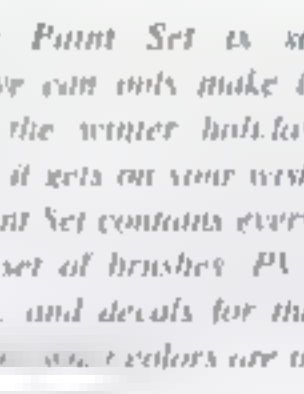
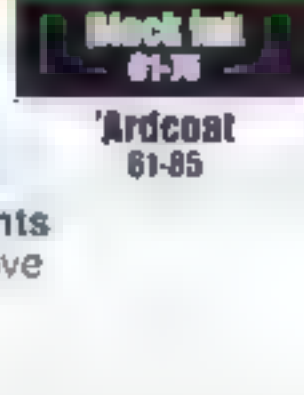
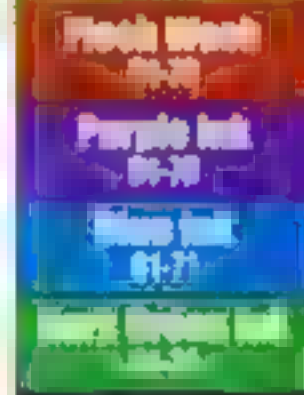
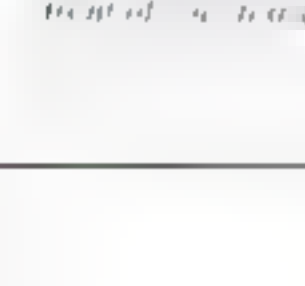
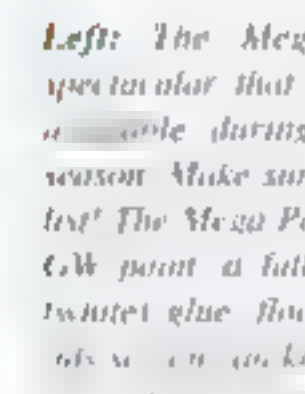
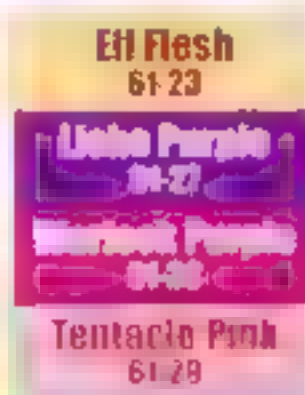
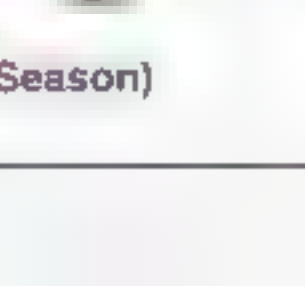
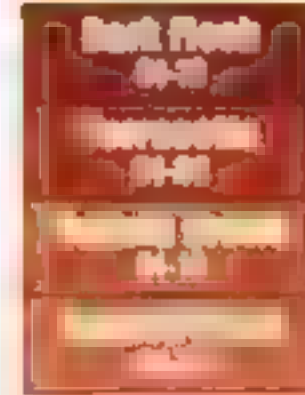
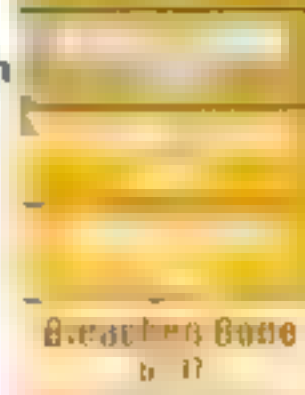
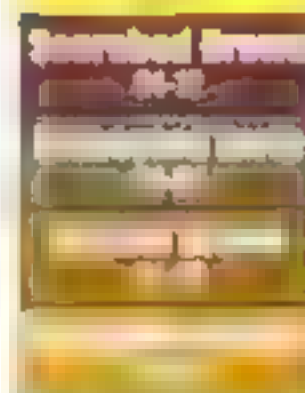
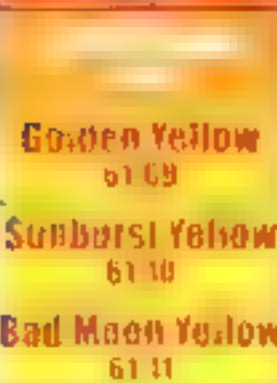
**Bleached Bone  
Spray Paint**  
62-08



**Bolt Gun Metal  
Spray Paint**  
62-10



**Camo Green  
Spray Paint**  
62-13



**Citadel Colour Paints**  
Code as Listed Above



**Citadel Colour Mega Paint Set (Available Only During the Holiday Season)**  
60-12

Left: The Mega Paint Set is so spectacular that we can only make it available during the winter holiday season. Make sure it gets on your wish list! The Mega Paint Set contains every GW paint, a full set of brushes, PVA, twines, glue, flock, and decals for the models. On occasion, some colors are in short supply.



# CITADEL BRUSHES



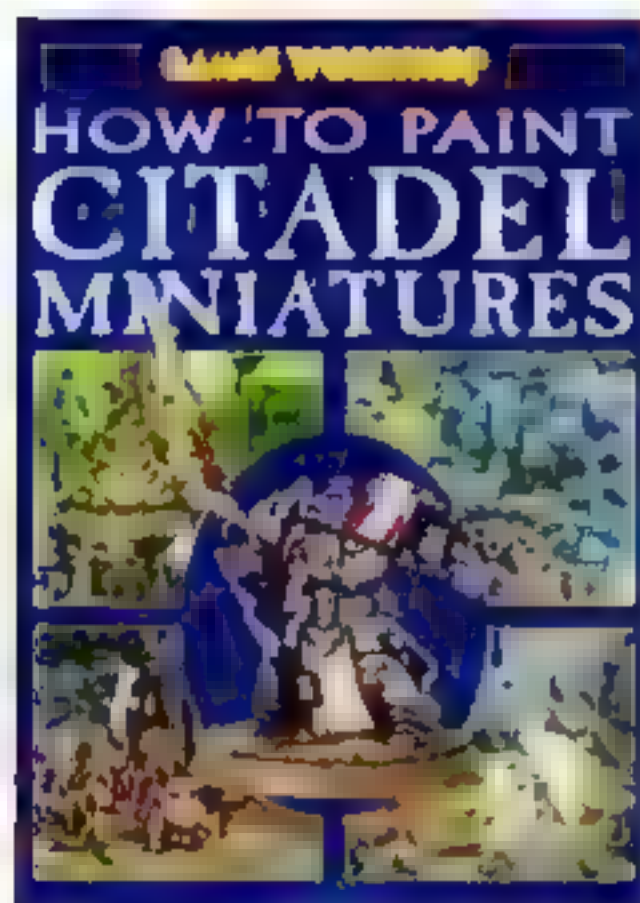
Citadel Paint  
Brush Set  
63-08



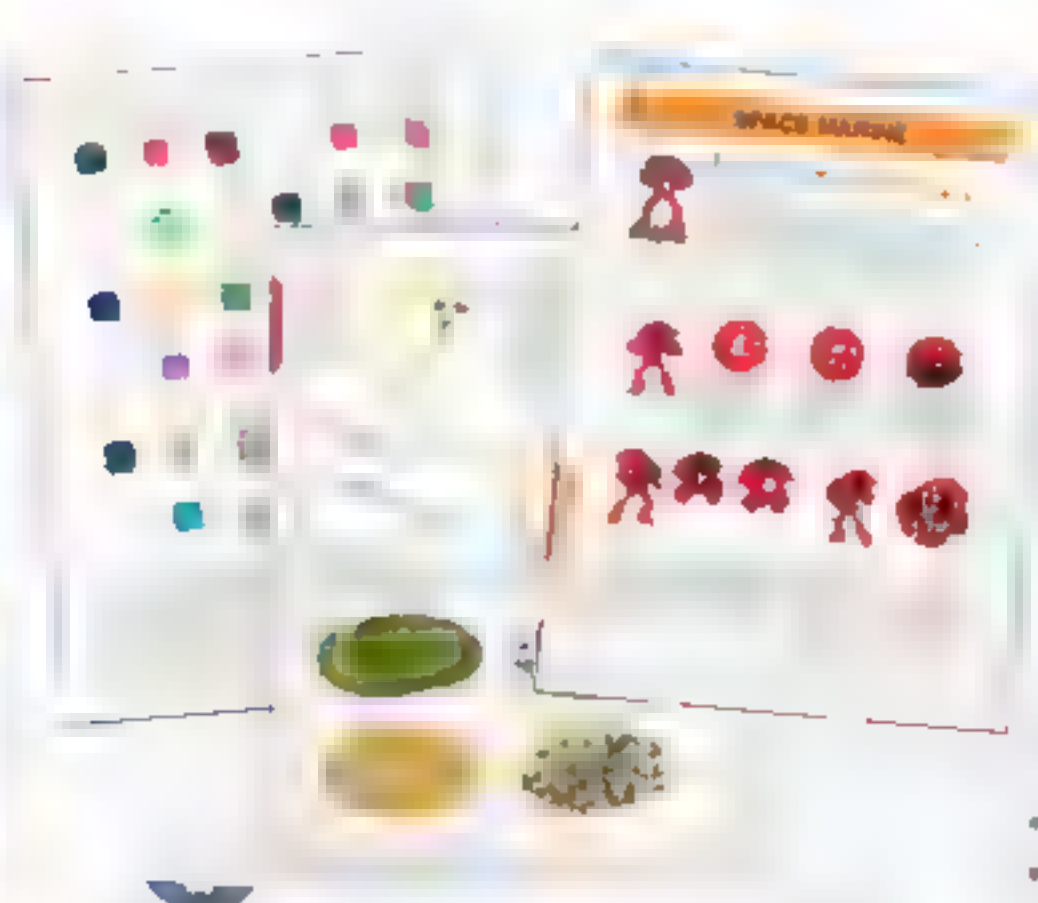
Paint Station  
66-29



Above the Citadel Paint Set shown at the bottom of the page.



How to Paint Citadel Miniatures  
96-page full-color book  
60-01-60



*The How to Paint Citadel Miniatures book is an excellent guide that details tips for basic assembly and model priming all the way through to a completed model.*

## How to Paint

## Citadel Miniatures

Fully illustrated throughout with examples from the Warhammer Warhammer 40,000 and The Lord of The Rings ranges. *How to Paint Citadel Miniatures* clearly explains how to assemble and paint your models for gaming and display with the Citadel Colour range. Whatever your level of experience, this book is an indispensable guide for anyone wanting to learn more about painting miniatures. Included in this full-color book are sections on:

- Which tools and materials to use
- How to prepare and assemble models
- How to use different techniques like blending, drybrushing, glazing, layering, mixing, and washing (along with 12 complete stage-by-stage examples of the techniques described)

Also featured is the work of many gamers and painters, including avid army collectors, display artists, and members of the renowned Games Workshop 'Eavy Metal team. If you own only one book on painting miniatures, *How to Paint Citadel Miniatures* should be it.





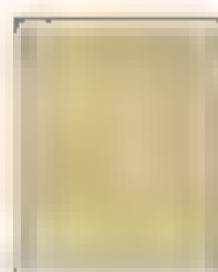
## MODELING SUPPLIES



**Citadel Modeling  
Epoxy Putty**  
66-13



**Citadel  
Modeling Flock**  
66-14



**Citadel  
Modeling Sand**  
66-17



**Citadel  
Modeling Gravel**  
66-18



**Citadel Modeling  
Static Grass**  
66-15

After your paint has dried, you can add another layer of flock (most people go for static grass at this point) to finish it all off



Carefully add some small dabs of glue wherever you want the static grass to stick then sprinkle the static grass on the glue and let dry. Shake off any excess once the glue has dried, and your base is complete!

To see some more step-by-step basing projects, check out our web site at [www.games-workshop.com](http://www.games-workshop.com)

### How to Apply Texture to Your Bases (Otherwise Known as "Flocking Your Base")

This method works for bases as well as any piece of scenery you may make. A model just isn't complete without a neatly flocked base. How complex you want to make the flocking process is up to you!

Start by adding watered-down white or wood glue to the surface. Use a brush spread the glue around evenly.

Next, sprinkle the material that you want to use (sand, gravel, static grass, or flock) over the wet glue. We suggest starting with a base of sand. Once that dries, shake off any excess back into your sand bag. Now you can drybrush the base any color you want (green for a grassy effect, brown for a dirt/rocky effect). You'll get best results by painting an undercoat of black before you drybrush.



As we flocked this piece, we started off with our darkest brown (Scorched Earth) and drybrushed a lighter shade of brown.



A combination of sand, gravel, and static grass went into making these bases look great!







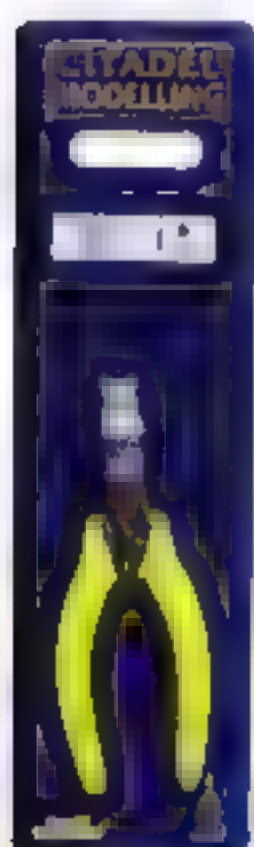
File Set  
66-06



Pin Vise Set  
66-05



Pliers  
66-11



Side Cutters  
66-04



Tweezers  
66-12



Sculpting Tool  
66-10

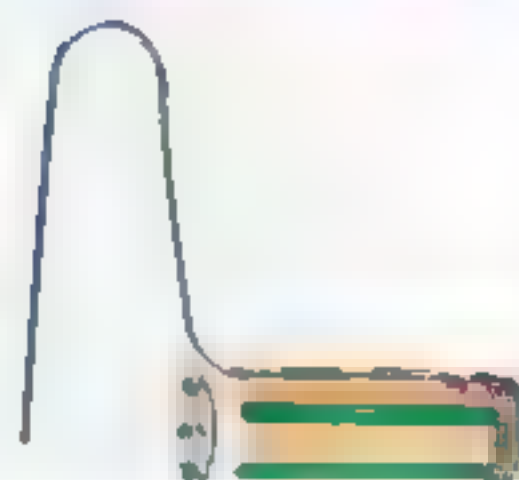


Saws and Blades  
66-08

## MODELING SUPPLIES



Games Workshop Figure Case  
65-01



Wonder Cutter  
w/ Two Wires  
66-91

*Left: The Wonder Cutter is the tool when it comes to manipulating foam to make great scenery. Whether it is carving out gently sloped hills, steep mountain sides, or even ramparts for a castle, the Wonder Cutter can do it all!*

*This seemingly simple tool runs on two D batteries that heat up the thin wire. This wire then cuts through the foam like a hot knife through butter! This hand-held model will meet most people's needs, but there are some scenery gurus who make Wonder Cutters as big as a table for cutting whole sheets of foam at once!*

*Note: Citadel Figures  
can be painted with  
the Citadel Color range*



GW Tape  
Measure  
65-02



Citadel  
Plastic Glue  
66-03



Citadel  
Superglue  
66-01



Citadel  
PVA Glue  
66-02



## SCENERY & STUFF



HHH  
64-07



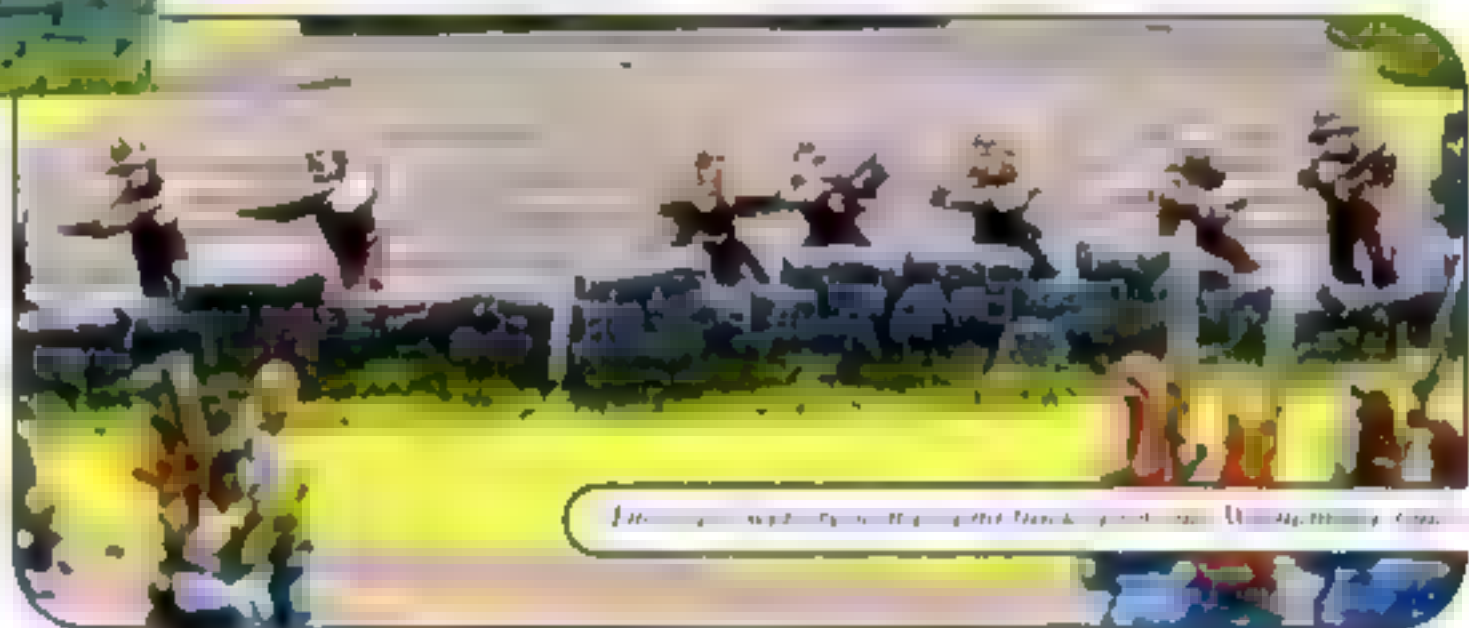
40K Jungle Trees  
64-03



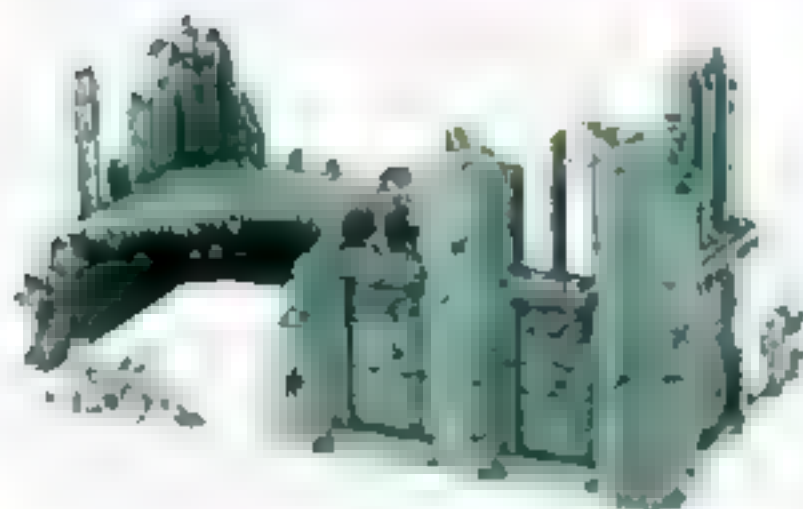
40K Obstacles and Barricades  
64-10



Hedges and Walls  
64-09



For more information on the new 40K products, visit us at [www.battlefortheplanet.com](http://www.battlefortheplanet.com)



For more information on the new 40K products, visit us at [www.battlefortheplanet.com](http://www.battlefortheplanet.com)

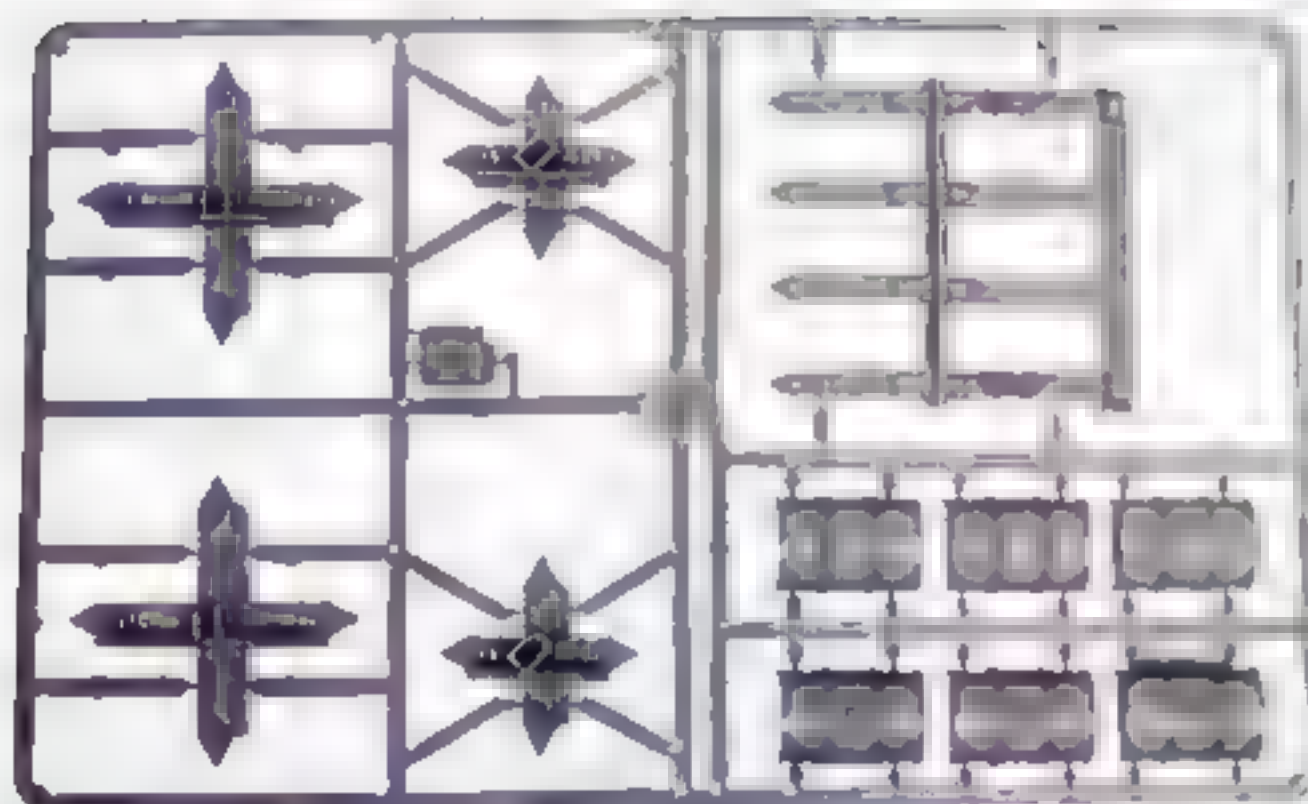


40K Ruined Buildings  
64-04



# SCENERY & STUFF

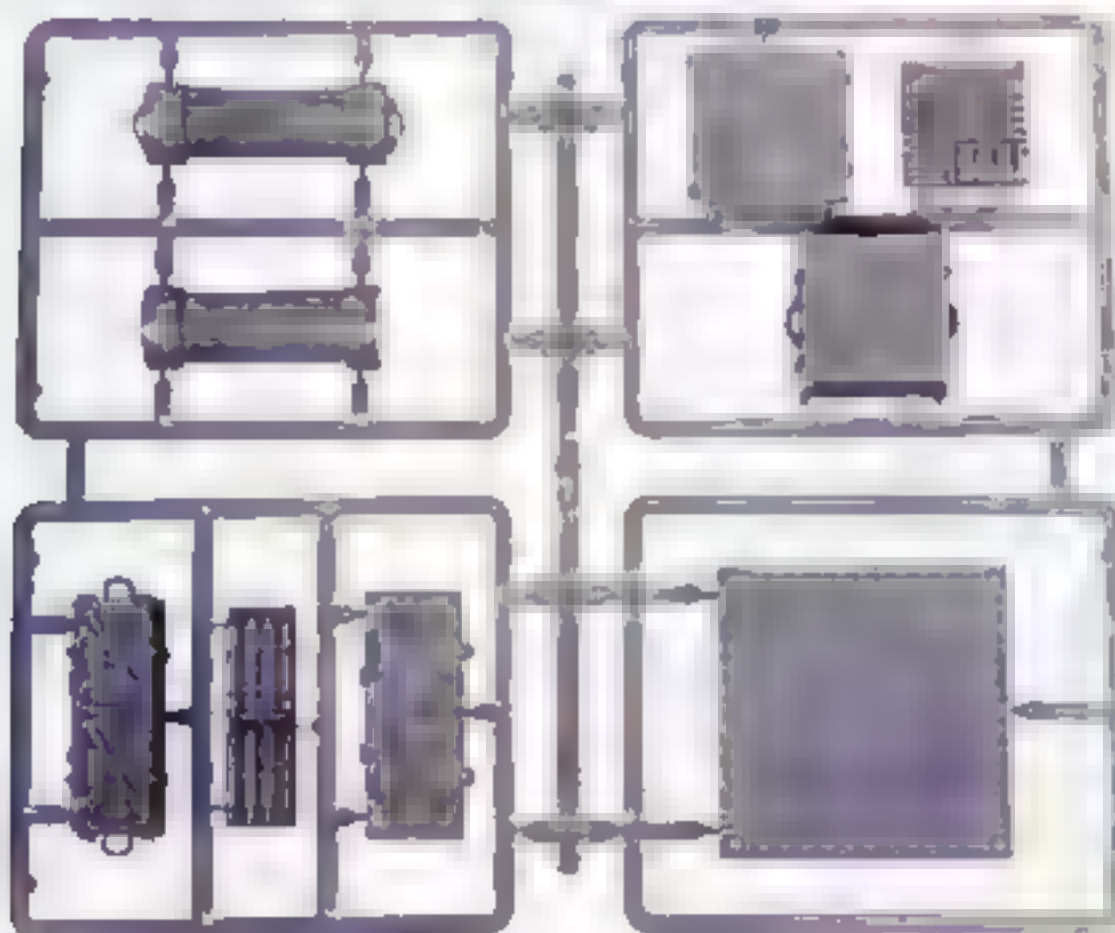
Weapon Templates  
65-04



Battle Dice  
65-05



Woods  
64-08



Battlefield Accessories  
64-05

Note:  
Sprues  
shown at  
50% of  
actual size



Movement Trays  
65-03



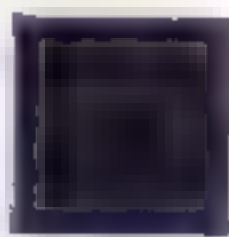
# BASES & MORE BASES



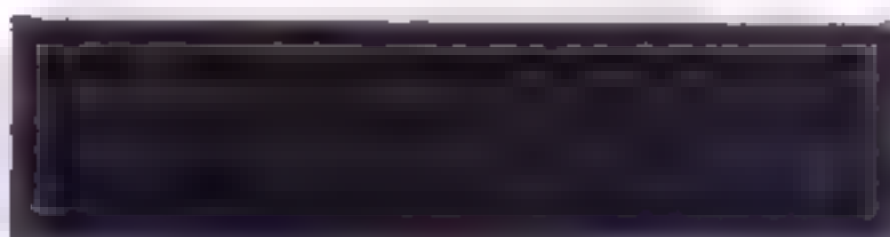
**20-mm  
Square  
Diagonal Base**  
99379999004



**20-mm  
Square  
Parallel Base**  
99379999005



**20-mm  
Square  
Solid Base**  
99379999007



**20-mm x 80-mm Solid Base**  
99379999021



**50-mm Monster Base**  
99379999012



**25-mm Round  
Slottabase**  
99379999009



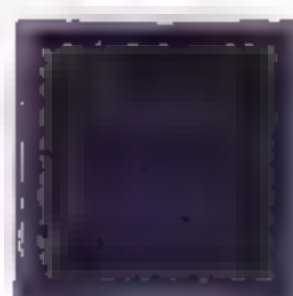
**25-mm Round  
Solid Base**  
99379999010



**25-mm Square  
Diagonal Base**  
99379999008



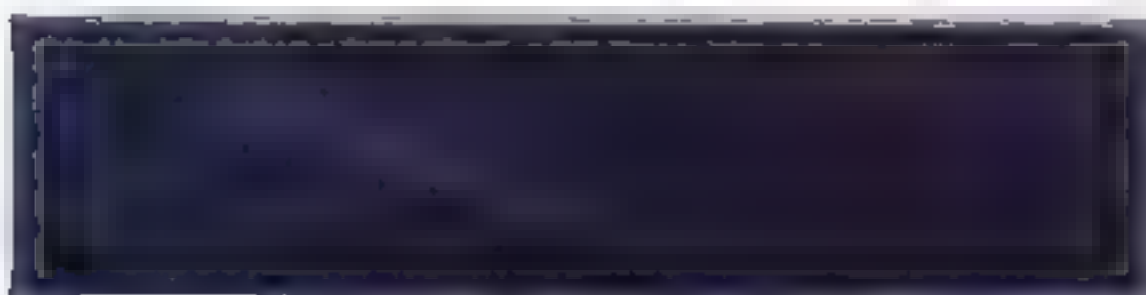
**25-mm Square  
Parallel Base**  
99379999006



**25-mm Square  
Solid Base**  
99379999019



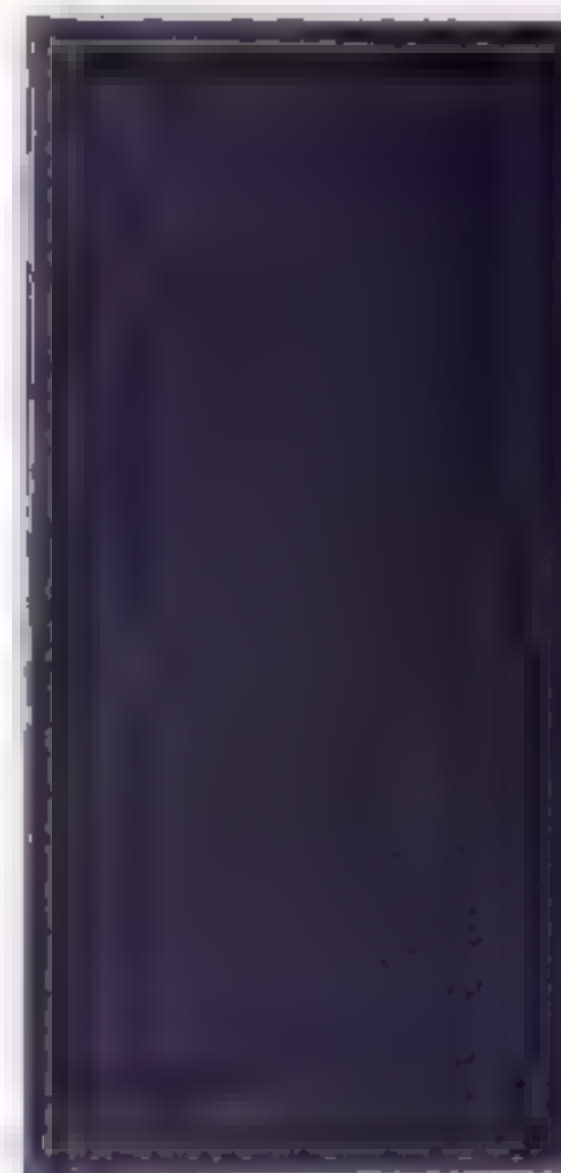
**40-mm Monster Base**  
99379999011



**25-mm x 100-mm Solid Base**  
99379999022



**40-mm Round Solid Base**  
99379999023



**Chariot Base**  
99379999030



**60-mm Round Slottabase**  
99379999031



**Epic Titan Base**  
99370399001



# BASES & MORE BASES



**Closed Cavalry Base**  
99379999015



**Horse Slottabase**  
99379999020

**Large Flying Base**  
99379999002

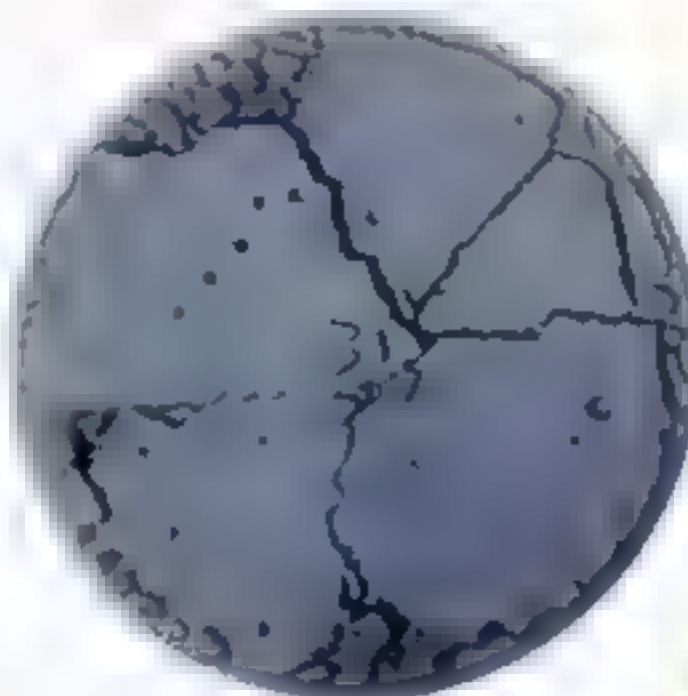
**Large Flying Stem**  
99379999013

**Small Flying Base**  
99379999014

**Small Flying Stem**  
99379999003



**Warmaster Base**  
99371299001



**Dreadnought Plastic Base**  
99390101008

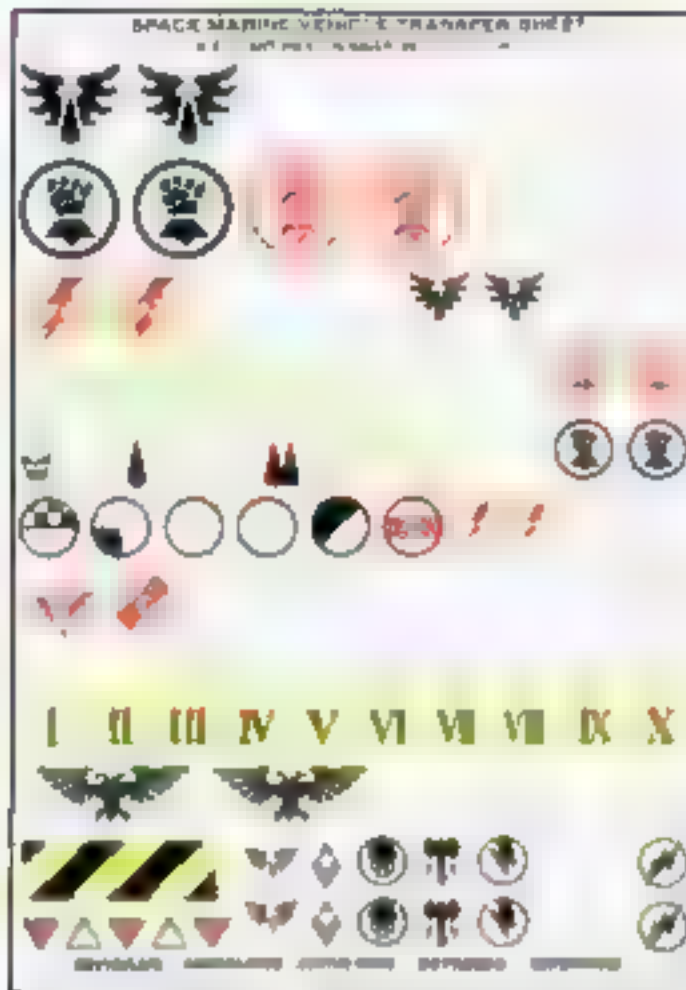


Above: Here, an Epic Titan base serves as a stabilizing base for a tree. The base has been detailed with sand and static grass to make its structure would be





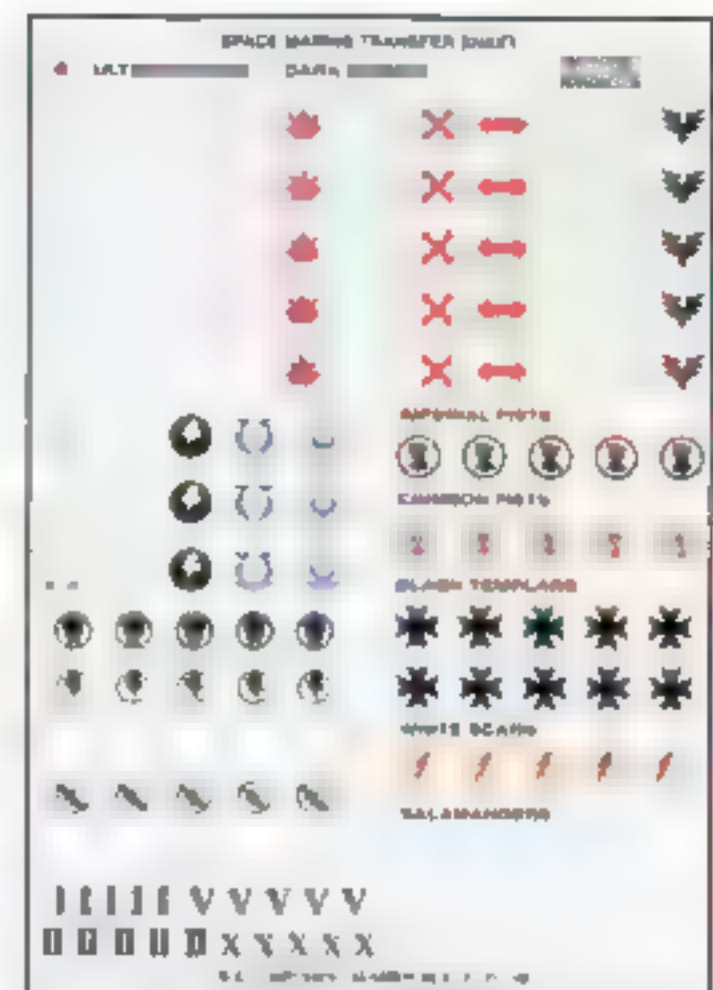
# DECALS



**Space Marine Vehicle Decal Sheet**  
99510101104



**Space Wolf Decal Sheet**  
99510101103



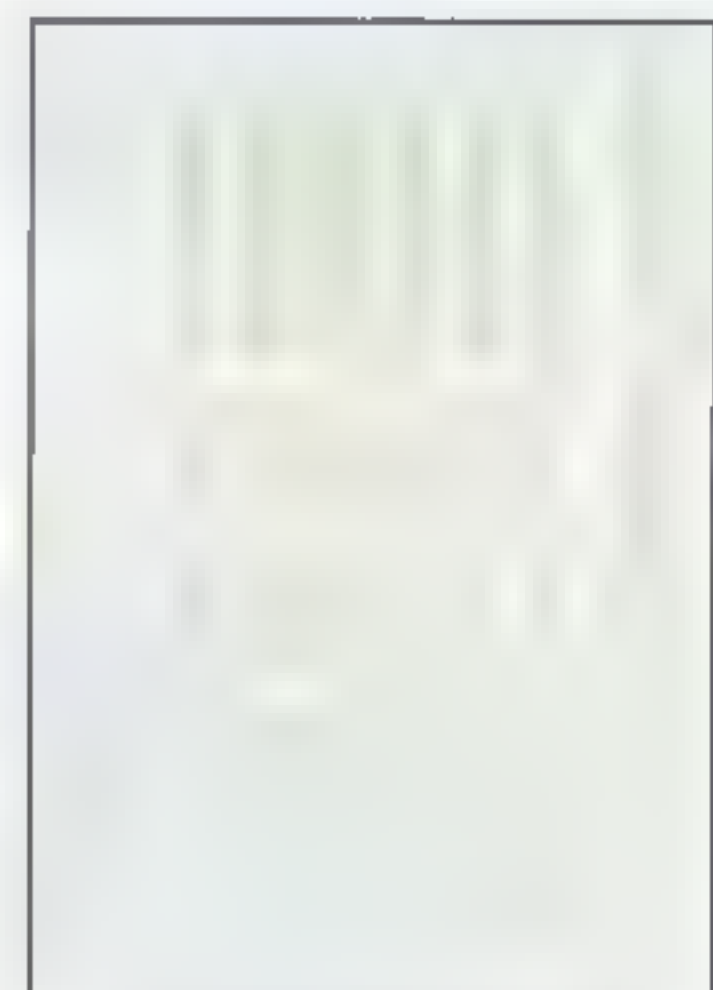
**Generic Space Marine Decal Sheet**  
99510101102



**Generic Chaos Space Marine  
Decal Sheet**  
99510102002



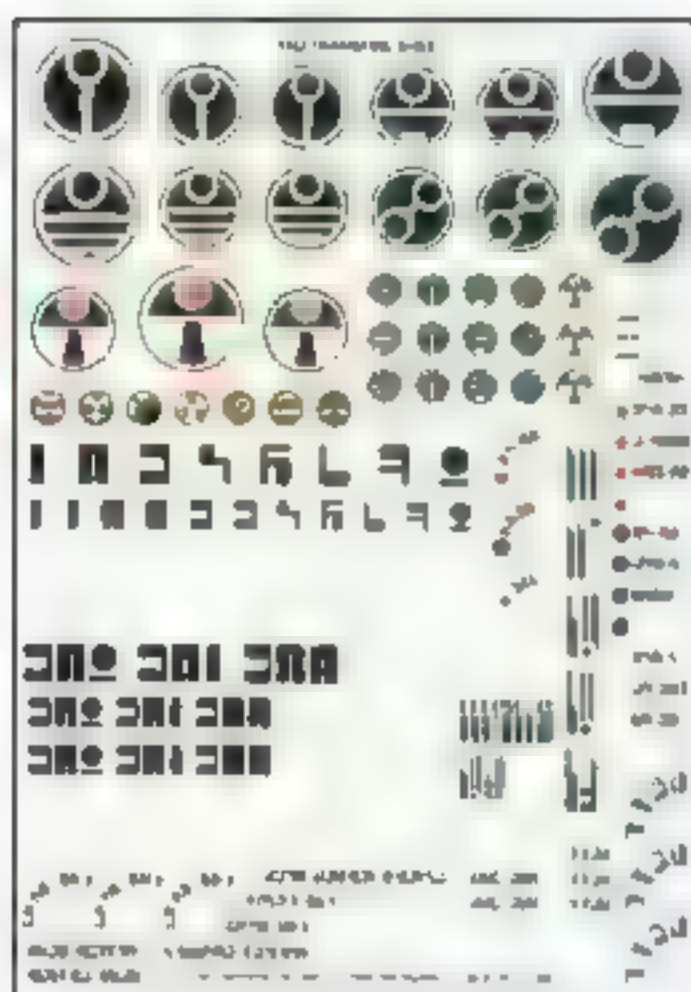
**Imperial Guard Decal Sheet**  
99510105004



**Generic Necron Decal Sheet**  
99510110001



# DECALS



Generic Tau Decal Sheet  
99510113001

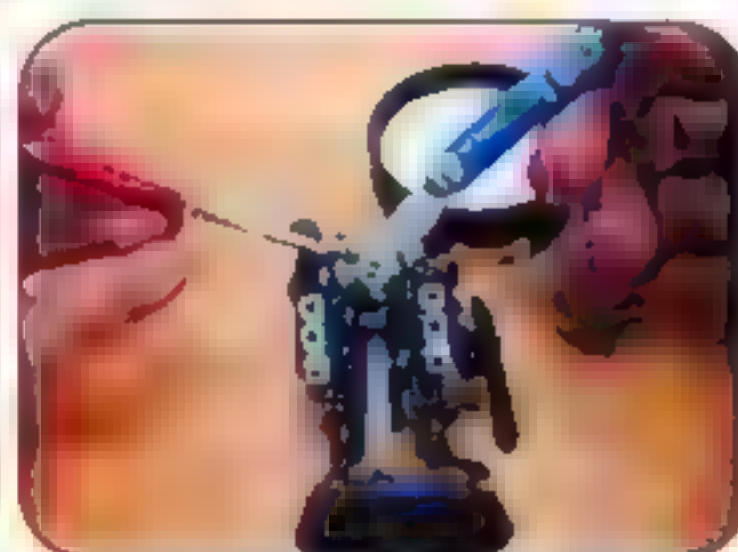
## Applying Decals

Applying decals may seem hard at first but is a quick and easy way to get great symbols and designs on your models (much easier than painting them).

The first step is to plan out which decals you want on your model. Once applied, you will certainly ruin the part if you attempt to remove the decal, so make sure you choose wisely! Once you have made your choice carefully cut the decal off the sheet with a



Once you have the pieces cut out, place them in a safe spot (being little bits of paper they blow away quite easily).



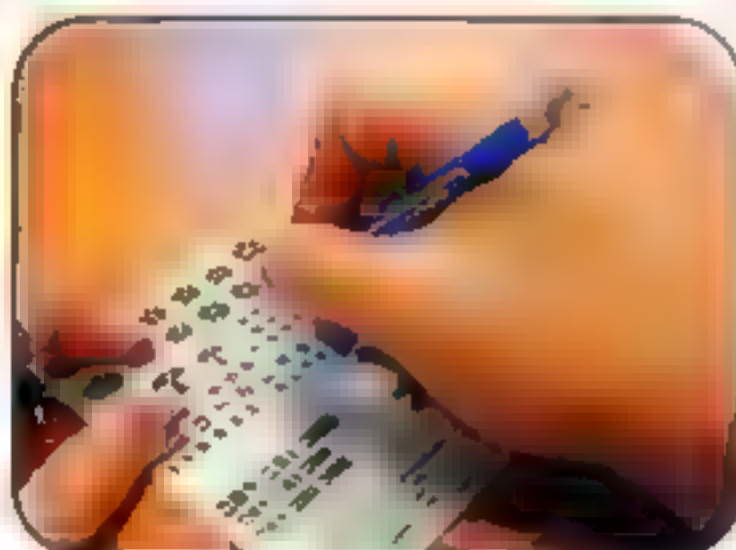
The next step is the hardest. With gentle brush strokes, pull the decal off the model and onto the spot where you want it to be. Make sure you've wet your brush. A wet brush will help you move the decal easier.



Place the decal in a small saucer of water. Let it sit for a few minutes for the glue to soften up.



Keeping your bristles wet, smooth the edges of the decal down. Make sure there are no air bubbles underneath the decal.



hobby knife. Make sure you have a cutting mat underneath (not pictured) so as not to mar the tabletop you are working on!



Carefully scoop out the decal as shown in the picture above. We've found that a hobby blade reversed (i.e., the pointy end is inserted into the handle) is a great tool for this job.



Repeat this process for any other decals you've chosen to put on the model.



# PRICE LIST

## Boxed Sets

|          |                                 |       |
|----------|---------------------------------|-------|
| 60-10-60 | Warhammer 40K Starter Paint Set | \$20  |
| 60-11-60 | Warhammer Starter Paint Set     | \$20  |
| 60-13    | Citadel Paint Set               | \$25  |
| 60-12    | Citadel Colour Mega Paint Set   | \$200 |

Contains the entire range of Citadel Colour paints with the new Pop-On-Base®. Plus extra glue, a painting guide, brushes, empty pots, and more.

## Paints

|       |                   |        |
|-------|-------------------|--------|
| 61-04 | Scab Red          | \$2.50 |
| 61-05 | Red Gore          | \$2.50 |
| 61-06 | Blood Red         | \$2.50 |
| 61-07 | Blazing Orange    | \$2.50 |
| 61-08 | Fiery Orange      | \$2.50 |
| 61-09 | Golden Yellow     | \$2.50 |
| 61-10 | Sunburst Yellow   | \$2.50 |
| 61-11 | Bad Moon Yellow   | \$2.50 |
| 61-12 | Scorched Brown    | \$2.50 |
| 61-13 | Bestial Brown     | \$2.50 |
| 61-14 | Snakebite Leather | \$2.50 |
| 61-15 | Bubonic Brown     | \$2.50 |
| 61-16 | Vomit Brown       | \$2.50 |
| 61-17 | Bleached Bone     | \$2.50 |
| 61-18 | Dark Flesh        | \$2.50 |
| 61-19 | Vermin Brown      | \$2.50 |
| 61-21 | Dwarf Flesh       | \$2.50 |
| 61-22 | Bronzed Flesh     | \$2.50 |
| 61-23 | Elf Flesh         | \$2.50 |
| 61-27 | Liche Purple      | \$2.50 |
| 61-28 | Warlock Purple    | \$2.50 |
| 61-29 | Tentacle Pink     | \$2.50 |
| 61-30 | Midnight Blue     | \$2.50 |
| 61-32 | Regal Blue        | \$2.50 |
| 61-33 | Ultramarine Blue  | \$2.50 |
| 61-34 | Enchanted Blue    | \$2.50 |
| 61-36 | Ice Blue          | \$2.50 |
| 61-37 | Hawk Turquoise    | \$2.50 |
| 61-38 | Dark Angels Green | \$2.50 |
| 61-39 | Spot Green        | \$2.50 |
| 61-40 | Scorpion Green    | \$2.50 |
| 61-42 | Goblin Green      | \$2.50 |
| 61-43 | Rotting Flesh     | \$2.50 |
| 61-44 | Camo Green        | \$2.50 |
| 61-45 | Scaly Green       | \$2.50 |
| 61-48 | Shadow Grey       | \$2.50 |
| 61-49 | Space Wolves Grey | \$2.50 |
| 61-51 | Chaos Black       | \$2.50 |
| 61-52 | Codex Grey        | \$2.50 |
| 61-53 | Fortress Grey     | \$2.50 |
| 61-54 | Skull White       | \$2.50 |
| 61-55 | Mithril Silver    | \$3.25 |
| 61-56 | Chainmail         | \$3.25 |
| 61-57 | Bolgun Metal      | \$3.25 |
| 61-58 | Tin Bliz          | \$3.25 |
| 61-60 | Dwarf Bronze      | \$3.25 |
| 61-61 | Brazen Brass      | \$3.25 |
| 61-62 | Burnished Gold    | \$3.25 |
| 61-63 | Shining Gold      | \$3.25 |
| 61-64 | Red Ink           | \$2.50 |
| 61-65 | Magenta Ink       | \$2.50 |
| 61-67 | Yellow Ink        | \$2.50 |
| 61-68 | Brown Ink         | \$2.50 |
| 61-69 | Chestnut Ink      | \$2.50 |
| 61-70 | Purple Ink        | \$2.50 |

|       |                 |        |
|-------|-----------------|--------|
| 61-71 | Blue Ink        | \$2.50 |
| 61-74 | Dark Green Ink  | \$2.50 |
| 61-75 | Black Ink       | \$2.50 |
| 61-76 | Flesh Wash      | \$2.50 |
| 61-85 | 'Ardcoat        | \$2.50 |
| 61-79 | Tanned Flesh    | \$2.50 |
| 61-80 | Terracotta      | \$2.50 |
| 61-81 | Graveyard Earth | \$2.50 |
| 61-82 | Kommando Khaki  | \$2.50 |
| 61-83 | Desert Yellow   | \$2.50 |
| 61-84 | Calachan Green  | \$2.50 |

## Spray Primers and Paints

|       |                              |     |
|-------|------------------------------|-----|
| 62-02 | Black Spray Primer           | \$8 |
| 62-01 | White Spray Primer           | \$8 |
| 62-03 | Matte Spray Varnish          | \$8 |
| 62-04 | Blood Red Spray Paint        | \$8 |
| 62-05 | Dark Angel Green Spray Paint | \$8 |
| 62-06 | Shadow Grey Spray Paint      | \$8 |
| 62-07 | Ultramarine Blue Spray Paint | \$8 |
| 62-08 | Bleached Bone Spray Paint    | \$8 |
| 62-10 | Bolgun Metal Spray Paint     | \$8 |
| 62-13 | Camo Green                   | \$8 |

## Paint Brush Sets

|       |                         |      |
|-------|-------------------------|------|
| 63-08 | Citadel Paint Brush Set | \$15 |
|       | Contents:               |      |
| 63-01 | Fine Detail Brush       |      |
| 63-03 | Standard Brush          |      |
| 63-06 | Small Dry Brush         |      |

## Paint Brushes

|       |                   |     |
|-------|-------------------|-----|
| 63-01 | Fine Detail Brush | \$5 |
| 63-02 | Detail Brush      | \$6 |
| 63-03 | Standard Brush    | \$6 |
| 63-04 | Basecoat Brush    | \$6 |
| 63-05 | Large Brush       | \$6 |
| 63-06 | Small Dry Brush   | \$6 |
| 63-07 | Large Dry Brush   | \$6 |
| 63-09 | Tank Brush        | \$8 |

## Modeling Supplies

|       |                                       |      |
|-------|---------------------------------------|------|
| 66-13 | Citadel Modeling Epoxy Putty (Bkster) | \$8  |
| 66-14 | Citadel Modeling Flock                | \$6  |
| 66-18 | Citadel Modeling Gravel               | \$6  |
| 66-17 | Citadel Modeling Sand                 | \$6  |
| 66-15 | Citadel Modeling Static Grass         | \$6  |
| 66-03 | Citadel Plastic Glue                  | \$6  |
| 66-02 | Citadel PVA (white) Glue              | \$6  |
| 66-01 | Citadel Superglue                     | \$6  |
| 66-09 | Cutting Set                           | \$30 |
| 66-06 | File Set                              | \$13 |
| 66-29 | Paint Station                         | \$40 |
| 66-05 | Pin Vise Set                          | \$15 |
| 66-11 | Pliers                                | \$15 |
| 66-08 | Saw and Blades                        | \$25 |
| 66-10 | Sculpting Tool                        | \$9  |
| 66-04 | Side Cutters                          | \$15 |
| 66-12 | Tweezers                              | \$6  |
| 66-91 | Wonder Cutter w/ Two Wires            | \$10 |

## Figure Case

|       |                            |      |
|-------|----------------------------|------|
| 65-01 | Games Workshop Figure Case | \$50 |
|-------|----------------------------|------|

## Bases

|       |               |     |
|-------|---------------|-----|
| 66-19 | Large Bases   | \$5 |
| 66-20 | Cavalry Bases | \$5 |

|       |                         |     |
|-------|-------------------------|-----|
| 66-21 | Monster Bases           | \$5 |
| 66-22 | Flying Bases            | \$5 |
| 66-23 | Round Bases             | \$5 |
| 66-24 | Small Bases             | \$5 |
| 66-25 | Large Monster Bases     | \$5 |
| 66-26 | Large Flying Bases      | \$5 |
| 66-27 | Large Regimental Bases  | \$5 |
| 66-28 | Small Regimental Bases  | \$5 |
| 66-31 | Large Round Bases       | \$5 |
| 66-32 | Extra Large Round Bases | \$5 |

## Individual Bases

|            |                            |        |
|------------|----------------------------|--------|
| 3037999004 | 20-mm Square Diagonal Base | \$0.25 |
| 3037999005 | 20-mm Square Parallel Base | \$0.25 |
| 3037999007 | 20-mm Square Solid Base    | \$0.25 |
| 3037999002 | 20-mm X 80-mm Solid Base   | \$1    |
| 3037999009 | 25-mm Round Siotlbase      | \$0.25 |
| 3037999010 | 25-mm Round Solid Base     | \$0.25 |
| 3037999008 | 25-mm Square Diagonal Base | \$0.25 |
| 3037999006 | 25-mm Square Parallel Base | \$0.25 |
| 3037999011 | 25-mm Square Solid Base    | \$0.25 |
| 3037999022 | 25-mm X 100-mm Solid Base  | \$1    |
| 3037999011 | 40-mm Monster Base         | \$1    |
| 3037999023 | 40-mm Round Solid Base     | \$1    |
| 3037999012 | 50-mm Monster Base         | \$1    |
| 3037999033 | 60-mm Round Siotlbase      | \$2    |
| 3037999030 | Chandel Base               | \$2    |
| 3037999015 | Closed Cavalry Base        | \$0.25 |
| 3037999001 | Epic Titan Base            | \$1    |
| 3037999020 | Horse Siotlbase            | \$1    |
| 3037999002 | Large Flying Base          | \$0.50 |
| 3037999013 | Large Flying Stem          | \$0.50 |
| 3037999014 | Small Flying Base          | \$0.50 |
| 3037999003 | Small Flying Stem          | \$0.50 |
| 3037999001 | Warmaster Base             | \$0.25 |
| 3037999008 | Dreadnought Plastic Base   | \$2    |

## Decals and Transfer Sheets

|            |  |     |
|------------|--|-----|
| 3037999012 | Generic Space Marine Decal Sheet       | \$3 |
| 3037999022 | Generic Chaos Space Marine Decal Sheet | \$3 |
| 3037999013 | Space Wolf Decal Sheet                 | \$3 |
| 3037999014 | Space Marine Vehicle Decal Sheet       | \$3 |
| 3037999034 | Imperial Guard Decal Sheet             | \$3 |
| 3037999003 | Generic Necron Decal Sheet             | \$3 |
| 3037999001 | Generic Tau Decal Sheet                | \$3 |

## Scenery

|       |                              |      |
|-------|------------------------------|------|
| 64-05 | 40K Battlefield Accessories  | \$10 |
| 64-03 | 40K Jungle Trees             | \$6  |
| 64-10 | 40K Obstacles and Barricades | \$25 |
| 64-04 | 40K Ruined Buildings         | \$10 |
| 65-04 | Weapon Templates             | \$6  |
| 64-07 | Hill                         | \$30 |
| 64-08 | Woods                        | \$25 |
| 64-09 | Hedges and Walls             | \$25 |

## Movement Trays

|       |                |      |
|-------|----------------|------|
| 65-03 | Movement Trays | \$10 |
|-------|----------------|------|

## Game Dice

|       |           |     |
|-------|-----------|-----|
| 65-05 | Game Dice | \$7 |
|-------|-----------|-----|

## Tape Measure

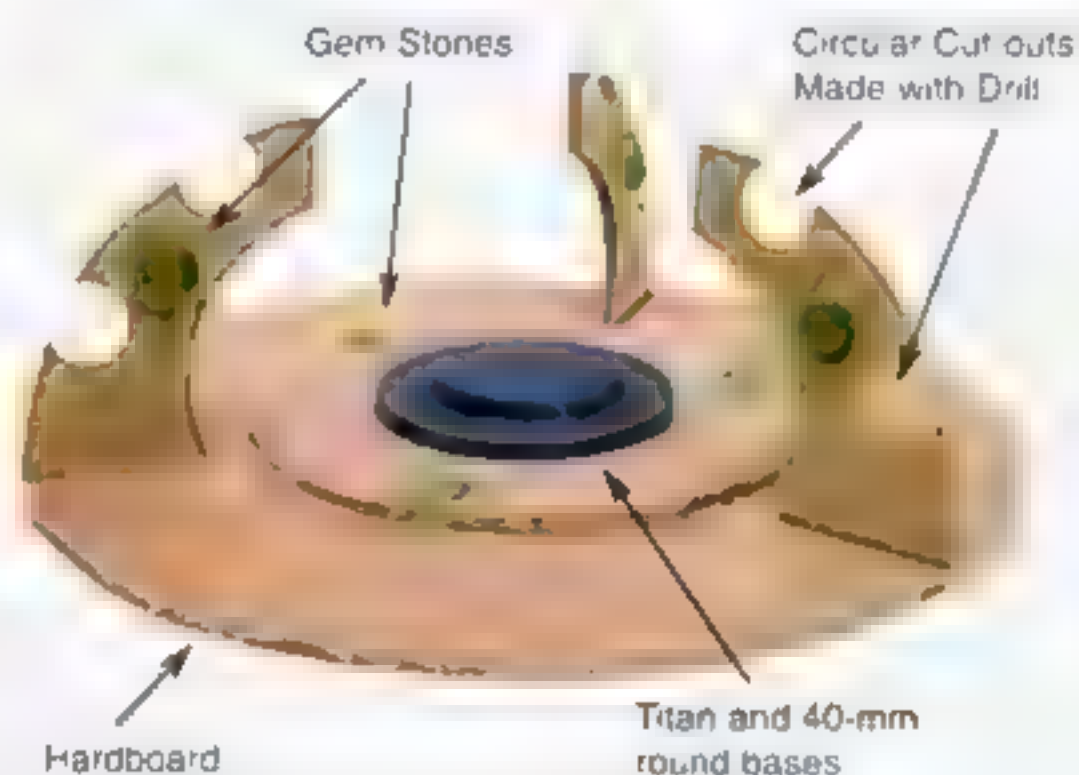
|       |                 |     |
|-------|-----------------|-----|
| 65-02 | GW Tape Measure | \$9 |
|-------|-----------------|-----|





## HOBBY SHOWCASE

## CREATING AN ELDAR WARP GATE



You can sculpt the gem stones out of green stuff, but it's easier to buy plastic pieces from a craft store. We used six teardrop-shaped "gems" on the arms and three oval gems on the base. Assemble all your pieces with superglue.

## STAGE 2

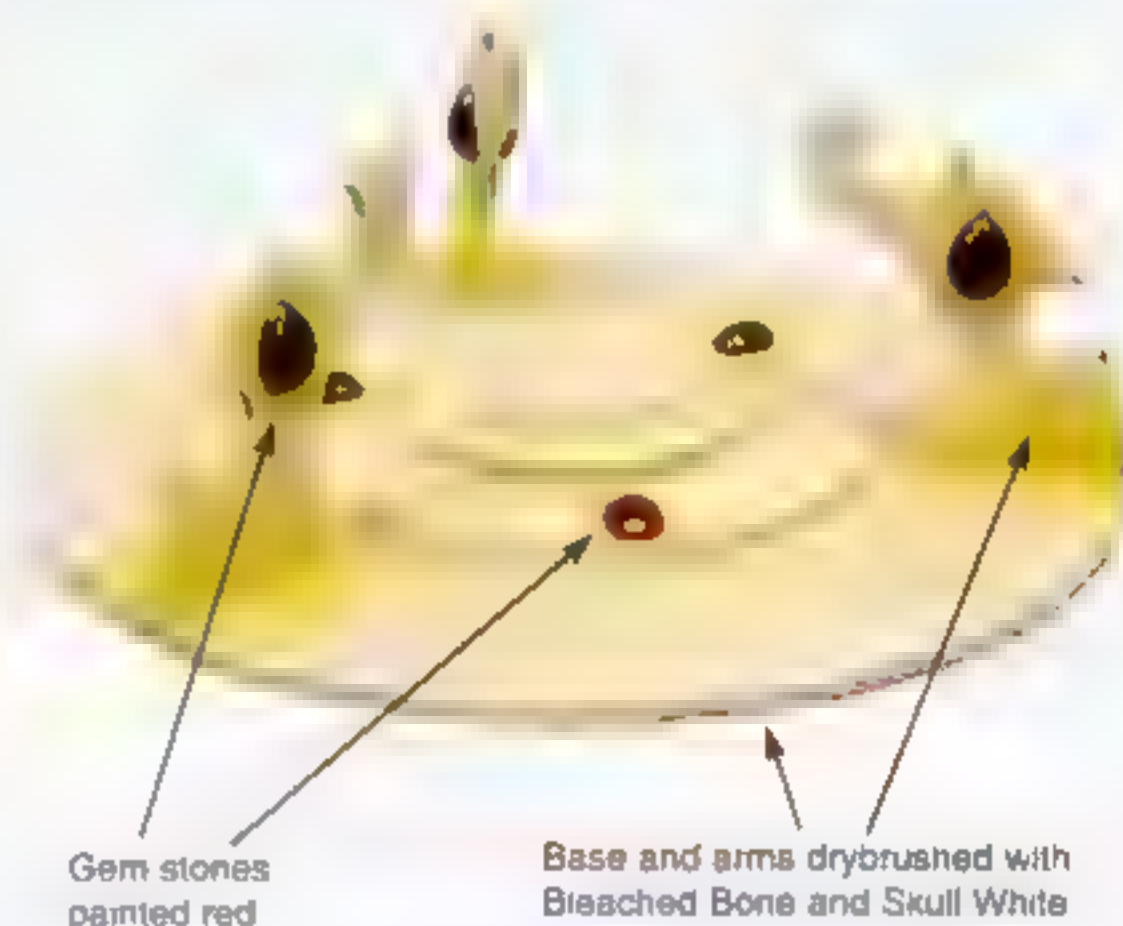
Prime your Warp Gate with Skull White and then spray paint it with Bleached Bone. Apply a thinned-down wash of Vomit Brown along the joins between parts. Let the wash dry completely and then drybrush the entire piece with Bleached Bone followed by Skull White. Paint the gems Scab Red and then highlight with Red Gore, Blood Red, and Fiery Orange. Each highlight should be applied in half circles on the lower half of the gem, and each one should be smaller than the last. Finally, add a spot of Skull White.



Here's a simple but evocative terrain piece that you can make to accompany your Eldar army or place on any 40K table. The Eldar Warp Gate from *Codex: Eldar* was the inspiration for this terrain piece.

## STAGE 1

Draw a pattern for the arms on paper. Use the paper template to trace the shape onto a piece of hardboard (Masonite will work well) three times. Make the circular cut-outs on the backs of the arms with a drill and a spade bit and then cut out the arms with a jigsaw or band saw. Trace the circles for the base with a compass or use circular objects (we used a small bucket and a coffee can). Cut out the circles with a band saw or jigsaw. Smooth the edges of all your hardboard pieces with sandpaper. Get an adult to help you with the power tools if you're under 18. Use two Titan bases and a 40-mm round base to form the center of your Warp Gate (see p. 1054).

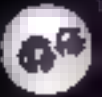


## STAGE 3

Use a compass to draw a border along the edge and another line 1/2" from the edge. Add symbols along the edge with a fine tip marker. You can find examples of appropriate symbols in *Codex: Eldar*.

To suggest that age and neglect have taken their toll on your Warp Gate, you can paint on a bit of PVA glue (see p. 1051) and sprinkle flock (see p. 1050) on top. Your Warp Gate is now ready for the battlefield.





# WHITE DWARF

Every month, White Dwarf magazine strives to pack, wedge, cram, and sledgehammer tons of hobby material as possible into each issue. If you enjoy playing Games Workshop games or painting and converting Citadel Miniatures, then we've got the magazine for you!

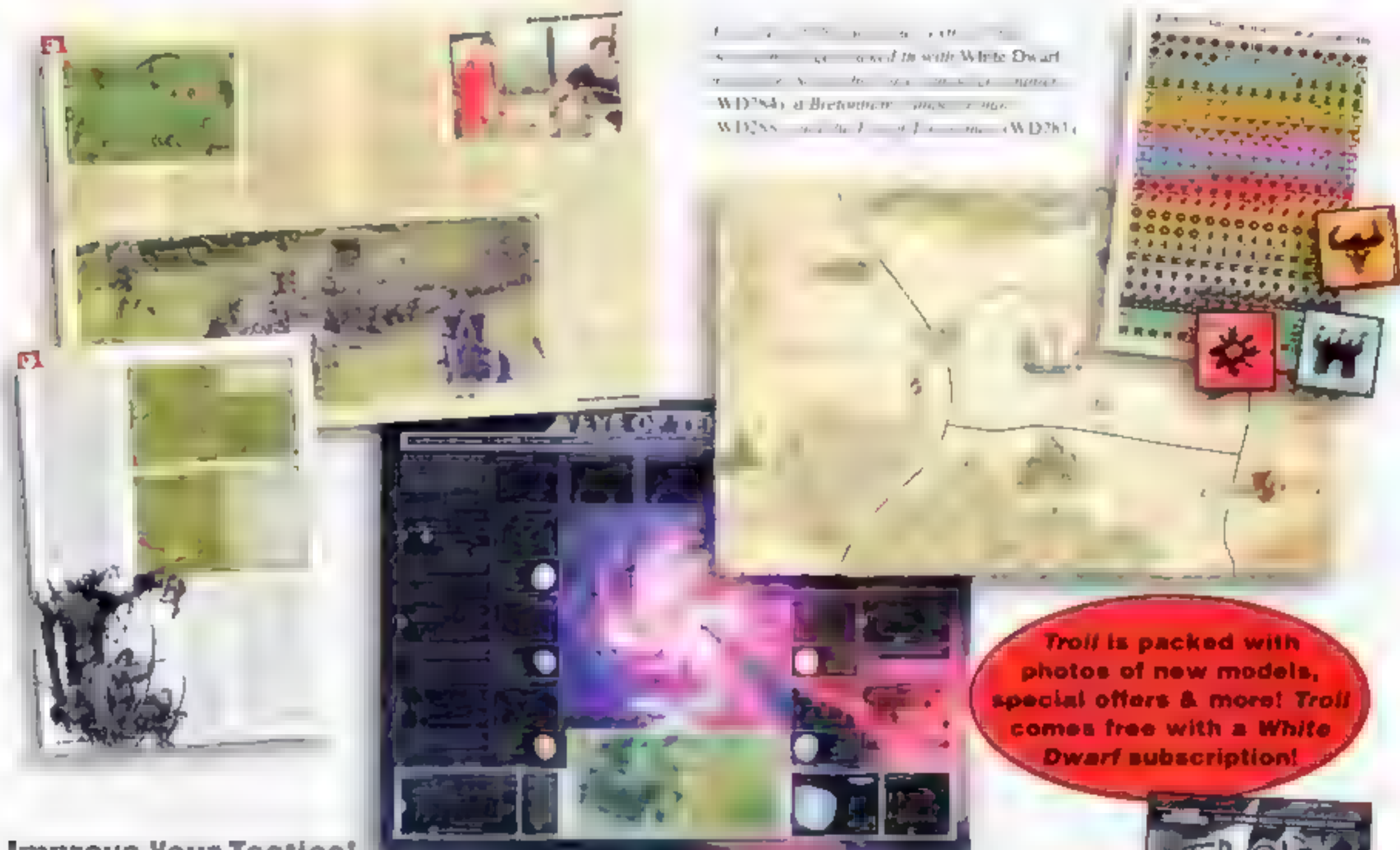


## What You Can Expect from *White Dwarf*

- Photos of all the latest models painted exquisitely by the world class Easy Metal Painters
- Updates & clarifications on the rules from the Games Designers themselves
- New Armies! The Kislev army list, special Ork clan rules, updated Wood Elf army list, and more have appeared in *White Dwarf* in the last year alone!
- Hobby news, like dates for upcoming Grand Tournaments, Games Days, world-wide campaigns events, and more!
- The best hobby tips anywhere from step-by-step painting instructions, to how to build terrain articles, to more modeling and converting advice than you can swing a dead Snotling at (but that we condone Snotling swinging)
- Extra good luck. (Remember that lucky charm, save it for a rainy day)







Troll is packed with photos of new models, special offers & more! Troll comes free with a White Dwarf subscription!

## Improve Your Tactics!

Each month *White Dwarf* also contains at least one Battle Report: the chronicles of a bitter clash on the tabletop. Not only are these reports entertaining to read, but keen tacticians will be able to glean much from others' successes (and failures!)

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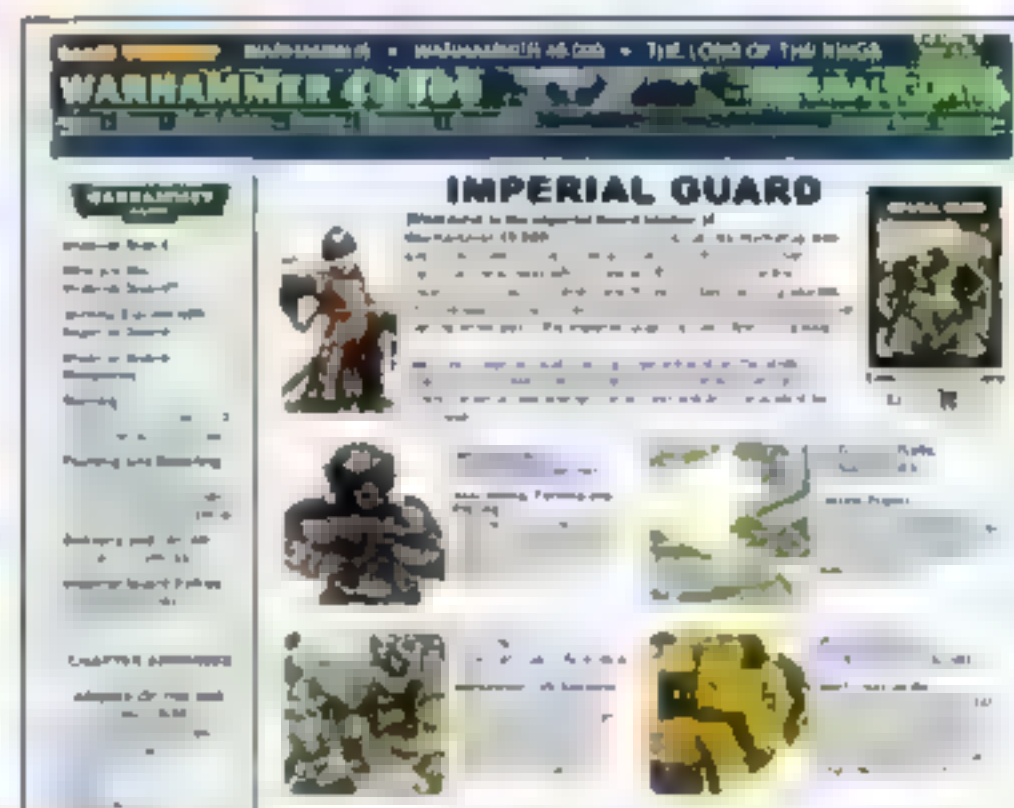




# THE GW WEB SITE

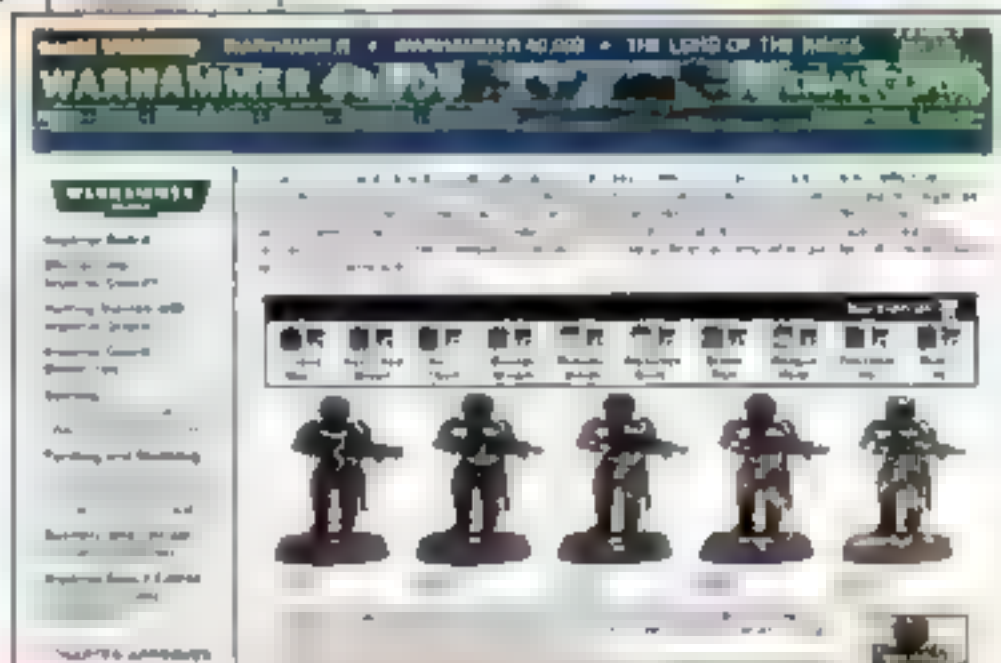
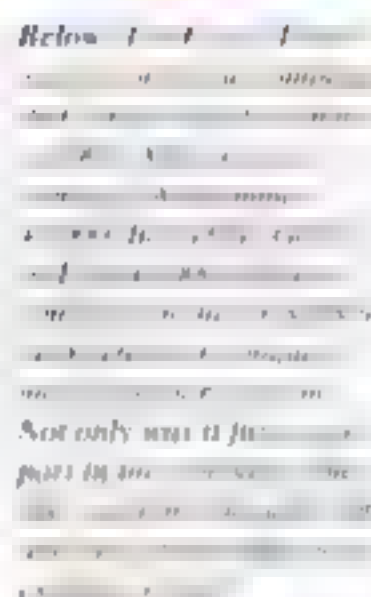
*The Games Workshop web site is a living extension of this Complete Catalog. Online, you can find all the latest news, new releases, and more. Beginning players will discover massive amounts of background and hobby information, while even the most grizzled veteran will find the new articles of the Black Gobbo E-zine interesting, just like hidden chapters of White Dwarf magazine.*

**WWW.GAMES-WORKSHOP.COM**



## Find It on the Web!

- Find the Independent Retail shop or Games Workshop Hobby Center nearest you! Discover who is running events in your area! After all having an army with no opponents to battle isn't much good
- Read background and getting started information on not only the games but EVERY army for Warhammer and Warhammer 40,000!
- See painting schemes, step-by-steps, and great beginner and advanced tips to improve your brushwork, speed, and results
- Read FAQs for Warhammer and Warhammer 40,000 from the designers themselves
- Learn hobby news, like dates for upcoming Grand Tournaments, Games Days, worldwide campaigns, events, and more!
- Dive into a vast library of terrain projects. All sorts of how-to-build articles complete with step-by-step photos and more – from Tau escape pods to mutated Chaos Trees
- Join awesome worldwide campaigns. While not always running, these fantastic events let everyone battle it out and log in their efforts. The results help reshape the gaming worlds!

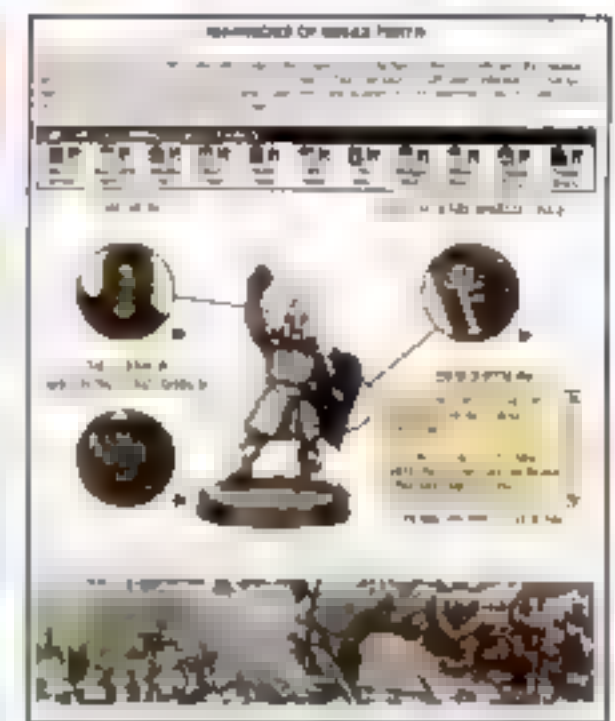
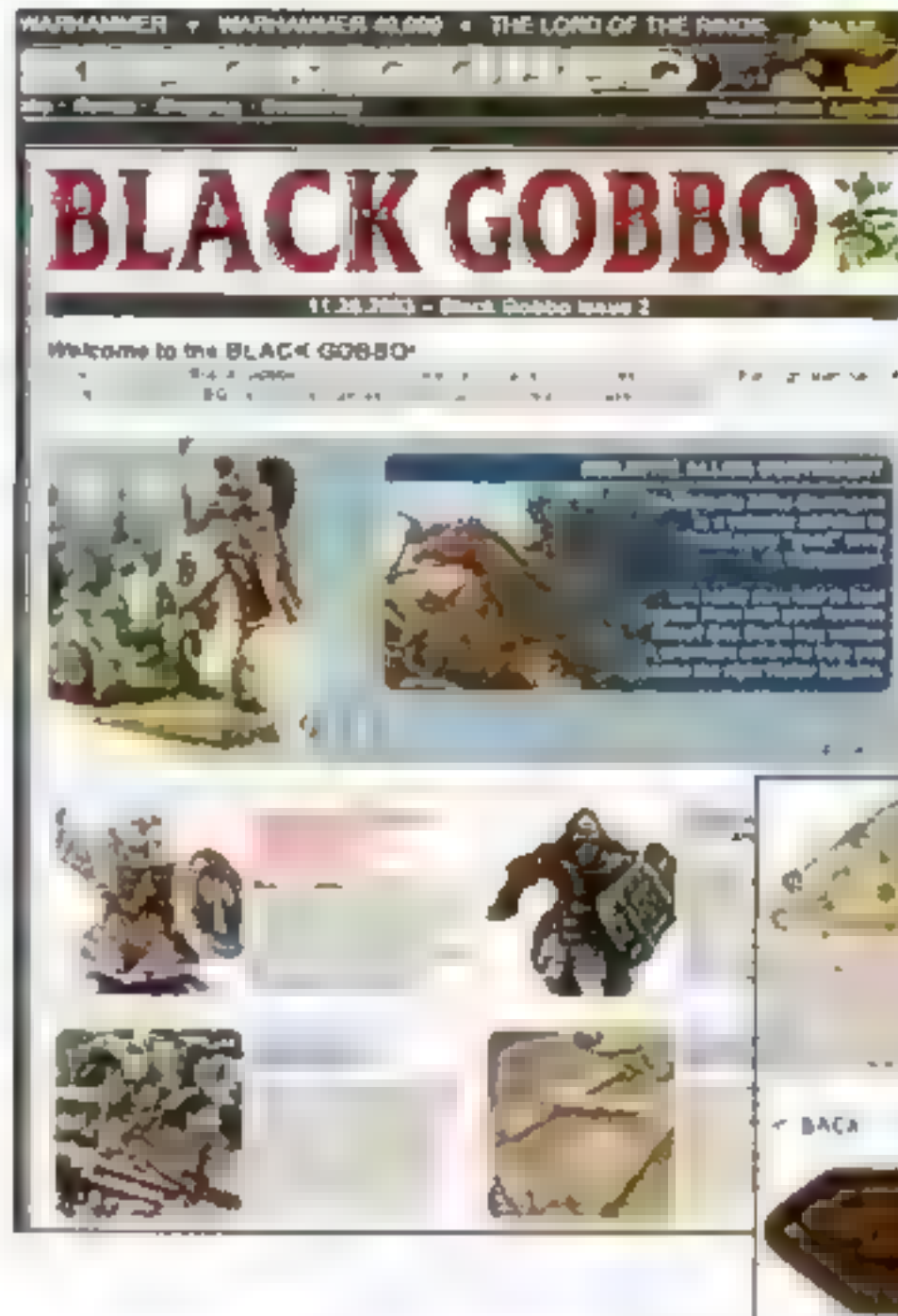




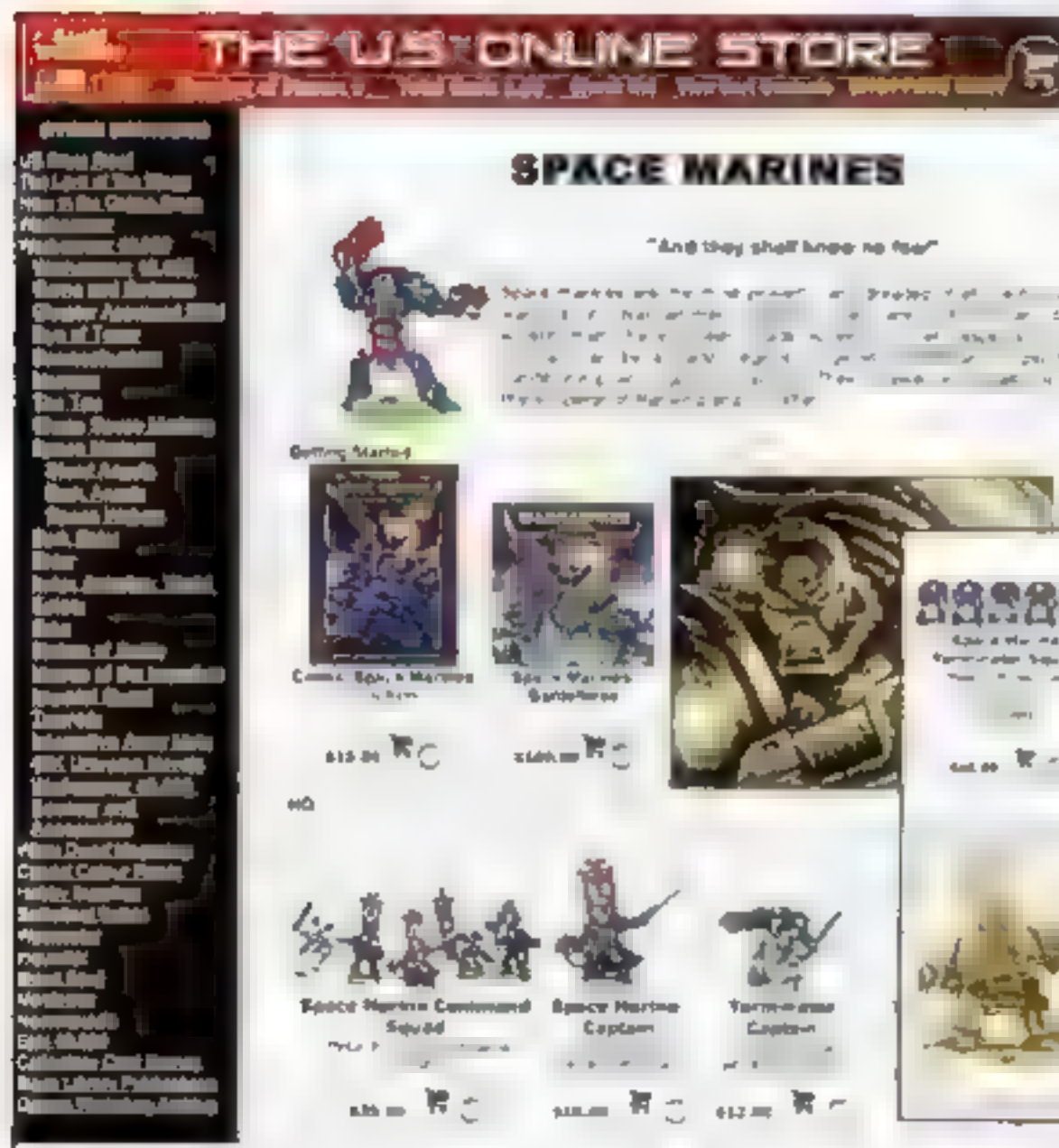
### Who Is Alex Cohen?

*Black Gobbo* is the name of the E-zine that is posted every 2 weeks on the Games Workshop U.S. web site. Each "issue" is loaded with new articles about all aspects of the hobby. Here are some types of things you can expect to find in *Black Gobbo*.

- Great previews of upcoming new models, games, Codices, and Army books
- A semi-regular feature called *Ask the Scenery Guy* that allows hobbyists to write in with questions and challenges like
  - What kind of terrain can you build for \$50?
  - What would a Daemon World look like?
  - How many Dwarfs can you stack up in a pie before they fall over?Technically, that last question isn't about terrain, but it is intriguing
- Advanced gaming tactics – delving into questions like how to win with a certain army or getting the most out of a particular troop type
- Lots of great painting examples, from different Space Marine Chapters to realistically filthy Mordor Orcs
- New scenarios and campaigns to try out and challenge your gaming buddies with



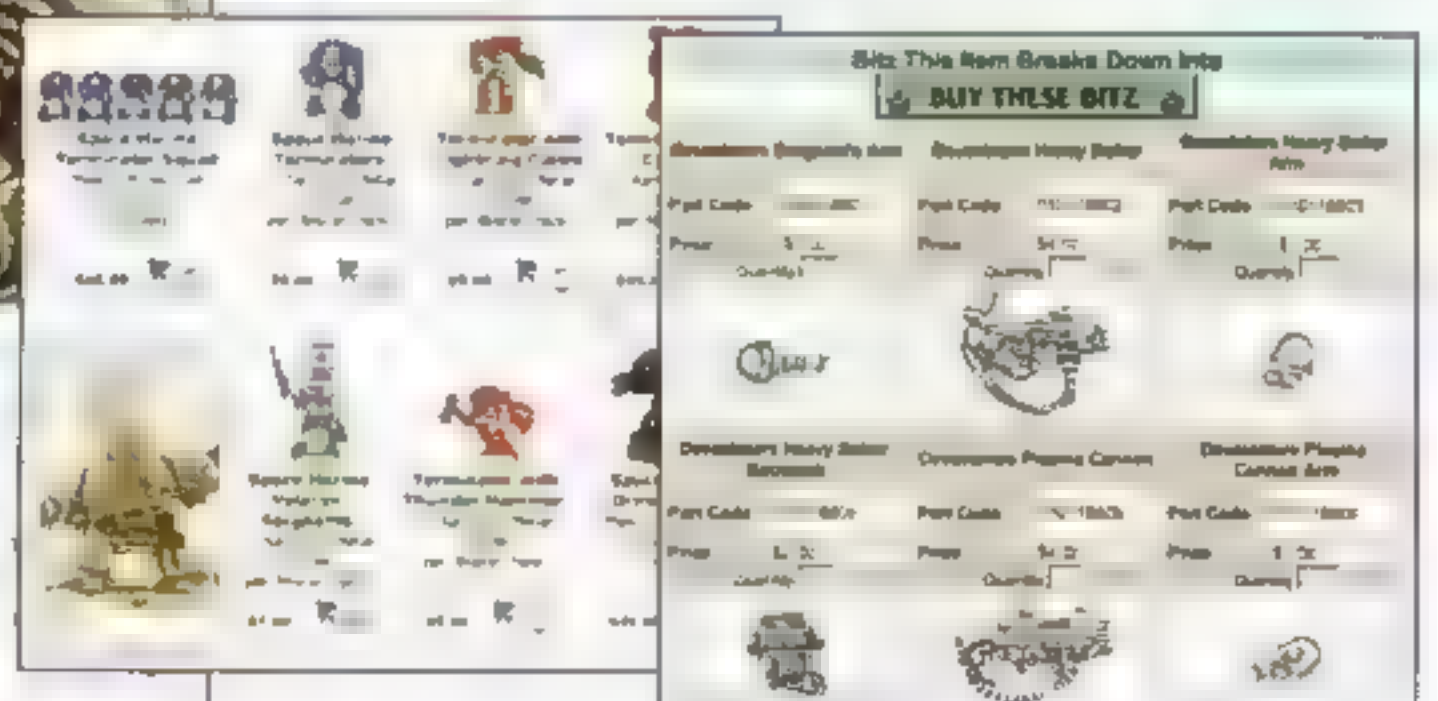
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Open 24 hours a day, 7 days a week, the store is stocked with everything Games Workshop sells. Whether you are looking for a conversion bit, a missing paint color, or a whole new army, shopping online with Games Workshop is safe, fast, and easy to do. From back issues of *White Dwarf* to checking out all the new releases, the Games Workshop Online Store has it all. Imagine a brand new army being delivered right to your door!







# GAMES WORKSHOP EVENTS

Every year, a dedicated central team and hundreds of staff and volunteers in the field strive hard to bring you, the Games Workshop hobbyist, the finest in participation events. Two of these are familiar events for tens of thousands of hobbyists the world over, Games Days and Grand Tournaments, while the future holds some new ideas...

## GAMES DAYS

In order to spread the celebration of the Hobby to as many folks as possible, we'll be running FOLK Games Days across the country in 2004. For details of each event, head to the Games Day web site: [gamesday.us.games-workshop.com](http://gamesday.us.games-workshop.com)



### Celebration of the Hobby!

Whether you just started painting miniatures or you've been wargaming for decades Games Day has something exciting to offer everyone

- Registered gaming, club gaming, open gaming, mega-battles, introductory gaming and tournaments – every kind of game you could hope for, as well as evocative battlefields
- Wacky speed painting, introductory painting, structured painting clinics, and the pinnacle of painting achievement, the Golden Demon painting competition. Each of these activities can inspire and improve your own artistic endeavors
- Tons of special guests, including many from our own US Design Studios on hand to answer all of your questions about new releases, exciting projects, and even how to find many of the fantastic pieces you see in White Dwarf and Black Guard every month

Top Left: 1

Middle Left: 1

Bottom Left: 1

Right: 1



**ATLANTA – Saturday, April 3**

**Georgia International Convention Center**

2000 Convention Center Concourse  
College Park, GA 30337 – Exhibit Halls A & B

**LOS ANGELES – Saturday, April 24**

**Ontario Convention Center**

2000 Convention Center Way  
Ontario, CA 91764 – Exhibit Halls A & B

**BALTIMORE – Saturday May 22  
& Sunday May 23**

**Baltimore Convention Center**

1 West Pratt Street, Baltimore MD 21201  
Exhibit Halls A-D

**CHICAGO – Saturday, July 31**

**Donald E. Stephens Convention Center**

N. River Road, Rosemont, IL 60018  
Exhibit Hall G

Tickets will be available 12 weeks prior to each event from the Games Workshop Online Store, Mail Order, local Hobby Centers, and selected Major Trader Stores

[gamesday.us.games-workshop.com](http://gamesday.us.games-workshop.com)



# THE FUTURE, Including Grand Tournaments

Thousands of veteran commanders have gathered each year at our Grand Tournaments to compete against other like-minded gamers to win Best Overall, Best Sportsman, and a number of other awards. The year 2004 sees a number of improvements to the system and a few surprises for those still picking their way through the Games Workshop Hobby. Rest assured, there will still be hard-fought competition and oodles of spectacular armies. However, 2004 won't ONLY be about these

## Not Really a Conflict!

As the Games Workshop presence grows, we want to bring premiere shows to every corner of the country (and a few places in between). We may not be able to take a Games Day to the heartland, but we would certainly love to bring a lot of the same excitement to Minnesotans anyway.

We've been looking at the UK and we've caught a few ideas from our Battle Brothers across the pond. In the UK, Games Workshop runs seven exciting days of events a year called Conflict events. We can't do that here, but we can expect to see these events developing over the next year.

To make these events as comprehensive as possible, we'll be featuring the improved Grand Tournament system at a number of these shows. Our Events Team has incorporated a lot of the suggestions from Grand Tournament players – like a more transparent scoring system and more flexibility for players – to create a better Grand Tournament experience.

At these new events, you can expect the Grand Tournaments you know and love enhanced by the addition of loads of exciting activities. If you've never been able to make it to a Games Day, we're hoping you'll be able to make it along to one of our new events. We imagine it might be called something like CONFLICT Seattle, featuring the Seattle Grand Tournament. It has a ring to it!

Below: Timothy W. set with Best of

Left: From our E. headquarters (like this & rest of the world) we're looking at the future.

Below Right: At Right

Events scheduled for 2004 so far...

**MINNEAPOLIS – February 3**

**Earle Brown Heritage Center**

2000 Convention Center Concourse  
Minneapolis, MN 55437

**SEATTLE – February 24**

**Seattle Convention Center**

2000 Convention Center Way  
Seattle, WA 98104

**BALTIMORE – March 22-23**

**Baltimore Convention Center**

1 West Pratt Street  
Baltimore, MD 21201

Tickets will be available 9 weeks prior to each event from the Games Workshop Online Store and Mail Order.



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Did your last order include a miscast model? Are you missing a shield off your plastic regiment sprue? Give us a call, and we'll tell you how we can get the problem solved!

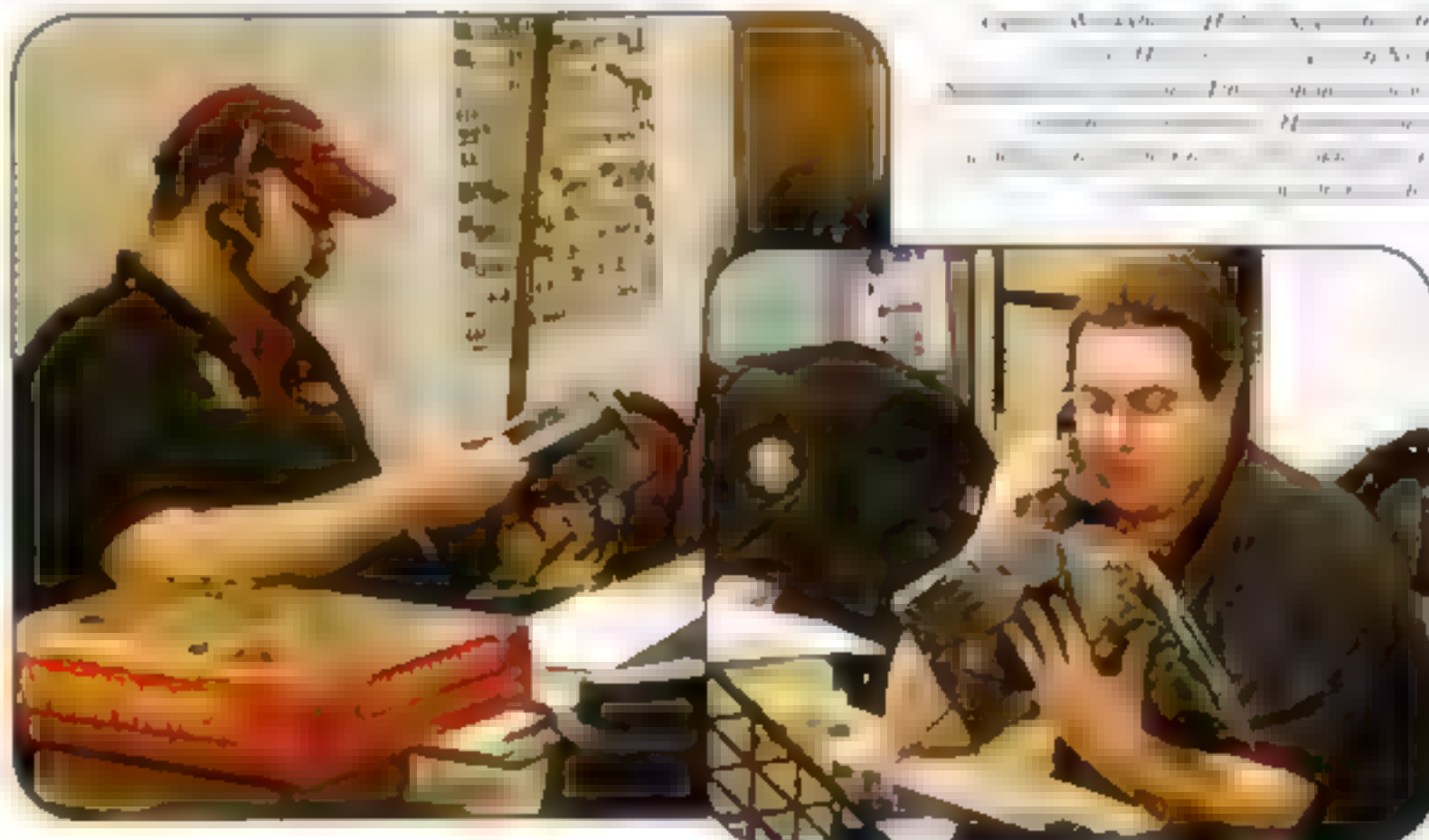
#### Find the Store Nearest You

Supporting your local store is always a great idea. After all, where else are you going to go to play, join leagues, and trounce everyone with your army? Give us a call, and we can search the database for the shops nearest you. You can do this yourself on the internet, but should you be unable to reach the world wide web, we're glad to help.

Remember this handy feature next time you travel as well – what a great opportunity to check out some hot gaming spots on your next business trip, family outing, or vacation.

#### Subscribe

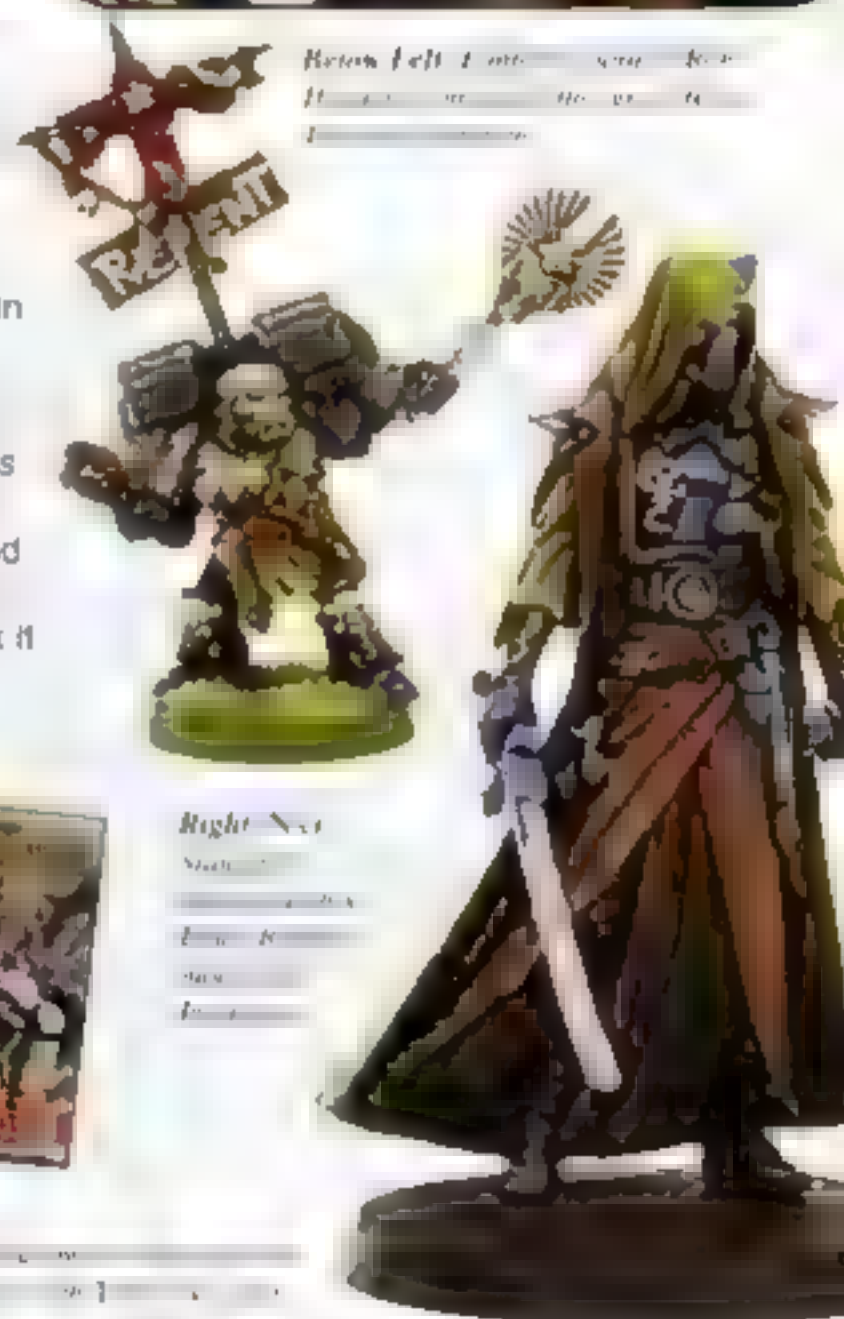
Lock in a year (or more) of *White Dwarf* (with *Troika*), *Warhammer Monthly*, or *Inferno*!



### Got Hobby Questions???

The members of our Mail Order staff are all hobbyists. They will be glad to explain to you what green stuff is (and why it is called that), how to get started with any of our games, or what troops qualify as Core in a Dark Elf army.

Each Mail Order Hobby Specialist has right in front of him a huge stack of *White Dwarf*s (what issue had the battle report of Guard vs...?) as well as all the latest rulebooks and army Codices. If we don't know the answer, we'll do our best to look it up for you.



Left Hand painted this exciting version of Pythia the Herald of Yggdrasil.



## Ordering from Mail Order

There are three easy and convenient methods you may use to order

**Call Us** (see box at right)

**Fax Us** (see box at right)

**Order by Mail** (see address at right)

Games Workshop accepts Visa, Mastercard, American Express, and Discover. When ordering by mail or fax, please be sure to include a complete mailing address where you would like your order shipped (including your phone number and e-mail address). When ordering by mail, Games Workshop accepts Checks and Money Orders.

Please note that Maryland residents must add 5% tax, and Virginia residents must add a 4.5% tax.

## Shipping & Handling

Some orders may take up to 3 to 5 business days to arrive at any address in the continental US or Canada.

### UPS

|             |          |         |
|-------------|----------|---------|
| Orders to   | \$20.00  | \$5.50  |
| \$20.01 to  | \$40.00  | \$7.50  |
| \$40.01 to  | \$60.00  | \$9.50  |
| \$60.01 to  | \$80.00  | \$9.50  |
| \$80.01 to  | \$100.00 | \$10.50 |
| \$100.01 to | OVER     | FREE    |

P.O. Boxes, APO, FPO – Orders are sent via US Postal Service – Priority Mail, PR, AK, HI Orders are sent via UPS 2nd Day Service.

### ADDITIONAL SERVICES

U.S. Next Day Air – US only  
Add \$10.00.

Foreign Shipping Charges –  
Please call for details.

### Spray Paints and Primers

Due to Federal regulations, no spray cans may be shipped via any form of air carrier. We can only send spray cans via ground service. This limits us to selling spray paints and primers in the continental US only (NO P.O. Boxes).



Above: A collection of Games Workshop miniatures. Above Right: A collection of Games Workshop miniatures. Right: A collection of Games Workshop miniatures. Below: A collection of Games Workshop miniatures.

# GAMES WORKSHOP

## USA MAIL ORDER INFORMATION

**1-800-394-GAME**

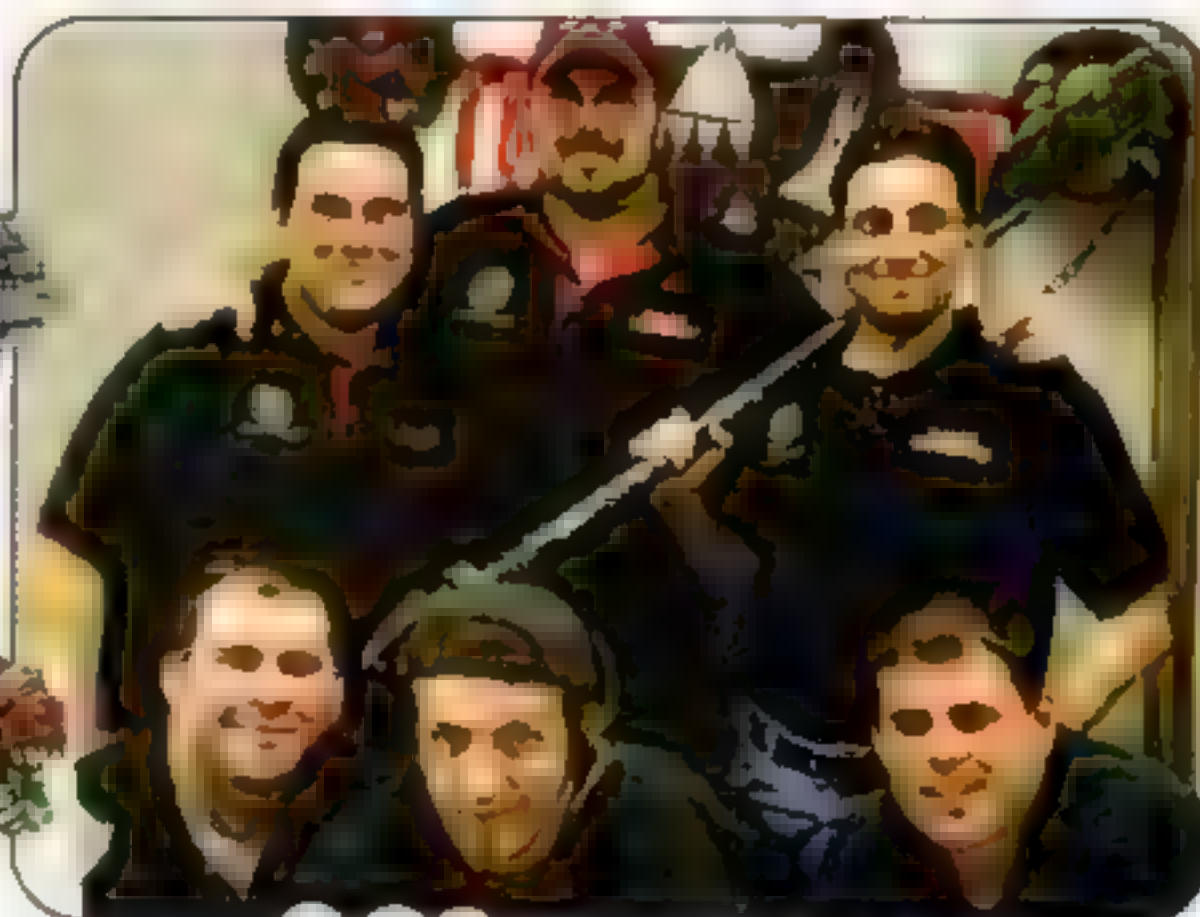
**fax: 1-410-689-2330**

Call 7 days a week, 10:00 a.m. – 10 p.m. Mon. to Fri.  
10 a.m. – 9 p.m. on weekends (all times Eastern Standard Time)

**Games Workshop Mail Order**  
**6721 Baymeadow Drive**  
**Glen Burnie, MD 21060-6401**

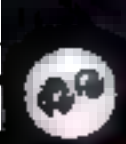


A row of Games Workshop miniature models.



A group of Games Workshop staff or customers posing together.





# ROGUE TRADER

*All across North America, hobbyists can find Independent Retail shops (also called Rogue Traders) that carry Games Workshop products. Your local shop should be not just a place to purchase all of your games and miniatures but also a place to play some games and befriend new opponents. Some Rogue Traders even run tournaments, leagues, painting clinics, and more.*

## Finding a Rogue Trader

There are several ways to find Independent Retailers close to your home

- Each issue of *White Dwarf* contains a Retailer List. This insert lists every Rogue Trader & Hobby Center by state. From Alaska to Hawaii, and everywhere in the continental U.S., you can find the shops near you
- The Games Workshop web site has a great Store Locator. Under "Shopping" there is a link to FINDING THE STORE NEAREST YOU. Type in your address, and you can get a listing of the stores within 50 miles as well as phone numbers, driving directions, and more
- Call our Mail Order number at 1-800-394-GAME and tell them you are trying to find a store in your area



**Store & Right**  
**Find a Store Near You**

Address: \_\_\_\_\_  
 City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone: \_\_\_\_\_

Store Name: \_\_\_\_\_

Store Type: \_\_\_\_\_

Store Hours: \_\_\_\_\_

Store Description: \_\_\_\_\_

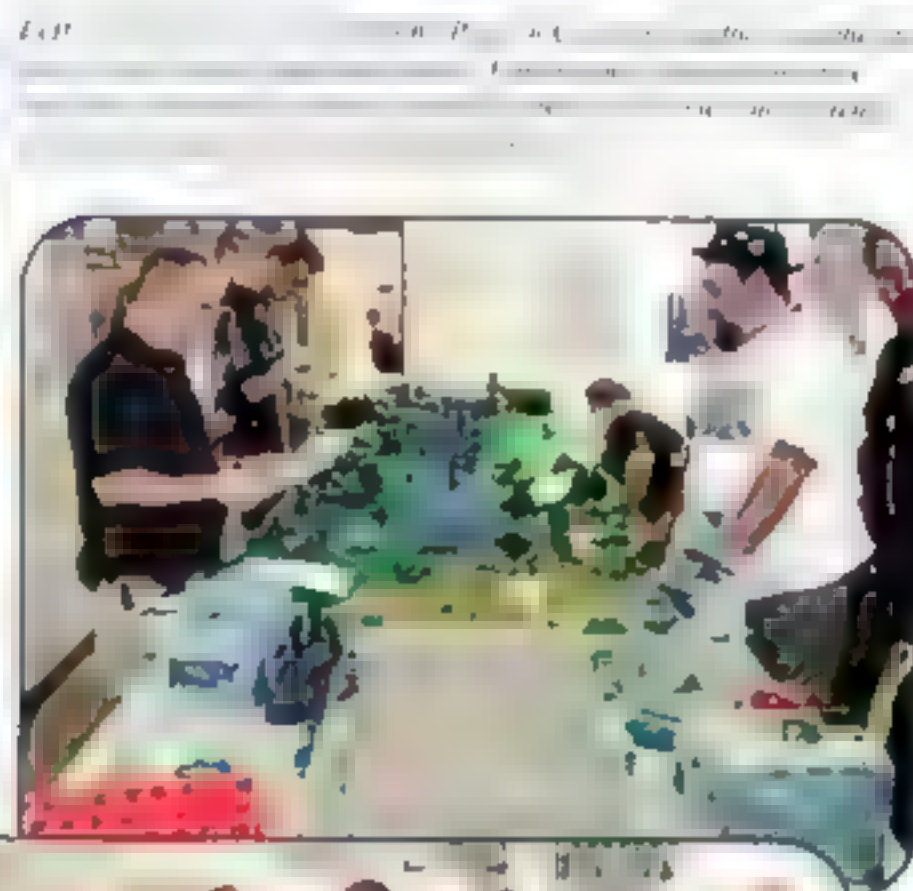


## Rogue Traders Can Carry the Entire Catalog!

No matter how large or small a Rogue Trader shop is, it can carry the entire line of games and miniatures featured in this catalog. While only the Current Range products are likely to be in stock and on the shelves, anything – including the Classic, Collector's, and Specialist Range models as well as biz – can be special ordered. Just tell a staff member at your local shop that you are interested in the Extended Ranges, and he will help you place your order. It's easy!!!







## Find Your Local Hot Spot!

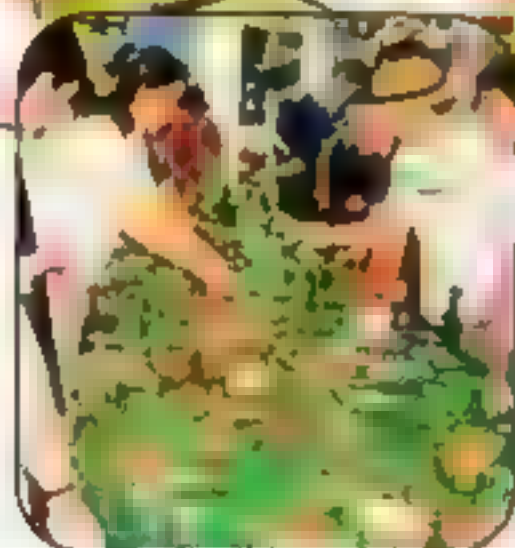
Finding a game shop with events is awesome and can only be topped by getting involved with a regular gaming group. Many Independent Retailers have one or more such groups that regularly attend gaming nights. Often, these groups run their own events. Stop by and ask a staff member when the next battle is and how you can get involved. If by chance, your local Rogue Trader doesn't have a lot of gaming opportunities, perhaps you can offer to run a monthly game night? After all, anyone with an army or an urge to play is probably waiting for the same thing!

## Rogue Trader Tournaments

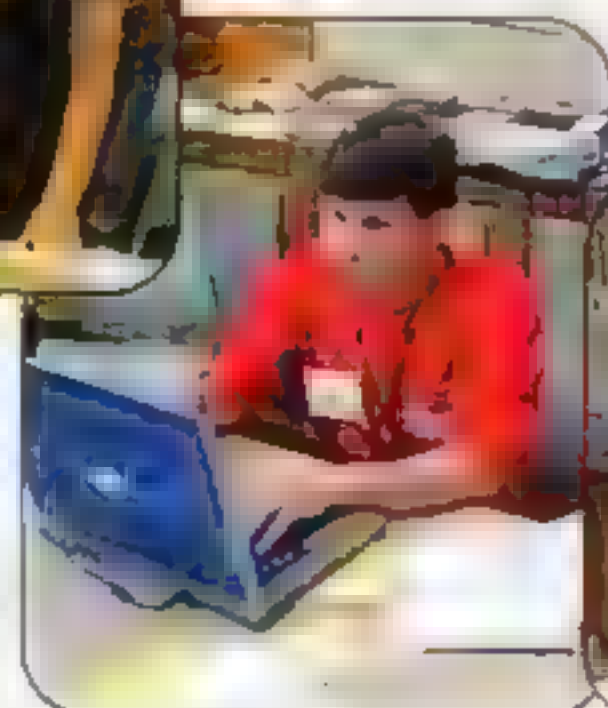
A Rogue Trader Tournament is an officially sanctioned GW event that stores, conventions, and clubs can run. It gives local gamers a chance to pit their armies against others in a competitive but fun atmosphere. Players are judged not just on wins and losses but also on sportsmanship and painting. Everyone gets to play. While everyone may not take home an award, having fun is a victory in itself. You can find out who is having a Rogue Trader tournament near you by looking under the Events section online or by checking out *White Dwarf*.



White Dwarf is a magazine that provides information on gaming events, tournaments, and more. It is a great resource for finding local gaming opportunities.



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# GW HOBBY CENTERS

*At Games Workshop, we routinely run free introductory games, give model painting advice, and even talk army-building and game-winning tactics. That's why we call our shops Hobby Centers – because there are always hobby and gaming activities going on.*

Games Workshop Hobby Centers are springing up all over North America. If you haven't been to one yet, here is what we are all about:

## Friendly & Expert Staff

Games Workshop Hobby Centers are staffed exclusively by hobbyists. That means, if you have a question about:

- gaming
- putting your models together
- painting
- choosing or building an army
- beating your buddy in a game
- terrain building
- model converting
- or anything else about the hobby you can think of,

all you have to do is walk through the doors and ask our friendly staff.

## Exactly What You Want

Games Workshop Hobby Centers are stocked with everything that is in the current range. They are at the forefront of all the new releases – if it is available, it is in the Hobby Center.

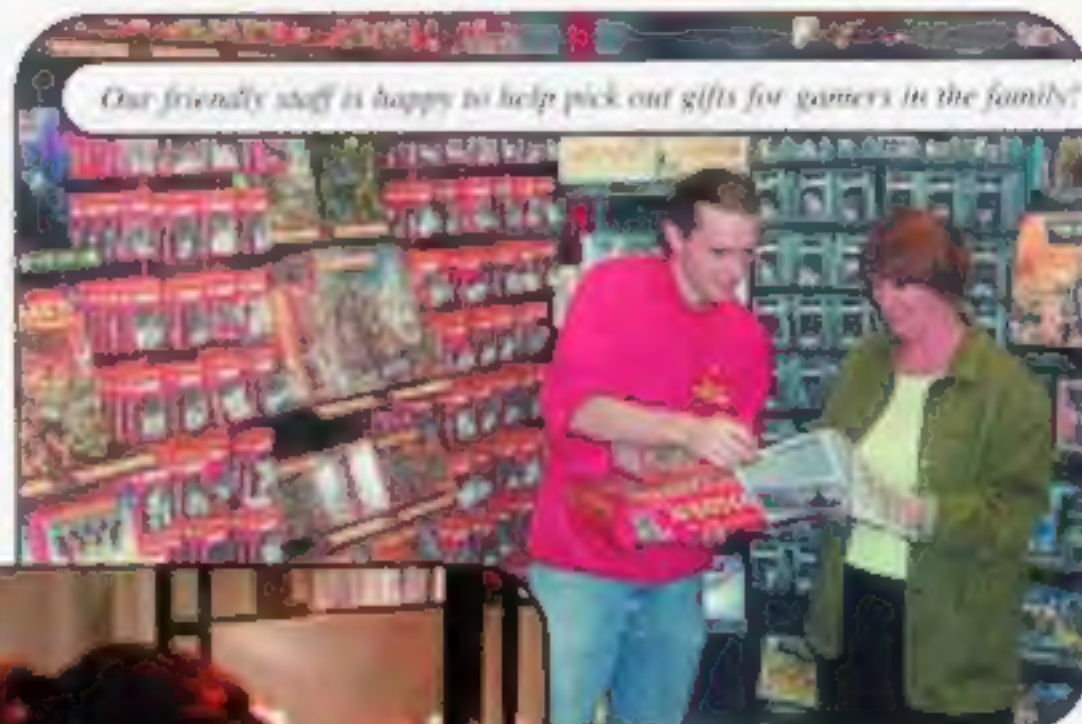
With this new catalog, it is possible to order Specialist games and models, as well as the Classic and Collector's Ranges. In short, everything in this Complete Catalog can be purchased or ordered from a Hobby Center.



*Stop in for a few painting tips or look for a Painting Seminar or event.*



*Every blister pack and board set on display!*



*Our friendly staff is happy to help pick out gifts for gamers in the family!*



*Advanced tips, speed painting, highlighting – C'mon in; we're happy to help.*



*Each Hobby Center has lots of well painted models on display!*

## Painting Clinics

Lots of hobbyists are daunted by painting at first, but we've found that, with a little encouragement and a little advice, anyone can turn out nice looking paint jobs. Hobby Centers run formal Painting Clinics (ask for hours), and staff members are always available for advice on the brushwork!



*Interested in learning a new game? Got a friend you'd like to introduce to Warhammer or Warhammer 40,000 but aren't sure if you can teach him how to play? Want to meet local gamers in your area? Stop by your local Games Workshop Hobby Center!*



*Battle among the stars – get an Introductory game of Battlefleet Gothic!*



## Every Level of Gaming!

Games Workshop Hobby Centers have something for every level of gamer.

**Introductory Games.** We are always glad to teach newcomers how to play Warhammer, Warhammer 40,000, The Lord of The Rings, and Battlefleet Gothic. Just walk in and ask us! Bring a buddy or play against staff. It is an awesome and fun opportunity to give our games a test run.

**Advanced Gaming.** Our Hobby Centers have a wide variety of gaming events, from mega-battles to special veteran nights for more serious competitors. There are always tournaments, leagues, and campaigns that allow you to join in the fun.

If you are interested in any of the special events, just ask the staff about the next event and how you can get involved.



## Terrain Making

While anyone can attend the gaming events at our Hobby Centers and use our terrain, many hobbyists want to build their own gaming table but are daunted by the task. Stop by a Hobby Center and get some tips.



*Checking out other people's paint jobs is a great way to get inspired for your own painting tasks!*



## **More Hobby Centers on the Way**

Listed below are all the Games Workshop Hobby Centers in the United States. By the time you read this, however, more Hobby Centers will have opened. For the latest news, keep your eyes peeled on *White Dwarf* magazine and the Games Workshop web site.

## **STORE LISTING**

### **— BATTLE BUNKER**

## **UNITED STATES STORES**

### **ARIZONA**

**ARIZONA MILLS**  
Tempe • 480-758-8759

### **CALIFORNIA**

**GLENDALE GALLERIA**  
Glendale • 818-242-4433

**LOS ANGELES HQ**  
Westminster • 714-893-7666

### **METREON**

San Francisco • 415-369-6136

### **OAKRIDGE MALL**

San Jose • 408-226-6325

### **ONTARIO MILLS**

Ontario • 909-581-0001

### **PACIFIC VIEW**

Ventura • 805-658-8924

### **STONERIDGE**

Pleasanton • 925-463-1481

### **SUNVALLEY**

Concord • 925-609-9450

### **THE BLOCK AT ORANGE**

Orange • 714-769-3189

### **COLORADO**

**COLORADO MILLS**  
Lakewood • 303-384-3534

### **CONNECTICUT**

**THE SHOPPES AT BUCKLAND HILLS**  
Manchester • 860-644-9333

### **GEORGIA**

### **ARBOR PLACE**

Douglasville • 770-577-5599

### **DISCOVER MILLS**

Lawrenceville • 678-847-5813

### **ILLINOIS**

**CHICAGO HQ**  
Downer's Grove • 630-426-0120

### **FOX VALLEY MALL**

Aurora • 630-585-9913

### **GURNEE MILLS**

Gurnee • 847-856-0885

### **ORLAND SQUARE SHOPPING CENTER**

Orland Park • 708-226-9563

### **RANDHURST CENTER**

Mt. Prospect • 847-797-9957

### **MARYLAND**

**ANNAPOLIS MALL**  
Annapolis • 410-266-5667

### **ARUNDEL MILLS**

Hanover • 443-755-1660

**GLEN BURNIE HQ**

Glen Burnie • 410-590-8675

### **THE AVENUE AT WHITE MARSH**

White Marsh • 410-933-2008

### **MASSACHUSETTS**

**HARVARD SQUARE**

Cambridge • 617-864-0510

### **HOLYOKE MALL AT INGLESIDE**

Holyoke • 413-539-6974

### **LIBERTY TREE MALL**

Danvers • 978-646-9355

### **NATICK MALL**

Natick • 508-653-3730

### **MICHIGAN**

### **FAIRLANE TOWN CENTER**

Dearborn • 313-982-0032

### **GREAT LAKES CROSSING**

Auburn Hills • 248-454-7708

### **TWELVE OAKS MALL**

Novi • 248-380-8232

### **MISSOURI**

### **ST. LOUIS MILLS**

Hazelwood • 314-227-5485

### **NEW JERSEY**

### **CHERRY HILL MALL**

Cherry Hill • 856-663-3303

### **JERSEY GARDENS**

Elizabeth • 908-354-1500

### **NEW YORK**

### **CAROUSEL CENTER**

Syracuse • 315-476-7786

### **GREENWICH VILLAGE**

New York City • 212-982-6314

### **PALISADES CENTER**

West Nyack • 845-348-1739

### **UPPER EAST SIDE**

New York City • 212-744-1390

### **UPPER WEST SIDE**

New York City • 212-362-0726

### **FOREST HILLS**

Forest Hills • 718-263-7574

### **WALDEN GALLERIA**

Cheekowaga • 716-651-9440

### **NORTH CAROLINA**

### **CONCORD MILLS**

Concord • 704-979-1333

### **PENNSYLVANIA**

**FRANKLIN MILLS**

Philadelphia • 215-501-0230

### **TENNESSEE**

**MEMPHIS HQ**

Memphis • 901-541-7700

### **OPRY MILLS**

Nashville • 615-514-3150

### **TEXAS**

### **GRAPEVINE MILLS**

Grapevine • 972-691-3744

### **KATY MILLS**

Katy • 281-644-6644

**MARQ-E HOUSTON**

Houston • 713-957-9244

### **VIRGINIA**

### **POTOMAC MILLS**

Prince William • 703-492-4555

### **SPRINGFIELD MALL**

Springfield • 703-719-9300

### **STONY POINT FASHION PARK**

Richmond • 804-560-8030

### **WASHINGTON**

### **ALDERWOOD MALL**

Lynnwood • 425-840-5155

**SEATTLE BUNKER**

Bellevue • 425-562-2300

### **SUPERMALL OF THE GREAT NW**

Auburn • 253-288-3904





# GAMES WORKSHOP

## CATALOG AND HOBBY REFERENCE

**ON THE OVER 1,000 PAGES BETWEEN THESE COVERS YOU'LL FIND...**

...full color pictures of practically every release in the current range of models, along with all of their respective bitz, and even all of the classic models and bitz that are available for purchase through any Games Workshop retailer. In addition to all of that, we've managed to squeeze in all sorts of useful introductory information and hobby projects for every game and army. There's never been a more complete display of the entire Games Workshop World of Hobby Games. Dig in and enjoy!



**...AND MUCH, MUCH MORE!**

\* Some of the games in the Specialised Games range have only a selection of the models displayed, although the entire available ranges are outlined in a price list in the respective sections.

A PUBLICATION OF

# GAMES WORKSHOP

[www.games-workshop.com](http://www.games-workshop.com)

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**CITADEL  
MINIATURES**

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